

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		
5												
4												
3												
2												
Launch												
Waiting for Repair 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		
5												
4												<i>Tirpitz (BB4)</i>
3												<i>Bismarck (BB4)</i>
2												
Launch												
Waiting for Repair 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. At start: 20 AAF, one air transport, four 4-6 armor units, 14 3-3 infantry units, one 1-3 infantry unit, eight replacements. Deployment limits: None. Fall 1939 allowable builds: 10 AAF, six 4-6 armor units, two 2-6 armor units, 11 3-3 infantry units, one 1-3 infantry unit. Winter 1939 allowable builds: 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		
5												
4						<i>Impero (BB4)</i>						
3												
2		<i>Littorio (BB4)</i>										
Launch												
Waiting for Repair 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		
5												
4						<i>Roma (BB4)</i>						
3												
2		<i>Vittorio Veneto</i>										
Launch												
Waiting for Repair 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;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: 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>Deployment limits: Three 1-3 infantry units begin in Ethiopia.</p> <p>Fall 1939 allowable builds: One 3-3 infantry unit, one 2-3 infantry unit, three 1-3 infantry units.</p>
<p style="text-align: center;">Minor Country Infantry Units</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		
2												
Launch												
Waiting for Repair (Canada) Place damaged ships waiting for repair here.												
Waiting for Repair (Glasgow) 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		
5												
4				<i>Anson (BB4)</i>			<i>Howe (BB4)</i>			<i>Duke of York (BB4)</i>		
3				<i>Prince of Wales (BB4)</i>						<i>King George V (BB4)</i>		
2				<i>Illustrious (CVL)</i>						CA		
Launch												

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:* DD13; 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
<p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p>Place unbuilt air and ground units here.</p> <p>At start: Eight AAF, 11 NAS, one strategic bomber, two 2-5 armor units, two 3-4 mechanized infantry units, six replacements.</p> <p>Commonwealth forces (at start): Canada: One 3-4 mechanized infantry unit; South Africa: One 3-4 mechanized infantry unit and three 1-3 infantry units; Australia: One 1-3 infantry unit; India: One 2-3 and one 1-3 infantry unit.</p> <p>Commonwealth forces (Fall 1940 allowable builds): Canada: One 3-4 mechanized infantry unit; Australia: One 2-3 infantry unit.</p> <p>Deployment limits: None, apart from Commonwealth units.</p> <p>Fall 1939 allowable builds: Five AAF, one NAS.</p> <p>Spring 1940 allowable builds: Five AAF, one NAS.</p> <p>For additional Commonwealth forces, see force pool chart.</p>
Minor Country Infantry Units	
<p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

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		
5												
4												
3							<i>Jean Bart (BB4)</i>					
2										<i>CA</i>		
Launch												
Waiting for Repair 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		
5												
4												
3												
2							<i>Richelieu (BB4)</i>			<i>CA</i>		
Launch												
Waiting for Repair Place damaged ships waiting for repair here.												

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

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: Five AAF, one 3-5 armor unit, 14 2-3 infantry units; three 1-3 infantry units, four replacements.</p> <p>Deployment limits: 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>Fall 1939 allowable builds: Two 3-5 armor units, four 2-3 infantry units.</p>
<p style="text-align: center;">Minor Country Infantry Units</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		
5												
4												
3												
2												
Launch												
Waiting for Repair 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;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: One strategic bomber, two 3-4 mechanized infantry units, six replacements.</p>
<p>Minor Country Infantry Units</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						
5										
4										
3										
2										
Launch										
Waiting for Repair Place damaged ships waiting for repair here.										

Naval Construction - Sevastopol										
Rate	1									
Capacity	2									
Level	Spring	Summer	Fall	Winter						
5										
4										
3										
2										
Launch										
Waiting for Repair 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.

<p style="text-align: center;">Isolated Units</p> <p>Ground units eliminated while out of supply may be rebuilt at double the normal BRP cost.</p>	<p style="text-align: center;">Allowable Builds</p> <p>Place unbuilt air and ground units here.</p> <p>At start: 11 AAF, four 3-5 armor units, four 3-3 infantry units; five 2-3 infantry units; 11 1-3 infantry units.</p> <p>Deployment Limits: 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.</p> <p>Fall 1939 allowable builds: 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.</p>
<p style="text-align: center;">Minor Country Infantry Units</p> <p>One infantry unit per minor country may be rebuilt at no BRP cost.</p>	

Russian Oil Reserve

