

# Germany

## European Theater Campaign Game

Naval Repair – Captured shipyard												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>5</b>												
<b>4</b>												
<b>3</b>												
<b>2</b>												
<b>Launch</b>												
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.												

Naval Construction - Kiel												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>5</b>												
<b>4</b>												<i>Tirpitz (BB4)</i>
<b>3</b>												<i>Bismarck (BB4)</i>
<b>2</b>						<i>Graf Zeppelin (CVL)</i>			<i>CA</i>			
<b>Launch</b>												
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.												

**Starting Naval Units:** *BC3: Gneisenau, Scharnhorst; PB2: Graf Spee, Lutzow, Scheer; CA4: DD6, one submarine; one additional submarine may be built in Fall 1939.*

Isolated Units	Allowable Builds
Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.	Place unbuilt air and ground units here.  <b>At start:</b> 20 AAF, one air transport, four 4-6 armor units, 14 3-3 infantry units, one 1-3 infantry unit, eight replacements.  <b>Deployment limits:</b> None.  <b>Fall 1939 allowable builds:</b> 10 AAF, six 4-6 armor units, two 2-6 armor units, 11 3-3 infantry units, one 1-3 infantry unit.  <b>Winter 1939 allowable builds:</b> Two 4-6 armor units, five 3-3 infantry units, two 1-3 airborne units.

## European Axis Oil Reserve



# Italy

## European Theater Campaign Game

Naval Construction – Genoa												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>5</b>												
<b>4</b>						<i>Impero (BB4)</i>						
<b>3</b>												
<b>2</b>		<i>Littorio (BB4)</i>										
<b>Launch</b>												
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.												

Naval Construction – Trieste												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>5</b>												
<b>4</b>						<i>Roma (BB4)</i>						
<b>3</b>												
<b>2</b>		<i>Vittorio Veneto (BB4)</i>										
<b>Launch</b>												
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.												

**Starting Naval Units:** *BB3: Andrea Doria, Caio Duilio, Conte di Cavour, Giulio Cesare; CA12; DD9, one submarine; one additional submarine may be built in Fall 1939.*

<p style="text-align: center;"><b>Isolated Units</b></p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;"><b>Allowable Builds</b></p> <p>Place unbuilt air and ground units here.</p> <p><b>At start:</b> Five AAF, one NAS, one 2-5 armor unit, one 3-3 infantry unit, two 2-3 infantry units, five 1-3 infantry units, six replacements.</p> <p><b>Deployment limits:</b> Three 1-3 infantry units begin in Ethiopia.</p> <p><b>Fall 1939 allowable builds:</b> One 3-3 infantry unit, one 2-3 infantry unit, three 1-3 infantry units.</p>
<p><b>Minor Country Infantry Units</b></p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

# Britain

## European Theater Campaign Game

Naval Construction – Canada												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>2</b>												
<b>Launch</b>												
<b>Waiting for Repair (Canada)</b> Place damaged ships waiting for repair here.												
<b>Waiting for Repair (Glasgow)</b> Place damaged ships waiting for repair here.												

Naval Construction - Glasgow												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>5</b>												
<b>4</b>				Anson (BB4)			Howe (BB4)			Duke of York (BB4)		
<b>3</b>				Prince of Wales (BB4)							King George V (BB4)	
<b>2</b>				Illustrious (CVL)					CA			
<b>Launch</b>												

**Starting Naval Units:** CVL: Ark Royal, Courageous, Furious, Glorious; BB4: Nelson, Rodney; BC3: Hood, Renown, Repulse; BB3: Barham, Malaya, Q. Elizabeth, Ramilles, Resolution, Revenge, Royal Oak, Royal Sovereign, Valiant, Warspite; CA32; DDL3; one submarine, one ASW, 25 transports; one additional submarine, one additional ASW and five additional transports may be built in Fall 1939.

Isolated Units	Allowable Builds
Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.	Place unbuilt air and ground units here.
	<p><b>At start:</b> Eight AAF, 11 NAS, one strategic bomber, two 2-5 armor units, two 3-4 mechanized infantry units, six replacements.</p> <p><b>Commonwealth forces (at start):</b> <b>Canada:</b> One 3-4 mechanized infantry unit; <b>South Africa:</b> One 3-4 mechanized infantry unit and three 1-3 infantry units; <b>Australia:</b> One 2-2 and three 1-2 infantry units; <b>India:</b> Four 2-2 and four 1-2 infantry units.</p> <p><b>Deployment limits:</b> None, apart from Commonwealth units.</p> <p><b>Fall 1939 allowable builds:</b> Five AAF, one NAS.</p> <p><b>Spring 1940 allowable builds:</b> Five AAF, one NAS.</p> <p>For additional Commonwealth forces, see force pool chart.</p>
<b>Minor Country Infantry Units</b> One infantry unit per minor country may be rebuilt at no BRP cost.	

## Western European Oil Reserve



# France

## European Theater Campaign Game

Naval Construction – Lorient												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>5</b>												
<b>4</b>												
<b>3</b>												
<b>2</b>												
<b>Launch</b>												
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.												

Naval Construction – Marseilles												
Rate	1	2	3	4	5	6	7	8	9	10	11	12
Capacity	2	4	6	8	10	12	14	16	18	20	22	24
Level	Spring			Summer			Fall			Winter		
<b>5</b>												
<b>4</b>												
<b>3</b>												
<b>2</b>												
<b>Launch</b>												
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.												

**Starting Naval Units:** *BB3: Dunkerque, Strasbourg, Bretagne, Lorraine, Provence; CA10; DD9.*

<p style="text-align: center;"><b>Isolated Units</b></p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;"><b>Allowable Builds</b></p> <p>Place unbuilt air and ground units here.</p> <p><b>At start:</b> Five AAF, one 3-5 armor unit, 14 2-3 infantry units; three 1-3 infantry units, four replacements.</p> <p><b>Deployment limits:</b> One 1-3 infantry unit must remain in Lebanon-Syria and two 1-3 infantry units must remain in French North Africa or Libya.</p> <p><b>Fall 1939 allowable builds:</b> Two 3-5 armor units, four 2-3 infantry units.</p>
<p style="text-align: center;"><b>Minor Country Infantry Units</b></p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

# United States

## European Theater Campaign Game

Naval Construction – Atlantic														
Rate	1	2	3	4	5	6	7	8	9	10	11	12		
	13	14	15	16	17	18	19	20	21	22	23	24		
Capacity	2	4	6	8	10	12	14	16	18	20	22	unl		
Level	Spring			Summer			Fall			Winter				
<b>5</b>														
<b>4</b>														
<b>3</b>														
<b>2</b>														
<b>Launch</b>														
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.														

**Starting Naval Units (Atlantic):** *BB3: Colorado, Idaho, Mississippi, New Mexico; New York, Texas; CA14; DD6; one ASW; one additional ASW may be built in Fall 1939.*

<p style="text-align: center;"><b>Isolated Units</b></p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;"><b>Allowable Builds</b></p> <p>Place unbuilt air and ground units here.</p> <p><b>At start:</b> One strategic bomber, two 3-4 mechanized infantry units, six replacements.</p>
<p style="text-align: center;"><b>Minor Country Infantry Units</b></p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

# Russia

## European Theater Campaign Game

Naval Construction – Leningrad										
Rate	1									
Capacity	2									
Level	Spring	Summer	Fall	Winter						
<b>5</b>										
<b>4</b>										
<b>3</b>										
<b>2</b>										
<b>Launch</b>										
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.										

Naval Construction - Sevastopol										
Rate	1									
Capacity	2									
Level	Spring	Summer	Fall	Winter						
<b>5</b>										
<b>4</b>										
<b>3</b>										
<b>2</b>										
<b>Launch</b>										
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.										

**Starting Naval Units:** *BB2: Gangut, Petropavlosk, Sevastopol; CA6; DD6.*

Six naval factors must start in both Leningrad and the Black Sea.

Isolated Units	Allowable Builds
Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.	Place unbuilt air and ground units here.  <b>At start:</b> 11 AAF, four 3-5 armor units, four 3-3 infantry units; five 2-3 infantry units; 11 1-3 infantry units.  <b>Deployment Limits:</b> One 3-5 armor unit, two 3-3 infantry units, and one AAF must start in the Urals box. Russia may SR these units onto the European mapboard during the Russian Fall 1941 redeployment phase.  <b>Fall 1939 allowable builds:</b> Five AAF, three 3-5 armor units, two 3-3 infantry units; five 2-3 infantry units; five 1-3 infantry units, two 1-3 airborne units.
<b>Minor Country Infantry Units</b> One infantry unit per minor country may be rebuilt at no BRP cost.	

## Russian Oil Reserve

