

# Logistics

## 27. UNIT CONSTRUCTION

- 27.1 CONSTRUCTION COSTS
- 27.2 RESTRICTIONS
- 27.3 CONSTRUCTION LIMITS
- 27.4 PLACEMENT OF NEWLY CONSTRUCTED UNITS
- 27.5 FORCE POOLS AND INTER-THEATER TRANSFERS
- 27.6 NAVAL AIR CONSTRUCTION
- 27.7 NAVAL CONSTRUCTION AND REPAIR
- 27.8 INVERSION OF NEWLY CONSTRUCTED AIR AND NAVAL UNITS
- 27.9 CONSTRUCTION OF SW UNITS

### 27.1 CONSTRUCTION COSTS:

**27.11 BRP COSTS:** During the unit construction phase, subject to its construction limit (27.3), each major power may construct units at the following cost in BRPs per combat factor:

- A. One BRP per factor: Infantry, replacements, naval air, kamikazes, flak.
- B. Two BRPs per factor: Armor, partisans.
- C. Three BRPs per factor:
  - Specialized units (airborne, Chindits, marines, commandos).
  - Air units (army air, jets, air transports, strategic bombers, interceptors).
  - Naval units (destroyers, cruisers, capital ships, carriers, transports, submarines, ASW). For the details of naval construction, see 27.7.
- D. Five BRPs per counter: Fortifications, railheads.
- E. Five BRPs per two counters: Beach defenses.
- F. Ten BRPs per counter: Ports.

**27.12** These construction costs are summarized in the BRP Costs Chart in the player aids:

BRP Costs Chart - 27.12	
Action	BRP Cost
<b>Declarations of war:</b>	
Against a major power	35
Against a minor power	10
<b>Full Offensive:</b>	15
<b>Limited or Participation Offensives:</b>	
Each ground or air factor used	1
Each destroyer or escort carrier factor used	1
Each 2-factor cruiser or named ship used	1
<b>Unit Construction (per factor):</b>	
Airborne units, Chindits, marines, commandos, army air, jets, strategic bombers, interceptors, destroyers, cruisers, capital ships, carriers, transports, submarines, ASW	3
Armor, partisans	2
Infantry, replacements, naval air, kamikazes, flak	1
<b>Fortifications, railheads (per counter):</b>	5
<b>Beach defenses (two counters):</b>	5
<b>Ports (per counter):</b>	10

**27.13 RECONSTRUCTION COSTS DOUBLED:** The following units are built at double the normal construction cost:

- A. Units rebuilt in the turn they are eliminated as set out below. Such units may be rebuilt in a subsequent turn at the normal construction cost:
  - Units eliminated by isolation.

- Isolated units which made offensive attacks without paying the normal BRP costs (9.82).
- Units which were voluntarily eliminated.

B. Units built subject to construction oil effects (27.35).

**27.14 RECONSTRUCTION COSTS TRIPLED:** Isolated or voluntarily eliminated units (27.13A) which are rebuilt subject to construction oil effects (27.13B) are rebuilt at triple the normal construction cost.

### 27.2 RESTRICTIONS:

**27.21 ONE TURN DELAY IN CONSTRUCTION:** Specialized units may not be rebuilt in the player turn in which they are eliminated.

**27.22 RECONSTRUCTION PROHIBITED:** The following units may not be rebuilt if eliminated:

A. Dutch units in the Pacific.

B. Vlasov, Wang, and Indian National Army units (EXCEPTION: Indian National Army units added to the Japanese force pool due to Japanese control of Burmese and Indian objectives - 72.93A). This does not preclude the construction of additional such units if otherwise permitted.

C. Minor country naval units (EXCEPTION: Australian cruisers and destroyers).

**27.23 NAVAL AIR UNITS:** Naval air construction is subject to naval air training limits (17.353, 27.6). Elite Japanese NAS are rebuilt as normal NAS (17.352).

**27.24 NAVAL UNITS:** Special rules govern the construction of naval units, transports and ASW (27.7).



### 27.3 CONSTRUCTION LIMITS:

**27.31 EFFECT OF CONSTRUCTION LIMITS:** The number of BRPs each major power may expend each turn on the construction of air, ground, naval and SW units, fortifications, railheads, ports and partisans may not exceed its construction limit.

**27.32 DETERMINING CONSTRUCTION LIMITS:** Construction limits are determined as follows:

A. **BASIC CONSTRUCTION LIMIT:** The basic construction limit for each major power is one-third of its BRP base, rounded down. Russia includes the BRP value of ICs under its control.

B. **REDUCTIONS:** The basic construction limit for each major power may be reduced as set out in 27.33.

C. **INCREASES:** The basic construction limit for each major power may be increased as set out in 27.34.

#### 27.33 REDUCTIONS IN CONSTRUCTION LIMITS:

**27.331 TRANSPORT SHORTAGES, BOMBING AND AXIS UNITS ADJACENT TO MAPBOARD BOXES:** For every three BRPs lost because of transport shortages, bombing and Axis units adjacent to mapboard boxes, the affected major power's construction limit is reduced by one BRP. When making this calculation, the BRP losses from these causes are totaled, divided by three and rounded down.

**A. TRANSPORT SHORTAGES:** Transport shortages affect only Britain and Japan (20.635).

**B. BOMBING:**

- Japanese bombing attacks against Australia and India reduce both the Australian and Indian construction limits and the British construction limit, up to a maximum of three BRPs for each of Australia and India (71.321, 72.321).
- German and Japanese bombing attacks against the Urals box reduce the Russian construction limit, up to a maximum of 15 BRPs (81.641).
- Flying bomb attacks are treated in the same manner as other bombing attacks.

**C. AXIS UNITS ADJACENT TO MAPBOARD BOXES:**

- Japanese ground factors adjacent to the Australia box in excess of the number of Western Allied ground factors in the Australia box at the end of a Japanese combat phase reduce both the Australian and British construction limits, up to a maximum of three BRPs (71.42).
- Japanese ground factors adjacent to the India box in excess of the number of Western Allied ground factors in the India box at the end of a Japanese combat phase reduce both the Indian and the British construction limits, up to a maximum of three BRPs (72.42).
- Axis ground factors adjacent to the Urals box in excess of the number of Russian ground factors in the Urals box at the end of an Axis combat phase reduce the Russian construction limit, up to a maximum of 15 BRPs (81.72).

**27.332 IRON ORE (Germany only):** If iron ore shipments from Sweden are cut off (86.42), Germany's construction limit is reduced by five BRPs. This effect is not cumulative and is negated if iron ore shipments are restored.

**27.333 ROCKETS:** For every BRP lost to rocket attacks on a key economic area, mapboard box or IC, the construction limit of the defending major power is reduced by one BRP.

- Japanese rocket attacks against Australia reduce both the Australian and the British construction limits, up to a maximum of three BRPs (71.321).
- Japanese rocket attacks against India reduce both the Indian and the British construction limits, up to a maximum of three BRPs (72.321).
- German and Japanese rocket attacks against the Urals box reduce the Russian construction limit, up to a maximum of 15 BRPs (81.641).

*The limits on the effects of bombing and rocketing the Australia, India and Urals boxes and having Axis units adjacent to them are cumulative. The Australian and India construction limits may be reduced by no more than three BRPs per turn from all three causes and the Russian construction limit may be reduced no more than 15 BRPs per turn from all three causes.*

**27.334 BRP GRANTS:** For every three BRPs (round down) granted by a major power, its construction limit is reduced by one BRP in the turn the grant is made (40.23A).

**27.335 KEY ECONOMIC AREAS UNDER ENEMY CONTROL:** If a key economic area which was originally controlled by a major power is under enemy control, the value of that key economic area is deducted from the originally controlling major power's BRP base before determining its basic construction limit. If such a key economic area is also bombed in the turn in which it is captured (27.331), any BRP losses from bombing are deducted from the value of the key economic area before determining construction effects. The Commonwealth portion of the British base (40 BRPs, unless Australia or India has surrendered) is always included in the calculations to determine the British construction limit, regardless of lost key economic areas in Britain itself.

**27.34 INCREASES IN CONSTRUCTION LIMITS:** For every three granted BRPs (round down) received by a major power, its construction limit is increased by one BRP in the turn the grant is received (40.23B). The increase to the recipient's construction limit is always the same as the reduction to the granting major power's construction limit (27.334). Construction limit increases from BRP grants are taken into account after all reductions to the recipient's construction limit are determined (27.33). American BRP grants to Canada, South Africa, Australia and India have no effect on the British construction limit (40.244).

**27.341 GERMAN CONSTRUCTION LIMIT INCREASES:** The German construction limit is increased by one BRP beyond its normal level for each BRP lost by Britain or Russia to German flying bombs and rockets. This effect is determined each turn; losses inflicted in previous turns have no additional effect.

**27.35 CONSTRUCTION OIL EFFECTS:** For each alliance faction, the number of oil counters expended to offset construction oil effects (33.61D) affects construction costs as follows:

**A.** Each oil counter used to offset construction oil effects allows 25 BRPs of units to be built at normal construction costs (27.11):

- No oil counters: all builds are subject to construction oil effects.
- One oil counter: normal construction costs apply to the first 25 BRPs of builds; additional builds are subject to construction oil effects.
- Two oil counters: normal construction costs apply to the first 50 BRPs of builds; additional builds are subject to construction oil effects.
- Three or more oil counters; normal construction costs apply to the first 75 BRPs of builds; additional builds are subject to construction oil effects, and so on for each additional oil counter used.

**B.** Units subject to construction oil effects are built at double the normal construction cost (27.13B).

**C.** Isolated or voluntarily eliminated units which are also built subject to construction oil effects are built at triple the normal construction cost (27.14).

**D.** Using oil counters to prevent construction oil effects avoids increased construction costs, but does not allow a major power to exceed its construction limit.

**E.** Britain and Russia are considered to have incurred the construction oil effect for resistance level purposes unless at least one oil counter was used to reduce unit construction costs.

**F.** German and Italian construction costs are combined when determining the effects of European Axis oil expenditures for construction purposes, although each major power has a distinct construction limit.

**G.** The Western Allies do not track oil consumption until the turn after the Fall of France (33.48), and the United States has unlimited oil. Western Allied oil expenditures are therefore only required for British construction.

## 27.4 PLACEMENT OF NEWLY CONSTRUCTED UNITS:

**27.41 ELIGIBLE LOCATIONS:** The placement of newly constructed units is subject to the following limitations:

**27.42 HOME COUNTRY:** Units may only be constructed in the constructing major power's home country (EXCEPTIONS: 27.47), subject to the following qualifications and restrictions:

**A. GERMANY:** East Prussia is an integral part of Germany.

**B. ITALY:** Sicily is an integral part of Italy. Italy may not construct units in Sardinia.

**C. JAPAN:** Only Kyushu, Shikoku, Honshu and Hokkaido are considered Japan's home country; Japan may not construct units in Karafuto, the Kuriles or Okinawa.

**D. BRITAIN:** Ulster is an integral part of Britain. Certain British naval units may be built in Canada (70.15). Otherwise British units may be built in Canada only if Britain has surrendered and the British resistance level is zero or less or if all hexes in Britain are isolated or under Axis control (59.82).

**E. FRANCE:** France may not construct units in Corsica. The French colonial 1-3 infantry units must be rebuilt in their respective colonies (75.61).

**F. RUSSIA:** Russia may not construct units in eastern Europe or the Urals box. For unit construction in Siberia, see 27.476.

**G. U.S.:** American units may be constructed in either U.S. box.

**H. CHINA:** Nationalist and Communist China may not construct units in Manchuria.

### 27.43 SUPPLY:

**A. GENERAL:** Units may not be constructed in isolated or partially supplied hexes. The supply and oil status of a newly constructed unit is considered to be the same as that of the hex or mapboard box in which it is constructed.

**B. RUSSIA:** Russian units, including fortifications, may only be constructed in hexes which can trace a supply line from the Urals box (30.225).

**27.44 ENEMY ZoCs:** Units may not be constructed in hexes which are in an enemy ZoC. If two countries are not at war, units may be constructed in a border hex despite the ZoC of a future enemy's armor unit.

**27.45 HEX CONTROL:** Units may only be constructed in hexes which were controlled by the constructing major power at the beginning of the player turn of construction. Units may not be constructed on hexes which are recaptured from the enemy until the player turn following their recapture.

**27.46 STACKING LIMITS:** Stacking limits must be observed during placement.

**27.47 UNIT CONSTRUCTION OUTSIDE HOME COUNTRIES:** Unit construction outside a home country is permitted as follows:

**27.471 JAPAN:** Japan may construct up to three factors of infantry (only) each turn in Korea and Manchuria. This three factor limit applies to the total number of factors constructed, not the number of factors constructed in each location.

### 27.472 SOUTH AFRICA:

**A. LOCATION:** South African units are built in the South Africa box.

**B. COST:** The cost of constructing South African units may be paid by:

- Britain, with the construction cost counting against the British construction limit; or
- The U.S., with the construction cost counting against the American construction limit. One Atlantic transport must be used for every five American BRPs granted to South Africa in any turn in which the U.S. pays for the construction of South African units. American expenditures for South African unit construction before the U.S. is at war with Germany count against the American pre-war grant limit.

### 27.473 AUSTRALIA:

**A. LOCATION:** Australian units may be constructed in Australian hexes or in the Australia box.

**B. PER TURN LIMITS:** The Australian construction limit is nine BRPs per turn and is subject to the following per turn limits:

- **INFANTRY:** Three infantry factors of any denomination.
- **AIR:** One AAF.
- **SHIPBUILDING:** Australian shipbuilding may be used to rebuild Australian destroyers and cruisers or to repair Western Allied naval units. Australia may never have more than two destroyer factors and two CA2s in play (71.152C).

**C. COST:** The cost of constructing Australian units may be paid:

- By Britain, with the construction cost counting against the British construction limit; or
- Starting in the first Allied player turn in which Australian units may be constructed following the outbreak of war between Japan and Britain, by the U.S., with the construction cost counting against the American construction limit. One Pacific transport must be used for every five American BRPs granted to Australia in any turn in which the U.S. pays for the construction of Australian units.

### 27.474 INDIA:

**A. LOCATION:** Indian units may be constructed in Indian hexes or in the India box.

**B. PER TURN LIMIT:** The Indian construction limit is three BRPs per turn.

**C. COST:** Britain must pay for Indian unit construction. The cost of Indian unit construction counts against the British construction limit.

**D. CHINDIT:** The Chindit may be constructed in any eligible Indian hex or in the India box. The BRP cost of constructing the Chindit counts against the British, but not the Indian, construction limit.

### 27.475 CANADA:

**A. LOCATION:** The Canadian 4-5 armor unit and Canadian 3-4 infantry units are constructed in Canada.

**B. SHIPBUILDING:** Subject to the limit of the Canadian shipbuilding capacity, Western Allied ASW and transports, and British destroyers, submarines, cruisers and two-factor named ships, may be constructed in Canada.

**C. COST:** The cost of unit construction in Canada may be paid by:

- Britain, with the construction cost counting against the British construction limit; or
- The U.S., with the construction cost counting against the American construction limit. American expenditures for Canadian unit construction before the U.S. is at war with Germany count against the American pre-war grant limit.

**27.476 RUSSIA:** Russia may construct up to six BRPs of ground and/or air units in Siberia each turn at the normal BRP cost. Russian units may not be constructed in Mongolia or Tannu Tuva.

**27.477 FRANCE:** The French 1-3 infantry units represent French colonial forces and may only be rebuilt in the colonies in which they began the campaign game (75.61).

**27.478 FORTIFICATIONS:** See 32.1.

**27.479 RAILHEADS:** See 28.65.

**27.48 PARTISANS:** For the rules relating to the construction of partisans, see 11.3.

## 27.5 FORCE POOLS AND INTER-THEATER TRANSFERS:

**27.51 GROUND UNITS MAY NOT BE ALTERED:** Britain, the U.S. and Russia may transfer units from one theater to another. Ground units may not be broken down into smaller denominations or combined into larger denominations when transferred between theaters. The movement factor (ground units) and range (air units) for both theaters is indicated on the unit counters.

**27.52 AMERICAN CONSTRUCTION:** American units may be constructed in either U.S. box, regardless of where they were lost. American ground and air units may also be transferred from one theater to another by SRing them from one U.S. box to the other (28.751A, 28.752A) or by using Indian Ocean transports (28.753-28.755).

## 27.6 NAVAL AIR CONSTRUCTION:

**27.61 NAVAL AIR TRAINING RATES:** The number of factors of naval air which may be built each turn is limited for all major powers as follows: the U.S.: 4; Japan: 3; Britain: 2; Germany: 1; Italy: 1. These limits apply to both the construction of new force pool additions and the rebuilding of naval air units which have been eliminated. American construction of CVEs is limited by, but not counted against, naval air training rates (17.353B). Naval air training rates may be increased by the investment of RPs in production (42.23D). France, Russia and China may never build naval air units.



## 27.7 NAVAL CONSTRUCTION AND REPAIR:

**27.71 SHIPBUILDING:** Each major power may use its shipbuilding points to construct naval units as set out in 27.711 and 27.712. The capture of a shipyard (27.73) by an opposing alliance faction displaces ships on the "2" or "Launch" row of the Naval Construction Chart for that shipyard (21.23) and eliminates all other ships being built at that

location, but does not affect the capability of the major power which originally owned the shipyard to build submarines, ASW and transports in other ports. Naval units may be constructed in the following locations:

**27.711** Submarines, ASW and transports may be constructed in the following locations:

A. Any controlled, fully supplied port in the constructing major power's home country.

B. Either U.S. box (U.S. only).

C. Canada (Britain only).

**27.712** Destroyers, CVEs, cruisers and named naval units may be constructed in the following locations:

A. Any controlled, fully supplied port in the constructing major power's home country which contains an anchor symbol.

B. Either U.S. box (U.S. ships and British CVEs).

C. Canada (British destroyers, cruisers and two-factor named ships).

D. Australia (Australian destroyers and cruisers). No more than two Australian destroyer factors and two Australian CA2s may be in play at any time.

**27.713 USE OF CAPTURED SHIPYARDS:** Enemy shipyards may be used to repair cruisers and named ships, but not to build new ships, if the hex containing the shipyard is controlled by the alliance faction wishing to use it and the originally controlling major power has surrendered. The Naval Construction Chart for that shipyard is used to keep track of repairs. Each captured shipyard has a shipbuilding rate of one and a shipyard capacity of two. If a shipyard is recaptured by its owning nation, the full shipyard rates and capacity are restored. If recaptured by an ally after the original country has surrendered, it is treated as a captured shipyard, with a shipbuilding rate of one and a shipyard capacity of two.

**27.72 SHIPBUILDING AND BRP COSTS:** Each naval factor requires one shipbuilding point and three BRPs to construct.

**27.721 REPAIR AND CONSTRUCTION TIMES:**

**A. SUBMARINES, ASW AND TRANSPORTS:** Submarines, ASW and transports are launched immediately, at a cost of one shipbuilding point and three BRPs for each factor. Transports are repaired immediately at no shipbuilding or BRP cost when they return to base.

**B. DESTROYERS AND CVEs:** Destroyers and CVEs are launched in the turn following their construction, at a cost of one shipbuilding point and three BRPs for each factor.

**C. CRUISERS AND NAMED SHIPS:** The number of turns and shipbuilding cost to build and repair cruisers and named ships are set out below.

Naval Repair and Construction Costs - 27.721				
Status:	Damaged		New Construction	
Unit	Turns	SB	Turns	SB
Transports	immediate	no cost	immediate	1
Subs, ASW	not applicable		immediate	1
DDs, CVEs	not applicable		1	1
CAs	1	no cost	2	2
2-factor ships	2	1	4	2
3-factor ships	2	1	8	3
4-factor ships	2	1	12	4
5-factor ships	2	1	16	5

Named ships which are sunk in port may be repaired by first expending one shipbuilding point and three BRPs to raise them to damaged status, after which they may be transferred to a shipyard for repairs in the normal manner. Cruisers, destroyers and CVEs which are sunk in port are permanently eliminated.

With the exception of transports, which are repaired at no cost, one-factor naval units are never damaged.

The construction of three-factor and larger ships may be accelerated (27.7272B); the construction and repair of naval units may be deferred (27.7272C).

Only the U.S. may build CVEs.

**27.722 RESTRICTIONS ON NAVAL CONSTRUCTION:**

**27.7221 ONE-FACTOR NAVAL UNITS:**

A. Each turn no more than half (round up) of each major power's shipbuilding rate may be used to construct destroyers, CVEs, submarines, ASW and transports. This limit applies separately to each major power shipyard (EXCEPTION: 18 steps of *Gathering Storm* transport research allows one Canadian heavy shipbuilding point to be used for transport construction).

B. There is no restriction on the proportion of major power shipbuilding which may be used to construct cruisers and named ships.

**27.7222 FAST CARRIERS:**

A. The U.S. and Japan may build CVs, CVBs and CVLs.

B. Germany, Italy and Britain may build only CVLs.

C. Russia, France and China may not build fast carriers.

D. For restrictions on American pre-war fast carrier construction, see 27.7325.

**27.7223 CVEs:**

A. Only the U.S. may build CVEs.

B. The U.S. may build British CVEs once USAT reach 28, with the cost of construction counting against the American BRP grant limit. Construction of British CVEs is limited by the British naval air training rate.

C. The U.S. may build American CVEs once USAT reach 35. Construction of American CVEs is limited by the American naval air training rate.

**27.7224 NOT LIMITED BY COUNTER MIX:** The construction of naval units is not limited by the available counters.

**27.723 THE NAVAL CONSTRUCTION CHART:** The construction of destroyers, CVEs, cruisers and named ships, and the repair of cruisers and named ships, is tracked using the Naval Construction Chart on the owning major power's scenario card. Each port or mapboard box in which cruisers and named ships may be repaired and constructed has its own Naval Construction Chart.

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												Tirpitz (BB4)
3												Bismarck (BB4)
2												
Launch						Graf Zeppelin (CVL)			CA			
<b>Waiting for Repair</b> Place damaged ships waiting for repair here.												
Starting Naval Units: BC3: Gneisenau, Scharnhorst; PB2: Graf Spee, Lutzwg, Scheer; CA4; DD6.												

**27.724 USING THE NAVAL CONSTRUCTION CHART:** Each Naval Construction Chart sets out the following essential features of the port or mapboard box it represents:

**A. SHIPBUILDING RATE:** The shipbuilding rate represents the number of shipbuilding points which may be expended in that port or mapboard box in a single turn. The American prewar shipbuilding rate is determined by the extent to which it mobilizes its shipyards as USAT and USJT increase (36.34).

**B. SHIPYARD CAPACITY:** The shipyard capacity represents the number of destroyers, CVEs, cruisers and named ships which may be undergoing repair or construction in that port or mapboard box at any given time. Ships waiting for repairs do not count against shipyard capacity or the basing capacity of the port in which the shipyard is located. Submarines, ASW and transports do not count against shipyard capacity. The shipyard capacity is equal to twice the shipbuilding rate for each location (EXCEPTION: The starting shipyard capacity for each U.S. box is ten, even though the starting shipbuilding rate for each U.S. box is only one. Once the shipbuilding rate for a U.S. box exceeds five, the shipyard capacity of that U.S. box increases normally).

**C. SHIPBUILDING LEVELS:** Shipbuilding levels are used to track the progress of naval repairs and construction. As a naval unit nears completion, it is moved down the Naval Construction Chart towards the "Launch" row.

**D. WAITING FOR REPAIR:** Damaged ships are placed in the "Waiting for Repair" box until repairs are begun by placing them on the appropriate box of the Naval Construction Chart.

**E. STARTING FORCES:** The Fall 1939 status of partly-built ships is indicated on each Naval Construction Chart. After the counter corresponding to each such ship is placed on the Naval Construction Chart, these starting positions are ignored.

#### **27.725 BEGINNING NEW CONSTRUCTION:**

**27.7251** A major power must expend one shipbuilding point and three BRPs to begin construction on a ship, regardless of the ship's size or type:

**A.** Named ships are placed on the applicable Naval Construction Chart in the row corresponding to their size and in the column for that turn. Thus a 3-factor ship laid down in spring would be placed in the "3" row in the "Spring" column.

**B.** Cruisers are placed in the "2" row two columns from the column for the turn in which construction is begun. Cruisers must be constructed in two factor increments. Thus a cruiser laid down in spring would be placed on the "2" row in the "Fall" column.

**C.** Destroyers and CVEs are placed in the "Launch" row one column to the right of the column for the turn in which construction is begun. Destroyers and CVEs constructed in winter turns are placed in the "Launch" row of the spring column.

#### **27.726 BEGINNING REPAIRS:**

**27.7261 DAMAGED SHIPS:** Damaged cruisers and named ships may not be repaired until they are moved or redeployed to a location capable of carrying out their repairs. They are subject to interception while en route to their repair location and are sunk if they incur any additional hits. Once they arrive, they are placed in the "Waiting for Repair" box of the Naval Construction Chart for that location.

**27.7262 SHIPS SUNK IN PORT:** Named ships which are sunk in port may be repaired by first expending one shipbuilding point and three BRPs during a unit construction phase to raise them to damaged status, after which they may be transferred to a shipyard for repairs in the normal manner. Otherwise ships sunk in port may not move. Repairs may not be started on a ship in the same player turn in which it is raised to damaged status. Cruisers, destroyers and CVEs which are sunk in port are permanently eliminated.

#### **27.7263 SOURCE OF SHIPBUILDING POINTS TO RAISE SHIPS:**

The shipbuilding point used to raise a ship sunk in port, which represents the transfer of technicians and workers to the ship's location, is taken from any shipyard controlled by the owning major power. American Atlantic shipbuilding may only be used in the European theater; American Pacific shipbuilding may only be used in the Pacific theater. British shipbuilding may be used in either theatre. A major power may not use its shipbuilding points to raise a ship belonging to another major power.

**27.7264 LOCATION OF REPAIRS:** Ships may be repaired in any fully supplied port which contains an anchor symbol and is controlled by the owner's alliance faction. Western Allied ships may also be repaired in Australia, Canada and, if the U.S. is at war with Germany or Japan, in either

U.S. box. The cost of repairs is paid by the owner of the shipyard, or in the case of a captured shipyard, by the owner of the ship.

**27.7265 VICHY FRENCH REPAIRS:** Vichy French ships may be repaired or completed in the Marseilles shipyard prior to Vichy activation. There is no BRP cost for such repairs unless Vichy France has associated or activated.

#### **27.7266 RESTRICTIONS ON REPAIRS:**

**A. ONE-TURN DELAY:** Repairs may not be started on cruisers and named ships in the player turn in which they are damaged.

**B. RUSSIA:** Russian named ships and cruisers in the Pacific theater may not be repaired.

**C. MINOR COUNTRIES:** Minor country cruisers may be repaired in a shipyard belonging to a major power in their alliance faction, even if this would violate normal geographical restrictions for basing. Once repaired, such cruisers must again base in accordance with their geographical restrictions.

**27.7267 INITIATING REPAIRS:** During its unit construction phase, a major power may, by expending a shipbuilding point and three BRPs, transfer a damaged named ship from the "Waiting for Repair" box of a Naval Construction Chart to a space which reflects the time required to effect repairs. For example, in the unit construction phase of a spring turn, a damaged named ship (which takes two turns to repair) would be placed in the "Launch" row in the "Fall" column. Cruisers, which may be repaired at no shipbuilding or BRP cost (and which take one turn to repair), are placed in the "Launch" row of the column for the turn following their repair. Shipbuilding capacity may impede the repair of damaged named ships and cruisers.



#### **27.727 CONTINUING CONSTRUCTION AND REPAIRS:**

**27.7271** Once construction or repairs have begun, no distinction is made between naval units which are under construction and naval units which are being repaired.

**27.7272** During each unit construction phase, the moving player has four options (27.7272A-D) for each naval unit which appears in the column for that turn on each of his Naval Construction Charts. Naval units in columns for other turns are ignored unless they are scuttled (27.7272E):

**A. CONTINUING CONSTRUCTION:** Construction or repair of a naval unit may be continued, at the cost of one shipbuilding point and three BRPs, by moving the naval unit down one row in the same column.

**B. ACCELERATING CONSTRUCTION:** The construction of three-, four- and five-factor ships may be accelerated by spending an extra three or six BRPs beyond the normal three BRP cost of using a shipbuilding point (27.7272A). The expenditure of a total of six BRPs (including three BRPs for acceleration) and one shipbuilding point moves the accelerated ship down one row and one column to the left, so the next opportunity to advance the ship comes one turn earlier than would otherwise be the case. The expenditure of a total of nine BRPs (including six BRPs for acceleration) and one shipbuilding point moves the accelerated ship down one row and two columns over in either direction (a "knight's move", in chess terms), so the next opportunity to advance the ship comes two turns earlier than would otherwise be the case. Acceleration is subject to the following restrictions:

- acceleration is not allowed when naval units are first placed on a Naval Construction Chart.
- ships may be accelerated only when on the “5”, “4” or “3” row of a Naval Construction Chart.
- one- and two-factor naval units and ships may not be accelerated.
- Italy may not accelerate naval construction until it is at war with the Western Allies.
- **Britain may only accelerate ships in the year that war breaks out if Germany has done so.**
- Japan may accelerate naval construction only if Japan and the U.S. are at war or if USJT are 40 or more.
- the U.S. may accelerate Pacific naval construction only if Japan and the U.S. are at war or if USJT are 40 or more.
- the U.S. may accelerate Atlantic naval construction only if Germany and the U.S. are at war.

**C. DEFERRING CONSTRUCTION:** Construction or repair of a naval unit may be deferred, at no shipbuilding or BRP cost, by moving the ship counter along the same row one column to the right. Naval units in the “Winter” column are moved to the “Spring” column. Completion of construction or repairs is thereby delayed one turn. The voluntary deferring of naval construction is subject to the following restrictions:

- Italy may not defer naval construction until it is at war with the Western Allies.
- France may not defer naval construction until the Allied player turn following any one of:
  - An Italian declaration of war against Britain or France;
  - The first Axis full offensive on the western front; or
  - The first German declaration of war against a minor country on the western front.
- Japan may defer naval construction only if Japan and the U.S. are at war or if USJT are 40 or more.
- the U.S. may defer Pacific naval construction only if Japan and the U.S. are at war or if USJT are 40 or more.
- the U.S. may defer Atlantic naval construction only if Germany and the U.S. are at war.

**D. LAUNCHING SHIPS:** Ships are launched from the “Launch” row of the Naval Construction Chart.

- When a naval unit is moved down to the “Launch” row from the “2” row, at the normal cost of one shipbuilding point and three BRPs (27.72), it is immediately placed on the board, inverted, in the port or mapboard box corresponding to the Naval Construction Chart.
- Naval units which are already on the “Launch” row, as a result of construction or repair paid for in a previous turn, are similarly placed on the board during the unit construction phase of that turn, at no shipbuilding or BRP cost.

**E. SCUTTLING:** A player may voluntarily eliminate a naval unit, whether or not it is in the column for that turn, in order to free shipyard capacity for other uses. Scuttling is subject to the same restrictions as deferring naval construction (27.7272C; EXCEPTION: France may never scuttle ships).

**27.7273 DESTROYERS:** Construction of new destroyers requires one shipbuilding point and three BRPs. After one turn, they are launched automatically, without further expenditure.

**27.7274 CVEs:** Construction of new CVEs requires one shipbuilding point and three BRPs. After one turn, they are launched automatically, without further expenditure. The number of American and British CVEs which the U.S. may construct each turn is limited by the American and British naval training rates (17.353B).

#### **27.728 STATUS OF SHIPS UNDER REPAIR OR CONSTRUCTION:**

**27.7281** Ships in the “Waiting for Repair” box of a Naval Construction Chart may move or redeploy from their port. Partially-completed and damaged ships on a Naval Construction Chart in the “2” or “Launch” rows may not voluntarily move or redeploy from their port, but are displaced if their port is occupied by enemy ground units. In both cases, such ships may be intercepted by enemy air and naval units and the ships are considered to be damaged prior to resolving combat arising out of

interception by enemy air or naval units. Ships which move or redeploy from a “Waiting for Repair” box or which are displaced from the “2” or “Launch” row of a Naval Construction Chart are treated as damaged ships and are placed in the “Waiting for Repair” box of any shipyard they enter.

**27.7282** Partially-completed ships in the third or higher row of a Naval Construction Chart may not move and are eliminated if their shipyard comes under enemy control.

**27.7283** Damaged ships in the “Waiting for Repair” box that are attacked by enemy air units while in port are considered to be damaged prior to resolving enemy air attacks. Partially completed ships and those presently undergoing repairs may only be attacked by strategic bombing (26.76).

#### **27.73 SHIPBUILDING RATES:**

**27.731** The shipbuilding rates at the start of the game are set out below. These shipbuilding rates may be increased by the allocation of RPs to shipbuilding:

**A. GERMANY:** 2 (Kiel)

**B. ITALY:** 2 (Genoa, Trieste: 1 each)

**C. JAPAN:** 3 (Tokyo)

**D. RUSSIA:** 2 (Leningrad, Sevastopol: 1 each)

**E. BRITAIN:** 6 (Glasgow (4), Canada (1), Australia (1))

**F. FRANCE:** 2 (Lorient, Marseilles: 1 each)

**G. UNITED STATES:** 2 (Atlantic (1), Pacific (1))

#### **27.732 AMERICAN PREWAR SHIPBUILDING:**

**27.7321** The United States has a starting shipbuilding rate of one and a shipyard capacity of ten in each theater. The U.S. may increase its shipbuilding rate either by mobilization (36.34) or by production (42.23E):

**A.** American shipbuilding increases from mobilization must be assigned to the U.S. box in the theater in which tensions triggered the mobilization. No more than one shipbuilding increase may be generated by each mobilization.

**B.** American shipbuilding increases from production may be assigned to either U.S. box. American shipbuilding may not be increased through production in a theater until the U.S. is either at war in that theater or the U.S. tension level for that theater is 50 or greater.

**27.7322 TRANSPORTS:** Starting in Fall 1939, the U.S. may use its shipyards to build transports prior to the outbreak of war between the U.S. and Germany as follows:

**A. CASH AND CARRY:** Until USAT are over 25, the U.S. may build Western Allied transports only in turns in which more than five transports were lost during the previous Axis player turn (EXCEPTION: Transports lost to Japan - 27.7322C).

- Until USAT are over 25, Britain must pay the BRP cost of American prewar transport construction.
- This BRP expenditure counts against the American, not the British, construction limit.
- No transports are required for these British payments.

**B. LEND LEASE:** Once USAT are over 25, the U.S. may build Western Allied transports regardless of how many transports were lost during the previous Axis player turn.

- Once USAT are over 25, some or all of the cost of American prewar transport construction may be paid by the U.S. One American BRP may be spent on prewar transport construction for each USAT level over 25.
- American BRP expenditures count against the American construction limit and against the limit for American BRP grants to Britain.
- Lend lease and cash and carry (27.7322A) may be combined, with the U.S. paying some of the cost of prewar transport construction and Britain paying the remainder, provided more than five Western Allied transports were lost during the previous Axis player turn.

**EXAMPLE:** In Fall 1940, the effective USAT level is 21 and Britain loses six transports in the Atlantic. Some of the transports may be rebuilt in the U.S. at Britain’s expense, using cash and carry, provided American shipbuilding points are available (the U.S. must continue the construction of existing ships - 27.7272C).

In Winter 1940, the effective USAT level is 29, and Britain loses five transports in the Atlantic. One transport may be rebuilt in the U.S. at American expense, as a BRP grant to

Britain (the maximum grant level is  $29 - 25 = 4$  BRPs, which is enough to build one transport at a cost of 3 BRPs).

In Spring 1940, the effective USAT level is 33, and Britain loses seven transports in the Atlantic. Two transports may be rebuilt in the U.S. at American expense, and a third transport may be rebuilt in the U.S. with the U.S. paying 2 BRPs of the cost as a BRP grant, and Britain paying the remaining BRP as cash and carry (the maximum grant level is  $33 - 25 = 8$  BRPs, which is enough to build two transports at a cost of 6 BRPs and part of a third transport). The Western Allied player also could have Britain pay for more or even all of the American transport construction, if he wished to preserve American BRPs.

**C. WAR WITH JAPAN:** If the United States and Japan go to war before the United States and Germany go to war, transports sunk by Japan may be rebuilt in the Pacific U.S. box without regard for the USAT level and do not count against the American BRP grant limit to Britain.

**27.7323** American ships built in the Pacific U.S. box prior to the outbreak of war with Japan do not become part of the Pacific Fleet if they are redeployed to the Atlantic U.S. box in the turn they are launched.

**27.7324** If only one theater is being played, mobilization and production increases in that theater govern the American shipbuilding rate.

**27.7325 RESTRICTIONS ON AMERICAN FAST CARRIER CONSTRUCTION:** Prior to the outbreak of war between the U.S. and Japan, American construction of fast carriers is prohibited except as permitted by the events set out below. This restriction does not affect the continued construction of American fast carriers laid down prior to the start of the game. For each of the following events, the U.S. may begin the construction of one American fast carrier of any type:

**A.** The launch of the *Hiryu* (Fall 1939), *Shokaku* (Spring 1941) and *Zuikaku* (Summer 1941) (one fast carrier for each launching);

**B.** The laying down of any other Japanese fast carrier (one fast carrier for each Japanese fast carrier placed on the Japanese Naval Construction Chart).

**27.733 EUROPEAN SCENARIOS:** In a European scenario, the U.S. may begin the construction of one American fast carrier of any type for each fast carrier laid down by the Axis (one fast carrier for each German or Italian fast carrier placed on the German or Italian Naval Construction Charts).

#### **27.74 SHIPYARD CAPACITY:**

**27.741** The total shipyard capacity for each location capable of building destroyers, CVEs, cruisers and named ships or repairing cruisers and named ships is twice the shipbuilding rate for that location. The number of destroyers, CVEs, cruiser and named ship counters on the Naval Construction Chart at any moment for each shipbuilding location may not exceed the shipyard capacity for that location. New ships may not be laid down, and repairs may not be started of damaged ships, in excess of this limit.

**27.742** When the completion of naval construction or repairs results in the transfer of a ship from a Naval Construction Chart to the board, the construction of a new ship or repair of a damaged ship may be started in the same unit construction phase.

**27.743 AMERICAN PREWAR SHIPYARD CAPACITY:** Prior to American entry into the war, the American shipyard capacity in each U.S. box is ten, unless the American shipbuilding rate for that U.S. box is more than five, to reflect the availability of shipyards, even though the tension effects on domestic politics govern mobilization and the American shipbuilding rate.

## **27.8 INVERSION OF NEWLY CONSTRUCTED AIR AND NAVAL UNITS:**

**27.81 AIR AND NAVAL UNITS INVERTED WHEN CONSTRUCTED:** All air and naval units are inverted when they are constructed or repaired.

#### **27.82 EFFECT OF REDEPLOYMENT:**

**A. AIR:** Newly constructed air units may be uninverted at the end of the player turn in which they are constructed if the air oil effect has been offset (33.9), unless they are redeployed to a new base during the redeployment phase, in which case they remain inverted through the following opposing player turn.

**B. NAVAL:** Newly constructed or repaired naval units may be uninverted at the end of the player turn in which they are launched if the naval oil effect has been offset (33.9), unless they are NRed to a new base during the redeployment phase, in which case they remain inverted through the following opposing player turn.

## **27.9 CONSTRUCTION OF SW UNITS:**

**27.91 TIMING:** SW units may be constructed as follows:

**A. INTERCEPTORS AND STRATEGIC BOMBERS:** Newly produced interceptors and strategic bombers enter the owning major power's force pool at the end of the research phase and may be constructed immediately, prior to the resolution of SW during both the Axis and Allied player turns. When newly produced interceptors or strategic bombers are constructed in this manner:

- All major powers place their newly produced interceptors and strategic bombers in a SW box and assign them to a front. The Axis complete this step first, then the Allies do the same.
- The newly produced interceptors and strategic bombers are uninverted and may participate in both offensive and defensive SW combat in the turn in which they are created.
- The construction cost of each newly produced interceptor and strategic bomber counts against the construction limit for the owning major power in the turn they are built. The decision to build newly produced interceptors and strategic bombers in this manner is optional, but once made the decision is irrevocable and takes priority over all other construction for that turn.
- interceptors and strategic bombers which already existed may only be built during the unit construction phase and are uninverted at the end of the player turn in which they are redeployed to an SW box (28.82).

**B. SUBMARINES, ASW AND TRANSPORTS:** Submarines, ASW and transports may only be built during the unit construction phase. Submarines redeployed on the mapboard in the player turn of construction remain inverted in the same manner as naval units (28.81).

**27.92 PLACEMENT OF AIR UNITS:** Newly constructed strategic bombers and interceptors are placed as follows:

**A. GERMANY:** In the Atlantic SW box, on any front.

**B. JAPAN:** In the Pacific SW box, on any front.

**C. BRITAIN:** In the Atlantic SW box, on any front.

**D. U.S.:** In either the Atlantic or Pacific SW box, on any front, once the U.S. is at war in the applicable theater. Newly constructed American strategic bombers and interceptors are placed in the U.S. box for a theater in which the U.S. is not at war.

**E. RUSSIA:** In either the Atlantic or Pacific SW box, on the eastern or Asian fronts.

**27.93 PLACEMENT OF NAVAL UNITS:** Newly constructed submarines, ASW and transports are placed as follows:

**A. GERMANY:** In any port in Germany (submarines only).

**B. ITALY:** In any port in Italy or Sicily (submarines only).

**C. JAPAN:** In any port in Japan.

**D. BRITAIN:** In any port in Britain or Ulster.

**E. CANADA:** In Canada.

**F. U.S.:** In either the Atlantic or Pacific U.S. box.

**27.94 TRANSFER OF NAVAL UNITS TO AN SW BOX:** After construction, submarines, ASW and transports may be redeployed to an SW box as follows:

**A. ATLANTIC SW BOX:** Submarines, ASW and transports built in Europe or the Atlantic U.S. box may redeploy to the Atlantic SW box.

**B. PACIFIC SW BOX:** Submarines, ASW and transports built in Japan or the Pacific U.S. box may redeploy to the Pacific SW box.

**C. INDIAN OCEAN SW BOX:** Japanese submarines built in Japan may redeploy to the Indian Ocean SW box.



## 28. REDEPLOYMENT

- 28.1 REDEPLOYMENT PHASE
- 28.2 RESTRICTIONS ON REDEPLOYMENTS
- 28.3 REDEPLOYMENT MECHANICS
- 28.4 TACTICAL REDEPLOYMENTS
- 28.5 NAVAL REDEPLOYMENTS
- 28.6 STRATEGIC REDEPLOYMENTS
- 28.7 OFF-BOARD REDEPLOYMENTS
- 28.8 EFFECT OF REDEPLOYMENT ON AIR, NAVAL AND SW UNITS
- 28.9 VOLUNTARY ELIMINATION OF UNITS

### 28.1 REDEPLOYMENT PHASE:

**28.11 REDEPLOYMENT PHASE:** After unit construction, during the redeployment phase, each alliance may redeploy its ground, air, naval and SW units, as set out below.

**28.12 TYPES OF REDEPLOYMENTS:** There are three types of redeployments:

**A. TACTICAL REDEPLOYMENTS (TRs):** Ground units may move to the extent allowed by their movement capability and air units may stage.

**B. NAVAL REDEPLOYMENTS (NRs):** Naval units, ASW and transports may redeploy and ground and air units may be sea escorted.

**C. STRATEGIC REDEPLOYMENTS (SRs):** Ground and air units may move distances exceeding their normal movement and staging capabilities, up to the capacity of the objective to which they redeploy.

**28.13 REDEPLOYMENT PHASE SEGMENTS:** The redeployment phase consists of the following segments:

**A. TRs.**

**B. SRs** (only units which are attempting to NR).

**C. NRs.**

**D. SRs.**

**E. TRs** (only units which NRed or SRed).

### 28.2 RESTRICTIONS ON REDEPLOYMENTS:

**28.21 ELIGIBLE UNITS:** Each alliance may redeploy ground, air, naval and SW units belonging to major powers and minor allies in that alliance, subject to 28.22.

**28.22 INELIGIBLE UNITS:**

**A.** Isolated units may not be redeployed.

**B.** Partisans may not be redeployed.

**C.** Non-allied minor country units may not be redeployed (EXCEPTIONS: Lent Spanish and Vichy French volunteers may be redeployed - 52.5; Vichy French units may redeploy to and in Vichy colonies if a diplomatic result of "5-6" or greater for Vichy France is in effect - 77.42).

**28.23 REDEPLOYMENTS RESTRICTED TO CONTROLLED, SUPPLIED HEXES:** Units being redeployed may only enter or pass through controlled, fully or partially supplied hexes, including those subject to oil effects (EXCEPTION: Air units may fly over unsupplied hexes - 28.342). In a multi-player game, units may be redeployed over hexes controlled by an alliance or coalition partner if the partner consents.

**28.24 REDEPLOYMENTS TO NEWLY ACQUIRED HEXES PERMITTED:** Subject to the restrictions of 28.25, units may redeploy into and through hexes acquired during the preceding movement or combat phase if the hexes are fully or partially supplied during post-combat supply determination.

**28.25 REDEPLOYMENTS NEXT TO ENEMY COUNTERS PROHIBITED:** The redeployment of a ground, air, naval or SW unit may not begin, end or pass adjacent to an enemy ground, air, naval or SW unit, partisan, airbase counter, rocket base, bridgehead, port counter, railhead, fortress, fortification, beach defense or IC, except as allowed by 28.26. This prohibition applies to the flight path of air units between air bases. Units in a mapboard box do not prohibit redeployment through, to or from the on-board hexes adjacent to the mapboard box.

**28.26 WHEN REDEPLOYMENTS NEXT TO ENEMY COUNTERS PERMITTED:** A unit may redeploy from, through or into a hex adjacent to an enemy counter if:

**A.** The "enemy" major power is neutral, and therefore not at war, with the alliance redeploying the unit.

**B.** The enemy unit in the adjacent hex could not enter the redeployment hex because of movement restrictions, such as when the redeployment is through neutral hexes, as permitted by certain diplomatic results, or the hexes in question are adjacent to an enemy partisan which may not move into them. A temporary prohibition from entering a hex because of weather or resistance effects is not sufficient to permit redeployment into that hex adjacent to an enemy unit.

**C.** The enemy counter is separated from the adjacent hex by water, including a hex connected by a crossing arrow. Lakes are sufficient to separate hexes; rivers are not.

**D.** Into or out of Gibraltar, regardless of the presence of enemy units in hex Z8 (73.41).

**28.27 NRs:** Units being redeployed by sea may pass by or through hexes containing enemy units (EXCEPTIONS: straits - 21.211; canals - 21.212), but they may not begin or end the sea portion of their redeployment in a port adjacent to an enemy counter (EXCEPTIONS: 28.26A-D).

**28.28 AIR UNITS OVER PARTIAL SEA HEXES AND ONE-HEX ISLANDS:** Air units which TR or SR over partial sea hexes or one-hex islands may pass by or through hexes containing enemy units, but they may not begin or end their redeployment in a hex adjacent to an enemy counter by land (EXCEPTIONS: 28.26A-D).

**28.29 STACKING LIMITS:** Stacking limits apply at the end of the redeployment phase, but do not apply at the end of the various segments within the redeployment phase.



### 28.3 REDEPLOYMENT MECHANICS:

**28.31 SEQUENCE:**

**28.311 TRs:** All eligible units may TR prior to NRs and SRs.

**28.312 SRs PRIOR TO NRs:** Once all initial TRs are completed, eligible units may SR to objective ports in order to NR. Units which are not being NRed may not be SRed until after NRs are completed.

**28.313 NRs:** Eligible units may NR. All NRs, including sea escort, are announced to the opponent at the same time, then are conducted in the order desired by the moving player. Air and naval units which have been NRed, or which are committed to being NRed, may not be used to defend the NR of other units in the same redeployment phase.

*Naval units which are NRed together fight together if intercepted. The TR of an air unit does not impair its ability to defend the NR of naval units later in the same redeployment phase, nor does this restriction prevent air units from being SRed after participating in naval combat arising out of the interception of an NR during the same redeployment phase. Air units which are SRed prior to being NRed may not defend NRs.*

**28.314 SRs:** Once all NRs are completed, eligible units may SR, including units in objective ports which SRed prior to being NRed.

**28.315 ADDITIONAL TRs:** Once all NRs and SRs are completed, units which NRed or SRed may TR again.

#### **28.32 COMBINING NRs:**

**A. NRs OF GROUND AND AIR UNITS:** NRs of ground and air units to the same destination, whether from the same or different ports, may sail separately or sail together and be protected as a single redeployment, at the moving player's option. The NR of ground and air units to more than one base must be protected separately, with the redeploying player indicating which naval units in an SW box will protect which redeployments before enemy air and naval interceptions are announced.

**B. NRs OF NAVAL UNITS:** Naval units which are not providing or protecting sea escort may not combine with the NR of ground and air units by NRing to the same destination, and are intercepted and attacked separately from naval units involved in the NR of ground and air units. Otherwise NRs to the same destination, even if they originated in different locations, may sail separately or sail together and be protected as a single redeployment, at the moving player's option. NRs to different destinations must be made separately and may not benefit from mutual protection even if they traverse the same sea hexes.

**28.321 GROUND UNITS:** Ground units may not cross any all-water hexside during redeployment without sea escort or air transport (EXCEPTIONS: Rivers and crossing arrows).

**28.33 ICs:** ICs may not be redeployed.

#### **28.34 AIR UNITS:**

**28.341 CHAIN OF BASES REQUIRED UNLESS SEA ESCORTED:** Air units may redeploy from an unsupplied air base, but only to or through a fully or partially supplied air base, including those subject to air oil effects. The basing capacity of intermediate bases is irrelevant. Air units may redeploy over water by tracing a path of no more than eight (Europe) or six (Pacific) hexes from a controlled air base to a fully or partially supplied, controlled air base on the far shore or by the use of sea escort for naval redeployment. TRs are limited to eight (Europe) or six (Pacific) hexes; air units may SR more than eight (Europe) or six (Pacific) hexes total by using a chain of fully or partially supplied air bases. For naval air units, this required chain of air bases may include fully or partially supplied, controlled one-hex islands, and the air bases involved may be no more than six hexes apart in either theater. Air bases controlled by an alliance or coalition partner may be used unless prohibited by a cooperation restriction or lack of consent in a multi-player game.

**28.342 STATUS OF HEXES OVER WHICH AIR UNITS REDEPLOY:** Air units may redeploy over unsupplied friendly hexes, but not over hexes which are completely under enemy or neutral control. Air units may redeploy over partial land-sea hexes if the land portion is under neutral or enemy control and the air units do not cross any all-land hexsides (28.28).

**28.343 REDEPLOYMENT TO OR FROM CARRIERS AT SEA PROHIBITED:** NAS may not redeploy to or from a fast carrier which is at sea being NRed.

**28.35 AIRBASES AND ROCKET BASES:** Airbases and rocket bases may not be redeployed.

#### **28.36 AIR TRANSPORT:**

**A.** Ground units which are eligible for air transport (18.543) may be TRed or SRed up to eight (Europe) or six (Pacific) hexes by using an uninverted air transport factor in an operational air base (18.54).

**B.** If a ground unit is TRed by an air transport factor, both the ground unit and the air transport factor must begin the TR segment of the redeployment phase in the same air base. Similarly, if a ground unit is SRed by an air transport factor, both the ground unit and the air transport factor must begin the SR segment of the redeployment phase in the same air base.

**C.** An air transport factor used to redeploy a ground unit may remain in its base or redeploy to the destination base.

**D.** An air transport factor used for an air transport mission is inverted at the end of the redeployment segment in which the air transport mission is carried out. An air transport factor used to air transport a ground unit may redeploy further in a subsequent redeployment segment if otherwise eligible to do so.

**E.** The limit on the number of ground units and air factors which may be SRed to and from an objective (28.62) applies both to ground units SRed by air transport and the air transport factors used to SR them.

## **28.4 TACTICAL REDEPLOYMENTS:**

**28.41 NORMAL MOVEMENT RESTRICTIONS APPLY:** Normal movement restrictions apply to TRs. The number of movement factors moved by ground units may be reduced by terrain, weather and other factors (13.4).

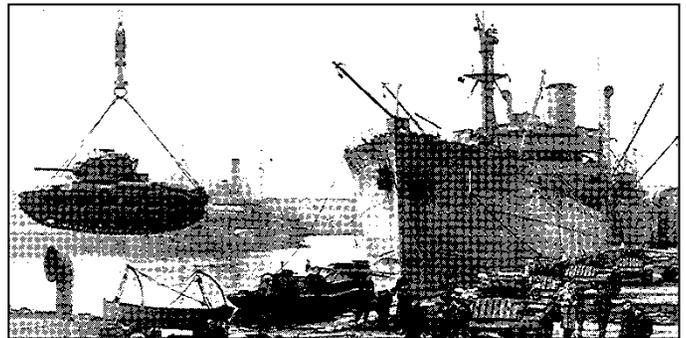
**28.42 OFFENSIVE OPERATIONS PROHIBITED:** Ground units which are TRing may not conduct offensive operations associated with movement (overruns, sea transport) during the redeployment phase.

**28.43 ALL ELIGIBLE UNITS MAY TR:** All, some or none of an alliance's ground and air units may TR, provided they are otherwise eligible to do so (28.2).

**28.44 TRs NOT RESTRICTED BY FRONT BOUNDARIES:** Ground and air units may TR across front boundaries.

**28.45 TRs OFF THE BOARD:** TRs onto or off the board are permitted only into or out of the Australia, India, and Urals boxes.

**28.46 AIR REMAINS INVERTED:** Air units which were used during their player turn and then TR remain inverted during the next opposing player turn.



## **28.5 NAVAL REDEPLOYMENTS:**

### **28.51 RESTRICTIONS ON NRs:**

**28.511 LOCATION:** A unit may only NR if it begins the NR segment of the redeployment phase in a port, eligible island hex (21.37), or mapboard box.

**28.512 SUPPLY:** Naval units, transports and ASW may redeploy from an unsupplied port but only to and through fully or partially supplied ports or a mapboard box.

**28.513 RANGE RESTRICTIONS:** NRs and sea escort missions are subject to the range restrictions set out in 21.3612.

**28.514 GEOGRAPHICAL RESTRICTIONS:** NRs are subject to the geographical restrictions on naval movement, including those for straits (21.211) and canals (21.212).

### **28.52 INTERCEPTION OF NRs:**

**28.521 INTERCEPTION PERMITTED:** Units which NR are subject to attack and interception as set out below.

**28.522 INTERCEPTION RESOLVED NORMALLY:** NRs may be attacked by uninverted enemy air units and intercepted by uninverted enemy naval units. NRs to and from mapboard boxes may only be attacked and intercepted in on-board sea hexes. The redeploying player may attempt counter-interceptions of intercepting enemy naval units. Naval combat is resolved normally.

**28.523 EFFECT OF INTERCEPTION:** If naval units which are NRing or conducting sea escort win their engagement with intercepting enemy naval forces, the NR or sea escort succeeds or returns to port, at the moving player's option. If they lose the engagement, or if the redeploying player aborts the NR, the redeployment fails and the naval units involved return to their base of origin, as do any surviving ground or air units which were

being sea escorted. Ground and air units may then be SRed or TRed elsewhere, but such units may not be sea escorted further in that redeployment phase. Naval units involved in a failed redeployment end their turn in their base of origin. If a failed redeployment results in the overstacking of any type of unit in the base of origin and that overstacking is not remedied by the end of the redeployment phase, the excess units are eliminated.

**28.524 EFFECT OF ENEMY AIR AND NAVAL ATTACKS:** For the effect of enemy attacks on destroyers and transports carrying cargo, see 20.58 and 20.59.

**28.53 INTERCEPTION OF NRs TO AND FROM MAPBOARD BOXES:** Air attacks on and naval interception of NRs to and from mapboard boxes are carried out as follows:

**28.531** For NRs onto the mapboard, the redeploying player traces a path from the edge of the mapboard to the destination hex. Any enemy air attacks and naval interception must take place between the selected map-edge hex(es) and the destination, inclusive. For NRs to a mapboard box, the redeploying player traces a path from the port of origin to the edge of the mapboard. Any enemy air attacks and naval interception must take place between the port of origin and the edge of the mapboard, inclusive.

**28.532** Naval units in an SW box may be counted toward the defense of any redeployment using transports in that SW box. Naval units in an SW box may protect a redeployment through that SW box even if they engaged enemy forces earlier that turn while protecting sea supply through that SW box.

**28.533** After naval combat is resolved, surviving undamaged naval units that were in the SW box remain in the SW box. Damaged naval units immediately return to any eligible base or mapboard box (25.371).

**28.54 ADDITIONAL REDEPLOYMENTS:** Units which NR, including failed NRs, may also SR and/or TR if eligible to do so (28.315).



## 28.6 STRATEGIC REDEPLOYMENTS:

**28.61 TIMING:** SRs are conducted during the SR segment of the redeployment phase, following the completion of NRs (EXCEPTION: Units which attempt to NR may SR prior to NRs).

**28.62 RESTRICTIONS:** SRs are subject to the following restrictions:

**A. ORIGIN AND DESTINATION:** Units which SR must begin and end that SR segment of the redeployment phase in an objective or mapboard box controlled by their alliance faction. The origin and destination of an SR must be different; a unit may not notionally SR in order to then TR (28.13E).

**B. PATH AND DISTANCE:** Units which SR trace a path, subject to the normal restrictions on redeployments (28.2), from one objective or mapboard box to another, regardless of the distance involved. Air units which SR must have a chain of air bases between objectives (28.341).

**C. NUMBER OF UNITS:** Each turn up to two ground units and five air factors may be SRed into each objective. Similarly, each turn up to two ground units and five air factors may be SRed from each objective. These limits apply independently: an objective may send and receive SRing units in the same turn. Each flak factor is considered to be one ground unit when determining SR limits. There is no limit on the number of units which may SR into or out of a mapboard box, other than the number of objectives at the other end of the SR (EXCEPTION: SR to and from Ethiopia - 88.422).

**28.63** There are no limits on the total number of units an alliance faction may SR each turn.

**28.64 ADDITIONAL REDEPLOYMENTS:** Units which SR may TR from their destination objective (28.315).



## 28.65 RAILHEADS:

**28.651 CONSTRUCTION:** Railheads may be constructed by Germany, Italy, Japan, Russia, Britain and the U.S. during the unit construction phase. France, China and minor countries may not construct railheads.

**28.652 COST:** A major power must make the following expenditures to construct a railhead:

A. Five BRPs.

B. Two RPs, reduced to one RP by a military breakthrough.

**28.653 ELIGIBLE HEXES:** Railheads may be built only in fully supplied non-objective cities controlled by the constructing alliance faction at the start of its player turn.

**28.654 RESTRICTIONS:** Railhead construction is subject to the following restrictions:

A. Only one railhead may be built in each hex.

B. Railheads may not be built in an enemy ZoC.

C. Railheads may not be built in areas currently subject to a "5" or worse winter result. Winter preparation may offset this effect.

D. Each alliance faction may construct only one railhead per turn.

E. European Axis railheads must be constructed by Germany (EXCEPTION: Italy may construct railheads in Italy and in any Mediterranean front islands and colonies that contain an Italian unit at the moment of construction).

F. Western Allied railheads must be constructed by Britain (EXCEPTION: The U.S. may construct railheads in a theater in which it is at war).

**28.655 EFFECTS:**

A. **SRs:** A city containing a railhead counter is treated as an objective for SR purposes.

B. **ATTRITION OCCUPATION:** Hexes containing railhead counters may not be selected for attrition occupation (14.62C).

C. **GROUND COMBAT:** Infantry and replacement units defending in railheads are not subject to a negative DM when attacked by exploiting armor (15.33A) or when subject to a "7" or higher winter effect (15.33G).

**28.656 PERMANENCY:** Railheads may not be moved or destroyed once built. Captured railheads may be used by the side which controls them. Railheads which are isolated remain in play.

## 28.7 OFF-BOARD REDEPLOYMENTS:

**28.71 MECHANICS:** Off-board redeployments occur in three situations:

A. Redeployments from the board to a mapboard box.

B. Redeployments from a mapboard box onto the board.

C. Redeployments between mapboard boxes.

**28.72 REDEPLOYMENTS OFF THE BOARD:** Redeployments from the board to a mapboard box are subject to the following rules:

A. A unit redeployed into a mapboard box must end the redeployment phase in that box.

B. Sea escort for the redeployment must be provided by transports in the SW box through which the redeployment passes. NRs off the board are subject to interception in the on-board portion of their NR. The NR may be protected by naval units based in the base from which the NR is made and naval units in the SW box through which the NR passes.

C. Units may TR off the board only into the Australia, India and Urals boxes.

**28.73 REDEPLOYMENTS ONTO THE BOARD:** Redeployments from a mapboard box onto the board are subject to the following rules:

A. Units may TR onto the board only from the Australia, India and Urals boxes.

B. Units which SR onto the board from a mapboard box may NR from their destination objective, using destroyers based in that objective for sea escort. They may also TR if otherwise eligible to do so.

C. Units which NR onto the board from a mapboard box may continue to NR from their initial destination port, using destroyers based in that port for sea escort. Naval units which protected the NR from the mapboard box may

not protect such NRs beyond the initial destination port. They may also SR or TR if otherwise eligible to do so.

**D.** Sea escort for the NRs from mapboard boxes must be provided by transports in the SW box through which the redeployment passes. NRs onto the board are subject to interception in the on-board portion of their NR. The NR may be protected by naval units in the mapboard box from which the NR originates and by naval units in the SW box through which the NR passes. American naval units may not protect Atlantic NRs until the U.S. is at war with Germany.

**28.74 REDEPLOYMENTS BETWEEN MAPBOARD BOXES:** Redeployment between mapboard boxes are subject to the following rules:

**A.** A unit redeployed into a mapboard box must end the redeployment phase in that box.

**B.** Sea escort for the NR must be provided by transports in the SW box(es) through which the NR passes. NRs which also pass through onboard hexes (such as NRs from the U.S. Atlantic box through the Mediterranean to the India box) also require sea escort from destroyers (28.73C).

**C.** NRs between mapboard boxes which only pass through an SW box may not be intercepted by enemy air or naval units. NRs which also pass through onboard hexes may be intercepted during that portion of their NR.



**28.75 REDEPLOYMENTS TO AND FROM MAPBOARD BOXES:**

The following areas are connected to the specified mapboard boxes for redeployment purposes. Units must begin in or pass through one of the listed areas when redeploying to the mapboard box and must arrive in or pass through one of the listed areas when redeploying from the mapboard box. Units redeployed to a mapboard box may remain in that mapboard box indefinitely. The SW box through which such redeployments pass, if any, and the location of transports used for the redeployment (21.64) is set out in brackets (“[ ]”):

**28.751 ATLANTIC U.S. BOX:** Only American, British and Canadian units may redeploy to and from the Atlantic U.S. box.

**A.** The Pacific U.S. box [no transports are used].

**B.** The South Africa box [Atlantic SW box transports].

**C.** A western front port, via any hex along the western edge of the European mapboard (A23 to EE1) [Atlantic SW box transports].

**28.752 PACIFIC U.S. BOX:** Only American, British and Canadian units may redeploy to and from the Pacific U.S. box.

**A.** The Atlantic U.S. box [no transports are used].

**B.** The Australia box [Pacific SW box transports].

**C.** Dutch Harbor, the Hawaiian Islands (Hawaii, Kauai, Maui, Necker, Oahu) or the Society Islands (Bora Bora, Tahiti), via any hex along the eastern edge of the Pacific mapboard (A59 to KK48) [Pacific SW box transports].

**28.753 SOUTH AFRICA BOX:** Only Western Allied units may redeploy to and from the South Africa box.

**A.** The Atlantic U.S. box [Atlantic SW box transports].

**B.** A western front port [Atlantic SW box transports].

**C.** Suez, Basra or Abadan [Indian Ocean SW box transports].

**D.** The India box [Indian Ocean SW box transports].

**E.** Ethiopia [one unit per turn by SR (88.422C), no transports are used; by NR using Indian Ocean SW box transports (88.422A)].

**F.** The Australia box [Indian Ocean SW box transports].

**28.754 INDIA BOX:** Only Western Allied units may redeploy to and from the India box.

**A.** The South Africa box [Indian Ocean SW box transports].

**B.** Suez, Basra or Abadan [Indian Ocean SW box transports].

**C.** Ethiopia [Indian Ocean SW box transports].

**D.** Colombo, Trincomalee, Madras, Calcutta, Rangoon or Singapore, via hex CC2 [Indian Ocean SW box transports].

**E.** The Australia box [Indian Ocean SW box transports].

**F.** A land hex along the western edge of the Pacific mapboard (O9 to CC2) [no transports are used].

**28.755 AUSTRALIA BOX:** Only Western Allied units may redeploy to and from the Australia box.

**A.** The Pacific U.S. box [Pacific SW box transports].

**B.** Townsville, Port Moresby, Lae or Rabaul, via hex NN24; Noumea, Suva, Pago Pago and any port constructed in the Solomon, New Hebrides, Fiji or Ellice Islands, via hex NN31 [Pacific SW box transports].

**C.** The India box [Indian Ocean SW box transports].

**D.** The South Africa box [Indian Ocean SW box transports].

**E.** Suez, Basra or Abadan [Indian Ocean SW box transports].

**F.** Ethiopia [Indian Ocean SW box transports].

**G.** Non-outback land hexes along the southern edge of the Pacific mapboard [no transports are used].

**28.756 URALS BOX:** Only Russian units may redeploy to and from the Urals box.

**A.** Any hex in Russia on the eastern edge of the European mapboard (A62-Z53) [no transports are used].

**B.** Any hex in Russia (A23-F18) or Communist China (initially G18-L15) on the western edge of the Pacific mapboard [no transports are used].

**28.757 ETHIOPIA BOX:** Redeployments to and from the Ethiopia box are permitted as set out in 88.42.

**28.76 GENERAL RULES APPLY TO INITIAL DEPLOYMENTS:**

The term “initial deployments” is used to refer to the transfer of units and BRPs from the U.S. boxes to the European and Pacific theaters. While this is one of the most common and most important applications of the rules governing redeployments from mapboard boxes, all the general rules set out in 28.7 apply to initial deployments.

*The general rules provide that every five Western Allied ground or air factors which sea transport, invade (ground units only) or redeploy from a U.S. box to the European or Pacific mapboard and every five BRPs (round up) granted require an Atlantic or Pacific transport (20.64C,D). Transports are not required for the transfer of naval units from the U.S. boxes to Europe or the Pacific, but naval units alone will not defeat Germany (or Japan, for that matter). The number of Atlantic transports which survive the German submarine menace therefore determine the Western Allied initial deployment rate, giving the Battle of the Atlantic its historic importance.*

**28.77 REDEPLOYMENTS TO AND FROM SW BOXES:** Naval units, ASW and transports transfer to and from SW boxes as stated in 25.31. Naval units which NR out of an SW box are inverted and remain so for at least the remainder of their player turn and for the next opposing player turn (25.372B). Strategic bombers and interceptors are placed in SW boxes via 26.22. Transfers between SW boxes are governed by 24.52.

**28.8 EFFECT OF REDEPLOYMENT ON AIR, NAVAL AND SW UNITS:**

**28.81 INVERSION OF AIR AND NAVAL UNITS CONTINUED, BUT NOT TRIGGERED, BY REDEPLOYMENT:** Uninverted air and naval units which are redeployed are not inverted as a result and may therefore perform defensive missions during the next opposing player turn. However, inverted air and naval units which are redeployed remain inverted during the next opposing player turn.

**EXAMPLES:** An American air unit which initially deploys to Britain in Fall 1942 could provide defensive air support or intercept Axis naval units during the Axis Winter 1942 player turn, unless the American air unit were constructed during the Allied Fall 1942 unit construction phase. Even if constructed earlier, it could not attack Axis naval units which intercepted the sea escort of an Allied unit from Britain to Norway in the Fall 1942 Allied redeployment phase.

**28.82 SW UNITS:** Newly constructed SW units are uninverted at the end

of the player turn in which they are redeployed to an SW box. Newly constructed ASW and interceptors may therefore be used to defend against enemy SW operations in the enemy player turn following their construction and redeployment to an SW box. This does not apply to newly constructed CVEs, which are naval units and therefore remain inverted if redeployed to an SW box in the turn in which they are launched. Inverted CVEs do not defend against submarine warfare (25.362).

## 28.9 VOLUNTARY ELIMINATION OF UNITS:

**28.91 VOLUNTARY ELIMINATION AT THE END OF THE REDEPLOYMENT PHASE:** At the end of the redeployment phase, a player may voluntarily eliminate units (13.2).



## 29. HEX CONTROL

- 29.1 INITIAL HEX CONTROL
- 29.2 HEX CONTROL BY OCCUPATION
- 29.3 HEX CONTROL BY ISOLATION
- 29.4 HEX CONTROL BY DIPLOMACY
- 29.5 MINOR COUNTRY CONQUESTS
- 29.6 MAJOR POWER CONQUESTS
- 29.7 ISLAND GROUPS

### 29.1 INITIAL HEX CONTROL:

**29.11** The land hexes controlled by each major power at the start of each scenario are set out in the details of that scenario. Sea hexes are not controlled by anyone.

### 29.2 HEX CONTROL BY OCCUPATION:

**29.21 ENTRY INTO HEXES:** Once play begins, the control of enemy and neutral hexes is gained by occupying them or moving ground units through them. Placing an enemy-controlled hex in the ZoC of a friendly armor unit does not change the control of the hex. A ground unit must physically enter a hex in order to gain control of it.

**29.22 MECHANICS OF HEX CONTROL:** Each hex is controlled by the last major power to have ground units in it or to move ground units through it, subject to 29.21 and the following:

**A.** A major power gains control of a hex when its minor ally or associated minor country units move through the hex.

**B.** Hexes in a major power's home country revert to that major power's control if they are recaptured by an ally of that major power (EXCEPTION: Chinese hexes recaptured by Communist China or Russia become Communist Chinese-controlled; hexes recaptured by Nationalist China or other Western Allied units become Nationalist Chinese-controlled). This does not apply to Italian and French hexes after an Italian or French surrender.

**C.** If a non-partisan ground unit enters a hex occupied by a friendly partisan, the hex comes under control of the moving unit.

**29.23 ELIMINATION OF DEFENDER INSUFFICIENT FOR HEX CONTROL:** The elimination of all the defending ground units from a hex by offensive or attrition combat does not give the attacker control of the hex. An attacked hex remains under the defender's control unless the attacker advances a ground unit into the hex. Similarly, if an airborne unit drops on a defended hex and both the attacking airborne unit and the defending ground units are eliminated, the defender retains control of the hex.

**29.24 TRANSFER OF HEX CONTROL TO ALLIES PROHIBITED:** Hex control may not be transferred from a major power to an ally. The movement of friendly ground units through hexes controlled by a major power ally does not change the control of those hexes.

**A.** A major power may trace supply and redeploy into and through, and place airbases, rocket bases and port counters in, hexes controlled by an alliance faction partner.

**B.** The Western Allies and Russia may trace land supply and TR or SR into and through hexes controlled by the other, if it has their consent to do so, but may not place airbases, rocket bases and port counters in one another's hexes.

### 29.25 JOINT WESTERN ALLIED CONTROL:

**A.** Hexes controlled by Britain and France are jointly controlled by both countries once Russia goes to war with Germany, provided Britain and France are both at war with Germany.

**B.** Hexes controlled by Britain and the U.S. are jointly controlled by both countries provided the U.S. is at war in that theater.

**29.26 HEX CONTROL BY PARTISANS:** Partisans only control enemy hexes while they occupy them (11.61). When a partisan moves to another hex or is eliminated, the hex it occupied reverts to the control of the major power which previously controlled the hex.

### 29.3 HEX CONTROL BY ISOLATION:

**29.31 ISOLATED POCKETS EVAPORATE:** The moving player gains control of an enemy hex at the end of the post-combat supply determination segment of his player turn if the enemy hex:

**A.** Did not receive full or limited supply during the opponent's previous player turn;

**B.** Was not occupied by or adjacent to an enemy ground, air, naval or SW unit, partisan, airbase, rocket base, bridgehead, railhead, port counter, fortress, fortification or IC at the start of the moving player's turn; and

**C.** Is adjacent to a supplied hex controlled by the moving player.

*Because minor country hexes are considered to be supplied while the minor country is neutral (30.48), rule 29.31 does not apply to minor country hexes in the first turn they are attacked by a major power.*

**29.32 TIMING OF SUPPLY:** Isolated enemy hexes which come under a player's control without the need for actual occupation receive supply at the end of the post-combat supply determination segment of the moving player's turn if a land supply line can be traced to them, although supply may not be traced through such newly-acquired hexes until the following turn. Hexes acquired in this manner may thus not be used by the moving player's air or naval units during movement and combat, but come under the control of the moving player and receive supply prior to his redeployment phase.

**EXAMPLE:** In Summer 1941, German armor units encircle a large pocket of Russian infantry units. The Russian player is unable to break the encirclement, and the Russian infantry units are eliminated at the end of the Russian Summer 1941 post-combat supply determination segment. During the Fall 1941 German movement phase, no German airbases may be built in these hexes, as they are still controlled by Russia. The German player doesn't bother to move units through the pocket. At the end of the German Fall 1941 post-combat supply determination segment, all of the encircled hexes adjacent to supplied German hexes come under German control, and the German player may redeploy units into or through these hexes. Were the pocket several hexes deep, the innermost hexes would not come under German control for another turn or two.

### 29.4 HEX CONTROL BY DIPLOMACY:

**29.41 DIPLOMATIC RESULTS:** A major power may obtain control of the hexes in a European minor country after a diplomatic result of "8" or more (Axis) or "-1" or less (Western Allies, Russia). When such a diplomatic result occurs, all hexes in the minor country, except for hexes occupied by units belonging to another alliance faction, immediately come under control of the alliance faction which obtained the diplomatic result (82.31).

**29.42 ASSOCIATION:** A major power gains control of a minor country's hexes when the minor country associates with the major power, either because of a diplomatic result or enemy attack (84.44). In the Pacific, Thailand may associate with Japan (89.5), the Dutch East Indies may associate with Britain (89.24) and the Philippines are associated with the U.S. (89.4).

**29.43 ACTIVATION:** A major power gains control of a minor country's hexes when the minor country activates as a minor ally as a result of

diplomacy. In the Pacific, Communist China may activate as a Russian minor ally (79.11).

**29.44 PERSIA:** The Western Allies may gain control of the Persian hexes by activating the Persian BRP route (40.524).



## 29.5 MINOR COUNTRY CONQUESTS:

**29.51 EUROPE:** In the European theater, the initial conquest of a minor country gives the conqueror control of all hexes in the conquered minor country at the end of the conquering major power's player turn (83.22), unless the minor country survives the first turn of attack and its hexes come under the control of an enemy major power (84.21).

**29.52 COOPERATIVE CONQUESTS:** If two or more major power alliance partners cooperate in the conquest or reconquest of a major power, key economic area, minor country or colony, the senior alliance partner gains control of the hexes in the conquered area (83.5 - EXCEPTION: 29.22B).

**29.53 COLONIES:** Colonies are treated as minor countries which were conquered prior to the start of the game, and therefore the capture of a colonial capital does not result in the automatic control of the other hexes in the colony.

**29.54 PACIFIC - INITIAL JAPANESE CONQUESTS:** Japan gains control of all hexes in the Dutch East Indies at the end of the first Japanese combat phase in which Japan has conquered Java, Sumatra and South Borneo, other than hexes which contain Allied units (89.23), and gains control of all hexes in the Philippines at the end of the first Japanese combat phase in which Japan controls Manila, including hexes which contain Allied units (89.43). All surviving Allied ground units in the Philippines are considered to have surrendered and are eliminated; any American naval units in the Philippines are displaced. This rule applies only to the initial Japanese conquest. Normal hex control rules apply to the Allied reconquest of the Dutch East Indies and the Philippines (83.22A).

## 29.6 MAJOR POWER CONQUESTS:

**29.61 MAJOR POWERS:** Hex control of a conquered major power is determined according to the surrender rules which apply to that major power.



## 29.7 PACIFIC ISLAND GROUPS:

**29.71 HEX CONTROL OF ISLAND GROUPS:** The moving player gains control of all unoccupied enemy islands in a Pacific island group

(4.74) at the end of the post-combat supply determination segment of his player turn without actually occupying them if:

**A.** At the end of his previous player turn, the moving player had at least one ground unit or uninverted air or naval unit on an island in the group and none of the other islands in the group was occupied by an enemy ground unit, air or naval unit, airbase, rocket base, bridgehead, railhead, port counter or fortification;

**B.** The opposing player did not successfully trace sea supply to any island in the island group during his player turn; and

**C.** No enemy ground unit or uninverted air or naval unit occupied any island in the island group during the opposing player turn.

**29.72 EFFECTS:** Isolated enemy islands which come under a player's control without the need for actual occupation receive supply at the end of the post-combat supply determination segment of the moving player's turn if sea supply was traced to that island group. Islands acquired in this manner may thus come under the control of the moving player and receive supply prior to his redeployment phase.



## 30. SUPPLY

- 30.1 OVERVIEW
- 30.2 SUPPLY SOURCES
- 30.3 SUPPLY LINES
- 30.4 SUPPLY DETERMINATION
- 30.5 UNIT SUPPLY
- 30.6 HEX SUPPLY

### 30.1 OVERVIEW:

**30.11** To varying degrees, all units except partisans require supply. Units which are not supplied have their abilities impaired and may face elimination (30.5).

**30.12** Hexes also must be supplied to allow unit, airbase, rocket base, port and fortification construction, the operation of air and naval units and redeployments. Air and naval units have the supply and oil status of the hex in which they are based (30.61).

**30.13** Supply is traced from supply sources, along a land and/or sea supply line, to the units or hexes being supplied (30.3). Some supply sources are unlimited and may supply units of any type, while others are limited and may only supply certain types of units (30.2).

**30.14** The supply status of ground units and hexes is determined twice during each player turn (30.4). The supply status of air and naval units is that of the hex in which they are based. Initial supply determination takes place during the movement phase, after the movement of air and naval units, but before the movement of ground units (30.42). Post-combat supply determination takes place during the post-combat adjustment phase, immediately before unit construction and redeployment (30.43).

**30.15** Ground units which are out of supply are isolated. Hexes which are out of supply are unsupplied and limit the ability of air and naval units to operate from them. Both ground units and hexes may be partially supplied if they are able to draw supply from a limited supply source.

**30.16** Ground units which are isolated at the end of initial supply determination may not move during the movement or combat phases. With

some exceptions, ground units, airbases, rocket bases and bridgeheads which are still isolated at the end of post-combat supply determination are eliminated. Air and naval units which are based in isolated hexes may not carry out missions during the movement and combat phase of their player turn. Air and naval units are never eliminated because of isolation.



## 30.2 SUPPLY SOURCES:

**30.21 UNLIMITED AND LIMITED SUPPLY SOURCES:** The type of supply which a supply source provides depends on whether it is an unlimited or limited supply source. Unlimited supply sources provide full supply; limited supply sources provide partial supply.

**30.211 SUPPLY CAPACITY:** A supply source may supply any number of units and hexes, unless expressly limited to supplying units only in its hex.

### 30.22 UNLIMITED SUPPLY SOURCES:

**30.221** An unlimited supply source is capable of supplying all types of units.

#### 30.222 EUROPEAN AXIS:

A. Berlin and Rome are unlimited supply sources for all German, Italian and Axis minor country units, even if Italy is neutral.

B. Each undamaged synthetic oil plant is an unlimited supply source for all German, Italian and Axis minor country units.

#### 30.223 JAPAN:

A. Tokyo, Osaka, Kagoshima and Seoul are unlimited supply sources for all Japanese units.

#### 30.224 WESTERN ALLIES:

A. London and Paris are unlimited Western Allied supply sources.

B. The U.S. and South Africa boxes are unlimited Western Allied supply sources. Supply may be traced from these boxes. Sea supply may be traced from the U.S. box to western Europe even if the U.S. is not at war with the Axis, although it may then only be protected by British and French naval units. Sea supply may be traced from the South Africa box only through the Indian Ocean to Suez, Basra or Abadan.

C. The Australia box is an unlimited Western Allied supply source unless Australia has surrendered. The India box is an unlimited Western Allied supply source unless India has surrendered. Supply may be traced from these boxes.

D. Pearl Harbor, Manila and Colombo are unlimited Western Allied supply sources for all Western Allied units.

#### 30.225 RUSSIA:

A. The Urals box is an unlimited Russian supply source.

B. Supply may be traced from the Urals box onto the European mapboard through the Russian hexes along the eastern edge of the European mapboard, as far north as A62 and as far south as Z53, and through the Persian hexes on the eastern edge of the European mapboard if they are under Allied control and the Persian BRP route is open.

C. Supply may be traced from the Urals box onto the Pacific mapboard through the Russian hexes on the western edge of the Pacific mapboard (A23 to F18) and through hexes G18 to L15 if Communist China is a Russian minor ally and the hexes are Russian-controlled. Communist China may receive supply from Russian supply sources whether or not it is a Russian minor ally.

### 30.226 NATIONALIST CHINA:

A. Chungking, Canton, Nanking, Peking and Shanghai are unlimited supply sources for all Nationalist Chinese units, including the Flying Tigers.

B. Nationalist China may draw unlimited supply from Western Allied and Russian supply sources.

**30.227 ETHIOPIA:** Units in Ethiopia are always in unlimited supply (88.45).

**30.23 MAJOR POWER CAPITALS:** If Germany, Italy, France or Britain surrenders, its capital (Berlin, Rome, Paris or London, respectively) ceases to act as an unlimited supply source. If Britain surrenders and reenters the war, London remains a limited supply source even if under British control.

**30.24 MINOR POWER CAPITALS:** An unconquered minor country capital is an unlimited supply source for all the units of that minor country, but is only a limited supply source for units belonging to other countries, including a major power ally or conqueror.

**30.25 BRIDGEHEADS:** A bridgehead placed by seaborne invasion is an unlimited supply source during post-combat supply determination of the player turn in which it is placed (EXCEPTION: Supply may not be traced out of a bridgehead if it is in an enemy ZoC – 30.321). Oil effects offset in any of the supply zones from which the invasion was launched are also offset in the supply zone containing the bridgehead. Bridgeheads do not act as supply sources in subsequent turns, although a sea supply line may be traced into land hexes through a bridgehead (30.331).

### 30.26 LIMITED SUPPLY SOURCES:

**30.261 ONLY INFANTRY COMPONENT OF GROUND UNITS SUPPLIED:** A limited supply source only supplies the infantry component of ground units. A limited supply source does not provide supply to air and naval units or the mechanized or airborne portion of ground units. All ground units in limited supply have their CTL reduced by one (30.522A).

### 30.262 NON-CAPITAL MAJOR POWER OBJECTIVES:

A. **EUROPEAN AXIS:** Breslau, Cologne, Essen, Leipzig, Genoa and Milan are limited European Axis supply sources.

B. **WESTERN ALLIES:** Birmingham, Manchester, Lyon and Marseilles are limited Western Allied supply sources.

C. **RUSSIA:** Vladivostok and Irkutsk are a limited supply source for Russian units in them only.

**30.263 CONQUERED MAJOR POWER CAPITALS:** Once Germany, Italy, France or Britain surrenders, its capital (Berlin, Rome, Paris or London, respectively) is a limited supply source. If a capital is enemy-controlled, but the country itself is not in a state of surrender, the capital provides supply to neither side.

**30.264 MINOR COUNTRY CAPITALS:** A minor country capital is a limited supply source for the major power to which it is associated or allied, or which otherwise controls it. A minor country capital may supply all minor countries controlled by that major power and all allied major powers and their minor countries, subject to cooperation restrictions.

**30.265 COLONIAL CAPITALS:** A colonial capital (Europe: Al Kuwait, Algiers, Amman, Baghdad, Cairo, Damascus, Jerusalem, Rabat, Tangier, Tirane, Tripoli, Tunis; Pacific: Harbin, Mukden, Taipei, Saigon, Rangoon, Kuala Lumpur, Singapore, Kuching, Batavia, Palembang, Balikpapan, Ulan Bator, Kyzyl) is a limited supply source for units of the major power which controls it, all minor countries controlled by that major power and all allied major powers and their minor countries. Neutral Vichy colonial capitals are Axis limited supply sources only if under Axis control. Kiev is a limited supply source only if the Ukraine is associated to or allied with Germany.

**30.266 CONQUERED CHINESE OBJECTIVES AND YENAN:** All Chinese objective hexes are limited supply sources for the side which controls them, including Chungking. Yen-an is a limited supply source for Communist Chinese units.

**30.267 ICs:** Russian-controlled ICs are a limited supply source for Russian and Russian minor country units in them only (37.7).

**30.27 SUPPLY SOURCES FOR SINGLE HEXES:** Where a hex is a supply source only for the units in that hex, those units may move out of the hex once their supply status has been determined.

EXAMPLE: Ground units which begin their turn in Russian ICs may move out of such hexes, but units which were not otherwise supplied may not move into such hexes to improve their supply status or draw supply from such hexes.

**30.28 FORTS:** Fortresses and fortifications are not supply sources, but they prevent the elimination of isolated ground units in them (32.242).

### 30.29 RESTRICTIONS ON SUPPLY SOURCES:

#### 30.291 WESTERN ALLIED AND RUSSIAN SUPPLY SOURCES:

Western Allied units may not be supplied from Russian supply sources, and vice versa (EXCEPTION: Nationalist Chinese units may draw supply from Russian supply sources). This prohibition extends to colonies and minor countries associated with, allied to or otherwise controlled by the Western Allies and Russia.

#### 30.292 AXIS SUPPLY FROM RUSSIAN SUPPLY SOURCES:

Axis units may not draw supply from captured ICs. Other Russian supply sources, such as minor country capitals controlled by Russia, become Axis supply sources once they come under Axis control.

#### 30.293 JAPANESE SUPPLY FROM RUSSIAN SUPPLY SOURCES:

Japanese units may not draw supply from Russian supply sources.

#### 30.294 NATIONALIST CHINESE AND WESTERN ALLIED SUPPLY SOURCES:

Western Allied supply sources may supply Nationalist Chinese units. Nationalist Chinese supply sources may provide only limited supply to Western Allied units (EXCEPTION: The Flying Tigers). Western Allied supply sources may supply Communist Chinese units if Communist China is not an ally of Russia. The ability of Communist and Nationalist China to draw supply from one another's supply sources depends on the Chinese Resistance level at the end of the previous turn (78.923, 79.623).

## 30.3 SUPPLY LINES:

**30.31 GENERAL:** Units and hexes are supplied by tracing a supply line from a supply source.

**30.311 ON BOARD HEXES ONLY:** A land or sea supply line may not go off the board, although it may be traced from a mapboard box onto the board. Supply lines must be traced through hexes which appear on the board. (EXCEPTION: Supply between northern Sweden and Finland; Russian supply from hex A37 in Siberia off the northern edge of the Pacific mapboard to hexes A41 and A42 in Kamchatka; sea supply through allowable off-board hexes - 21.217).

**30.312 LENGTH OF SUPPLY LINES:** A supply line may be of unlimited length, subject to 30.334.



### 30.32 LAND SUPPLY:

**30.321 LAND SUPPLY LINES:** A land supply line consists of a line of controlled land hexes, free of enemy ZoCs, from a supply source to a unit or hex. The supply source or the unit or hex being supplied may be in an enemy ZoC, provided all hexes in the supply line itself are free of enemy ZoCs (EXCEPTION: Supply may not be traced from a bridgehead, even while it is a supply source, if it is in an enemy ZoC).

**30.322 EFFECT OF ZoCs ADJACENT TO SUPPLY SOURCES:** A unit or hex adjacent to a supply source may not trace a supply line directly from that supply source if both the supply source and the unit or hex are in the ZoC of the same enemy armor unit. A supply line may be traced out of the supply source to another hex or hexes not in an enemy ZoC, then to the unit or hexes. If the supply source were fortified, the enemy ZoC would not extend into the hex containing the supply source and this restriction would not apply. Similarly, a supply line may be traced through a hex containing a fortification.

**30.323 SUPPLY MAY BE TRACED OVER ALLIED HEXES:** A supply line may be traced over hexes controlled by the major power tracing the supply line, by any of its associated or allied minor countries, or by any of its major power allies or their associated or allied minor countries. A major power may not prevent an ally from tracing a supply line over hexes it controls.

**30.324 PARTISANS:** Supply lines may not be traced through enemy partisans. A supply line may be traced through a hex containing a friendly partisan, but only if the hex was already controlled by the supplying side before the partisan occupied it.

**30.325 PERSIA:** Supply may be traced into and through Persia normally. Russia may trace a supply line from the Urals box through the Persian hexes on the eastern edge of the European mapboard only if the Persian BRP route has been opened (30.225B, 40.5).

**30.326 BURMA ROAD:** The Western Allies may trace supply to China by land only from the India box, to Mandalay, then through Mandalay to Kunming. This does not prevent the Western Allies from tracing supply to China by sea through Haiphong or a Chinese port, provided the requirements for such a sea supply line are met.

**30.327 NEW GUINEA:** Full supply may not be traced into jungle/mountain hexes in New Guinea (EXCEPTION: Full supply may be traced by sea into Port Moresby or Sorong). Neither full nor partial supply may be traced out of jungle/mountain hexes in New Guinea (EXCEPTION: Partial supply may be traced out of Port Moresby or Sorong).

*This restriction prevents the construction of airbases in the New Guinea jungle/mountain hexes adjacent to Port Moresby (18.142C).*

**30.328 CROSSING ARROWS:** A supply line may cross over water at a crossing arrow without risk of interception. This is not considered to be sea supply (30.33).

**30.329 MAPBOARD BOXES:** Land supply lines may be traced from the Urals box onto the European mapboard and from the Urals, India and Australia boxes onto the Pacific mapboard through hexes along the mapboard edge (5.72, 30.311, 71.61, 72.61).



### 30.33 SEA SUPPLY:

**30.331 SEA SUPPLY LINES:** Supply lines may be traced over sea hexes as follows:

**A. ORIGIN:** Sea supply lines may originate in any one of the following locations:

- A mapboard box.
- A port which is a supply source.
- A port in a supply zone which, regardless of the supply status of that supply zone in the previous turn:
  - Receives supply by land from a limited or unlimited supply source in that supply zone or from another port in that supply zone which was supplied by sea in the same supply determination segment (a port may not both receive and send sea supply in the same player turn); and
  - Is not in an enemy ZoC.

**B. DESTINATION:** Sea supply lines may terminate in any one of the following locations:

- A port, provided sea supply is not being traced from that port in the same supply determination segment.
- A bridgehead placed as a result of seaborne invasion.
- A one-hex island.
- New Ireland, Palawan and Halmahera into their beach hexes as though they were ports (4.75).

**C. SEA SUPPLY FROM MAPBOARD BOXES:** Sea supply may be traced from a mapboard box onto the board as follows:

- **Supply through the Atlantic:** Sea supply may be traced from the Atlantic U.S. box to the western front, including Gibraltar (21.1322). One Atlantic transport is required for each destination hex.

- **Supply through the Pacific:** Sea supply may be traced from the Pacific U.S. box to the Pacific or Asian fronts. One Pacific transport is required for each destination hex. The supply line must terminate in Dutch Harbor, the Hawaiian Islands (Hawaii, Kauai, Maui, Necker, Oahu) or the Society Islands (Bora Bora, Tahiti), or pass through a port in one of the listed areas.
- **Supply through the Indian Ocean:** Sea supply may be traced from the South Africa box to Suez, Basra or Abadan or from the India box through hex CC2 onto the Pacific mapboard. One Indian Ocean transport is required for each sea supply line. Supply originating in the South Africa box may not extend beyond the Mediterranean front. Supply originating in the India box may not extend into Australia or the Pacific front.
- **Sea supply from the Australia box:** Sea supply may be traced from the Australia box onto the mapboard through hexes NN24 (Townsville) or NN31 (Noumea). One Pacific transport is required for each sea supply line.

**D. RESTRICTION:** Sea supply lines may not be traced to a mapboard box (EXCEPTION: Sea supply to ship oil or BRPs to the South Africa, India, or Australia boxes – 33.43B, 40).

*This restriction prevents the Western Allies from circumventing the need to use oil reserves associated with a mapboard box by tracing sea supply to that mapboard box (33.4715).*

### 30.332 SUPPLY FROM SUPPLY ZONES WHICH RECEIVE SEA SUPPLY:

**A. LAND SUPPLY LINES:** A land supply line may be traced from a port, bridgehead or one-hex island in which a sea supply line terminates. The requirement that all land portions of a supply line consist of controlled hexes free of enemy ZoCs (30.321) does not prevent units in a port or bridgehead in an enemy ZoC from receiving supply by sea, but the ZoC would prevent any continuation of the supply line past the port, one-hex island or bridgehead.

**B. SEA SUPPLY LINES:** Any number of sea supply lines may be traced from one or more ports in a supply zone which has itself been supplied by sea, other than the port into which sea supply to that supply zone was traced. Sea supply lines from such a supply zone do not provide supply if the sea supply traced to that supply zone is disrupted by enemy action (30.38).

**C. TYPE OF SUPPLY:** The type of supply (partial or full) provided by sea supply from a supply zone is that of the supply zone itself; a supply zone which is partially supplied provides only partial supply; a supply zone which is fully supplied provides full supply. This determination is made during the supply determination segment in which the various sea supply lines are traced.

EXAMPLE: The British control the Middle East, which contains various limited supply sources (30.265). During initial supply determination of the Allied player turn, one Indian Ocean transport is used to provide full supply to Suez from the South Africa box and three separate sea supply lines are traced from Alexandria to Malta, Cyprus and a British bridgehead in Sicily. The sea supply through the Indian Ocean succeeds. The Middle Eastern supply zone is then fully supplied. Malta, Cyprus and the British bridgehead in Sicily will then also be fully supplied unless one or more of the sea supply lines to those locations are disrupted by enemy action.

Had sea supply from the South Africa box to Suez been disrupted by Axis air units, Malta, Cyprus and the British bridgehead in Sicily would be partially supplied at best.

**30.333 SUPPLY CAPACITY:** There is no limit to the number of units which may be supplied by sea or the number of sea supply lines which may be traced from an eligible location. Sea supply from a limited supply source (30.26) or a supply zone which has received only partial supply provides only partial supply.

**30.334 LENGTH OF SEA SUPPLY LINES:** Sea supply lines are subject to the range restrictions set out in 21.3612.

**30.3341** A sea supply line which touches on a port does not provide supply to that port or its supply zone, nor does it prevent the tracing of sea supply from that port if otherwise permitted.

**30.335 ZoCs HAVE NO EFFECT ON SEA SUPPLY LINES:** ZoCs only affect the land portion of a supply line. Hostile armor in Calais or Harwich, for example, would not affect sea supply through the English Channel.

### 30.34 SUPPLY ZONES:

**30.341 DEFINITION:** Each area of contiguous, controlled hexes which can be supplied by land from the same supply source, port, bridgehead or eligible island hex (30.331B) is considered to be a single supply zone. The Australia, India and Urals boxes are considered to be part of the supply

zones tracing land supply lines from them.

**30.342 RESTRICTIONS:** The supplying player may attempt to trace only a single sea supply line to one designated port or bridgehead in each supply zone (EXCEPTIONS: More than one sea supply line may be traced to a supply zone if a single sea supply line cannot provide supply to all hexes in that supply zone because of the presence of enemy ZoCs; or if the additional sea supply lines are for the purposes of shipping oil counters or BRP grants by sea - 33.43B, 40.22).

EXAMPLE: An Axis sea supply line is traced to Libya to supply Axis air and armor units in North Africa. The sea supply line must be traced to either Tripoli or Tobruk, but not both. The situation would be different if British armor units had invaded at LL19 and exploited to MM19, splitting Libya into two supply zones. Both ports could then receive supply.

**30.343 ISLAND GROUPS A SINGLE SUPPLY ZONE:** Each Pacific island group is treated as a single supply zone (EXCEPTION: Islands that are captured during a combat phase are treated as a separate supply zone for purposes of post-combat supply). Sea supply is traced to island groups as follows:

**A.** The supplying player traces a single sea supply line to each island group wholly or partially under his control.

**B.** Each sea supply line to an island group enters the island group at any controlled island designated by the supplying player, provided the range requirements set out in 21.3612 are met.

**C.** Once a sea supply line has entered an island group, it supplies all the friendly islands in that group, without regard to range restrictions, unless disrupted by enemy action (30.343E).

**D.** The opposing player may attempt to disrupt a sea supply line after it enters an island group. The supplying player must then indicate which islands in the island group are being supplied, the sequence in which they are being supplied, and the sea hexes through which the sea supply line is being traced between the islands (30.352).

**E.** As with other naval activities, a sea supply line to an island group may be intercepted by enemy naval units only once, but may be subject to repeated air attacks.

**F.** If a sea supply line is disrupted after it enters an island group, the islands reached by the sea supply line before it is disrupted receive supply; the islands not yet reached by the sea supply do not.

*The exception in 30.343 applies only to contested island groups. If a player tries and fails to trace sea supply to the islands he controls in a contested island group, then invades one of the enemy-controlled islands, the supply from the newly-captured island does not flow into the previously-controlled islands. They are considered to be a separate supply zone during post-combat supply, and their supply status is therefore determined by the success or failure of the sea supply attempt during initial supply determination in that player turn.*

### 30.35 SEA SUPPLY PRESUMED:

**30.351 SEA SUPPLY TO ALL SUPPLY ZONES PRESUMED:** The moving player is presumed to supply all supply zones which are legally able to receive supply. A player may not refuse to provide sea supply to a supply zone, although he is under no obligation to protect his sea supply lines (EXCEPTION: Sea supply from mapboard boxes is optional). If a supply zone contains two or more ports or bridgeheads, the moving player must select one as the terminus of the mandatory sea supply line to that supply zone (30.342).

**30.352 ONUS ON DEFENDER TO ATTEMPT INTERCEPTIONS:** The burden is on the defending player to state any intention to disrupt a sea supply line. After the moving player has announced which air and naval units, if any, are protecting his sea supply lines (30.36), the opposing player may require the moving player to indicate the exact hexes through which each sea supply line is being traced so he may decide whether he will attempt interception (30.37).

*At times a certain amount of alertness is required to play A World at War well. If the defender fails to realize that sea supply is being traced to a supply zone and does not attempt to intercept that sea supply line, the sea supply to that supply zone succeeds. The moving player may tip off the defender when he assigns protection to his sea supply lines, but he is under no obligation to identify his unprotected sea supply lines or inform his opponent of their existence. It is up to the defender to identify the various supply zones which are receiving sea supply and ask for the additional information required for interception.*



### 30.36 PROTECTION OF SEA SUPPLY:

**30.361 PROTECTION OPTIONAL:** Naval units are not required for a sea supply line to be traced on the mapboard. However, since sea supply may be intercepted, uninverted, fully supplied naval units not subject to naval oil effects may be designated to protect sea supply lines at no BRP cost. A naval force assigned to protect a sea supply line must contain at least one destroyer factor unless the sea supply is being carried by a transport. In both cases, loss of the required destroyer factor or transport does not disrupt the supply line or negate the protection of the sea supply line by other naval unit (30.381). Losses from submarine attacks against destroyers protecting sea supply may be taken from destroyers based in any area eligible to provide protection for the sea supply line (22.9432). Naval units are eligible to provide protection for sea supply lines only if based in a port or mapboard box or operating in an SW box, as follows:

- A. The port or mapboard box from which sea supply is being traced.
- B. Any port touched by the sea supply line to meet the requirements of 30.334. Such naval units protect the sea supply line only once it has reached their hex.
- C. The Atlantic SW box, for sea supply lines traced from the Atlantic U.S. box.
- D. The Pacific SW box, for Western Allied sea supply lines traced on the Pacific or Asian front.
- E. The Indian Ocean SW box, for Western Allied sea supply lines traced on the Southeast Asian front and for sea supply lines traced to Suez, Basra or Abadan.
- F. The Pacific SW box, for any Japanese sea supply lines.

**30.3611** Naval units based in ports other than the port from which a sea supply line is being traced or through which it passes (30.361B) may not protect that sea supply line, although they may attempt to counter-intercept any enemy naval interception of that sea supply line.

**30.3612** An undefended sea supply line is considered to have the Naval Nationality DRM of the major power which controls the port from which the sea supply line originates or, if the sea supply line originates in a port controlled by an associated or allied minor country, the Naval Nationality DRM of that minor country.

**30.362 PROTECTION BY NAVAL UNITS IN AN SW BOX:** If more than one sea supply line is being protected by naval units in an SW box, the moving player must indicate which naval units are protecting which supply line before enemy air, naval or submarine attacks on the sea supply line are announced or attempted.

**30.363 SEA SUPPLY LINES DEFEND SEPARATELY:** Sea supply lines to different supply zones are traced, attacked and defended separately. Even if two sea supply lines traverse the same sea hexes, they are considered to have passed through them at different times and are therefore distinct. The moving player assigns naval units to protect sea supply lines and announces the order in which his sea supply lines will be traced before the defender attempts any air and naval interceptions. Air and naval interceptions are then resolved sequentially for each sea supply line. Sea supply lines carrying supply, oil and BRPs to the same destination base, even if they originated in different locations, may be made separately or simultaneously for protection against enemy interception, at the moving player's option.

**EXAMPLE:** The Japanese player traces a sea supply line from Kagoshima through Manila and Manado to Hollandia, and traces a second sea supply line from Kagoshima through Manila, Manado and Hollandia to Rabaul. If the first sea supply line to Hollandia

is disrupted and the second sea supply line (to Rabaul) is successful, then Hollandia and its supply zone is unsupplied and Rabaul and its supply zone is supplied.

**30.364 AIR COVER:** Uninverted air units in operational air bases may provide air cover for a sea supply line (18.58C).

**30.37 INTERCEPTION OF SEA SUPPLY:** Sea supply lines, whether protected or unprotected, may be intercepted by enemy naval units or attacked by enemy air units in the same manner as other naval activities.

### 30.38 DISRUPTION OF SEA SUPPLY:

#### 30.381 DISRUPTION:

**A. UNPROTECTED SEA SUPPLY LINES:** An unprotected sea supply line is disrupted if it is attacked by enemy air or naval units, including submarines. No dice rolls are made and the attacker cannot incur losses, although his air or naval units are inverted. Enemy air units which are unable to attack because of air cover over an unprotected sea supply line do not disrupt the sea supply line.

**B. PROTECTED SEA SUPPLY LINES:** A protected sea supply line is disrupted if:

- the naval units assigned to its protection are sunk or withdraw, so the sea supply line is no longer protected, and that unprotected sea supply line is then attacked (30.381A); or
- the sea supply line incurs losses at the same time as its escorts are sunk (20.56).

**30.382 ABANDONING SEA SUPPLY:** A player may voluntarily abandon an attempt to sea supply if the sea supply's protecting naval force is attacked by enemy air units or submarines outside of naval combat or is engaged in naval combat by intercepting enemy naval units (22.28).

**30.383 EFFECTS OF DISRUPTION:** Disruption of a sea supply line prevents supply by sea to the units and hexes which were to have received supply from that sea supply line. This does not prohibit the supply of such units and hexes by land.

**30.39 AIR SUPPLY:** See 18.53.



## 30.4 SUPPLY DETERMINATION:

**30.41 SUPPLY DETERMINED TWICE PER TURN:** The supply status of ground units and hexes is determined twice during each player turn. This determination only applies to ground units belonging to and hexes controlled by the moving player. The supply status of ground units and hexes does not change during the opposing player's turn.

**30.42 INITIAL SUPPLY DETERMINATION:** Supply status is initially determined during the movement phase, after the movement of air units, counterair attacks and the movement of naval units.

**30.43 POST-COMBAT SUPPLY DETERMINATION:** The supply status of ground units and hexes which were isolated or partially supplied at the end of initial supply determination is also resolved during post-combat supply determination. During post-combat supply determination, supply may only be traced to:

**A.** Ground units and hexes which were not supplied during initial supply determination (sea supply to the same supply zone may not be attempted twice - 30.44).

**B.** Hexes which came under the supplying player's control during his movement and combat phase (supply flows into newly-acquired areas contiguous to hexes supplied during initial supply determination - 30.45).

**C.** Ground units and hexes which were in limited supply or subject to oil effects following initial supply determination but during post-combat supply determination are able to receive full supply or offset those oil

effects (30.46).

**30.431 REDEPLOYMENT THROUGH NEWLY-SUPPLIED HEXES PERMITTED:** Newly-captured hexes which are supplied in post-combat supply determination are eligible to receive redeployments.

**30.44 SECOND ATTEMPTS AT SEA SUPPLY PROHIBITED:** A player may not attempt sea supply to a supply zone during initial supply determination, then again try to supply that supply zone during post-combat supply determination (EXCEPTIONS: 30.45, 30.46); nor may a player defer sea supply to a supply zone until post-combat supply determination if sea supply could have been attempted to that supply zone during initial supply determination.

**30.45 EXPANSION OF SUPPLY ZONES:** Once a supply zone has been supplied, the supply zone itself acts as a supply source during post-combat supply determination so that supply flows into areas contiguous to the supply zone. If a supply zone expands as a result of the capture of an additional hex capable of receiving sea supply (30.331B), the 30.44 prohibition against tracing sea supply to the same sea zone twice does not apply if sea supply is traced to the newly-acquired hex.

**30.46 UPGRADING SUPPLY OR OIL STATUS:** Supply zones receiving sea supply from a supply zone in limited supply or under oil effects are also considered to be in limited supply or under those oil effects. If, after initial supply determination, the movement of ground units or ground combat results allow the original supply zone to receive full supply or to offset oil effects during post-combat supply determination, the status of all supply zones which received sea supply from the original supply zone are also upgraded without the need to trace another sea supply line. The 30.44 prohibition against tracing sea supply to the same zone twice does not apply if the post-combat sea supply line would upgrade the supply or oil status of the supply zone, provided that an upgraded supply line could not be attempted during initial supply determination.

**30.47 DURATION OF SUPPLY:** Ground units and hexes which are supplied during either initial supply determination or post-combat supply determination of a player's turn remain supplied until the end of initial supply determination of that player's next player turn. Thus:

A. A ground unit which is supplied during initial supply determination may enter an unsupplied hex without adversely affecting its supply status.

B. Uninverted air and naval units may protect their own sea supply lines during initial supply determination by flying air cover and attacking enemy naval interceptions of sea supply lines, provided their bases were operational during their previous player turn.

C. Uninverted air and naval units in operational bases may intercept enemy naval activities during the opposing player turn.

**30.48 NEUTRAL SUPPLY:** All neutral major power and minor country hexes and units are considered to be fully supplied by the neutral country prior to its entry into the war (EXCEPTION: Spanish Morocco receives only partial supply.)



## 30.5 UNIT SUPPLY:

**30.51 FULLY SUPPLIED UNITS:** Ground units which draw supply from an unlimited supply source are fully supplied and function without impairment unless subject to oil effects. Air and naval units based in hexes which draw supply from an unlimited supply source function without

impairment unless the hex in which they are based is subject to oil effects. Throughout the rules, whenever reference is made to a requirement that a unit be "supplied", this means supplied from an unlimited supply source.

### 30.52 PARTIALLY SUPPLIED UNITS:

**30.521** A limited supply source only supplies the infantry component of ground units and only partially supplies air and naval units. Ground units which draw supply from a limited supply source and air and naval units based in hexes which draw supply from a limited supply source are partially supplied and suffer from the following impairments:

#### 30.522 GROUND UNITS:

**A. CTL REDUCED:** All ground units of all types have their CTL reduced by one.

**B. ARMOR AND MECHANIZED UNITS:** Armor units in both theaters and British and American mechanized infantry units in Europe lose their mechanized component and act as infantry units for all purposes, although they may conduct offensive operations and their combat factor for attrition and defensive purposes is unaffected. Such units:

- have their movement factor reduced to three factors in Europe and two factors in the Pacific;
- lose their ZoC;
- are subject to a -1 DM if attacked by exploiting enemy armor in the same manner as infantry and replacements; and
- are subject to a -1 DM when attacked if their CTL is zero or less unless defending in a capital, objective hex, IC, bridgehead or railroad; or in their home country.

**C. AIRBORNE UNITS:** Airborne units may not airdrop.

**D. NAVAL ACTIVITIES:** Ground units may not sea transport or conduct seaborne invasions.

**E. ATTRITION LOSSES:** Ground units may not be taken as attrition losses from a supply zone from which sea supply was last traced to their attrition zone (14.52A).

#### 30.523 AIR UNITS:

**A. LAND-BASED AIR UNITS:** Air units may stage and redeploy freely from affected bases, and interceptors may defend partially supplied bases from enemy bombing. Air units based in partially supplied bases:

- may not conduct offensive operations;
- may not search, provide air cover, or attack enemy naval units at sea;
- have their Air Nationality DRM reduced by one; and
- may only conduct defensive air activities, including providing defensive air support, opposing enemy bombing and intercepting enemy air transport activities, in the hex in which they are based.

**B. STRATEGIC WARFARE:** Offensive strategic warfare by strategic bombers, flying bombs and rockets is prohibited from partially supplied bases.

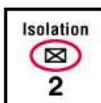
#### 30.524 NAVAL UNITS:

**A. NAVAL UNITS:** Naval units may base change and redeploy freely from partially supplied ports. Naval units based in partially supplied ports (EXCEPTION: Submarines based in fortified ports - 32.248) are subject to the following impairments:

- may not conduct offensive operations;
- may not protect sea supply or provide or protect sea escort;
- have their Naval Nationality DRM reduced by one;
- may not intercept (22.11B).

**B. STRATEGIC WARFARE:** Ports which are partially supplied may not be used and are not counted as modifiers for offensive submarine warfare. Partially supplied naval units may operate in an SW box.

**30.525 AIRBASES, ROCKET BASES AND BRIDGEHEADS:** Airbases, rocket bases and bridgeheads are not eliminated by partial supply.



**30.53 UNSUPPLIED UNITS:** All the impairments triggered by partial supply apply to unsupplied ground units and to air and naval units based in hexes which are unsupplied. In addition:

**30.531 GROUND UNITS:** Ground units may not move during the movement phase, and, if permitted to attack (30.522), may not advance after combat. Ground units are counted in attrition totals but may not advance into hexes gained from attrition. Ground units may not redeploy.

**30.532 AIR UNITS:** Air units may not redeploy to or through unsupplied bases.

**30.533 NAVAL UNITS:** Naval units may not redeploy to or through unsupplied ports.

#### **30.54 ELIMINATION OF UNSUPPLIED UNITS:**

**30.541 ELIMINATION:** Except as set out below, ground units, airbases, rocket bases and bridgeheads which are unsupplied during initial supply determination are eliminated at the end of the ensuing post-combat supply determination if still unsupplied. Hex control is unaffected by their removal.

**30.542 EXCEPTIONS:** Units are not eliminated by isolation in the following circumstances:

**A.** Ground units in fortresses or fortifications, including West Wall and Maginot hexes.

**B.** Ground units in the Pacific theater which are in ports or one-hex islands.

**C.** Japanese ground units in jungle or jungle/mountain hexes. This exception does not extend to Thai, Wang or Indian National Army units.

**D.** Chinese ground units in China.

**E.** Air and naval units.

**30.543** The restoration of supply to isolated ground units must take place during a subsequent supply determination segment to take effect. Supply may not be traced to ground units or hexes at any other time.

**EXAMPLE - SUPPLY BY LAND:** In Summer 1941, Germany invades Russia and isolates a number of Russian ground units. During initial supply determination of the Russian Summer 1941 player turn, supply cannot be traced to these units. The units therefore suffer the impairments set out in 30.531.

If Russian counterattacks during the Russian Summer 1941 player turn break the encirclement, these units receive supply during post-combat supply determination of the Summer 1941 Russian player turn, and their abilities are fully restored.

If a supply line could not be traced to the encircled units during either supply determination segment, the units would be removed at the end of post-combat supply determination of the Russian Summer 1941 player turn.

**EXAMPLE - SUPPLY BY SEA:** During the redeployment phase of the Summer 1944 Japanese player turn, Japan redeploys a number of air factors within range of New Britain in order to cut supply to an American 2-2 infantry unit in Rabaul and a second American 1-2 infantry unit in the beach hex southwest of Rabaul.

During initial supply determination of the Allied Fall 1944 player turn, the Allied player attempts to sea supply Rabaul, but the Japanese air units are too strong and the sea supply line is cut. Both American infantry units are isolated. The American 2-2 infantry unit in Rabaul would survive (30.542B), but the American 1-2 infantry unit, which is not in a port, would be eliminated at the end of post-combat supply determination of the Allied Fall 1944 player turn. An Allied invasion would not save the unit, because if the Allies invaded New Britain they could not place a bridgehead in it (31.221), and sea supply could not again be attempted to New Britain until the following player turn (30.44).

**30.544 REBUILDING ISOLATED UNITS:** Ground units which are eliminated due to isolation may be rebuilt in the game turn in which they are eliminated at double the normal BRP construction cost or in subsequent turns at the normal BRP construction cost (27.13).

**30.545 EFFECT OF ISOLATION ON SURVIVING UNITS:** Units which are not eliminated by isolation (30.542) survive indefinitely, although they suffer all other impairments associated with isolation. Ground units which are not eliminated by isolation (30.542A-D) have their DM reduced by one for each turn their hex is isolated (15.33D). For units which enter such hexes, see 15.33D.

#### **30.55 UNITS WHICH ARE AUTOMATICALLY SUPPLIED:**

**30.551 AUTOMATIC SUPPLY:** Units are automatically supplied, without the need for supply lines, in the following circumstances:

**A.** Exploiting armor units, even if they did not move during exploitation, are automatically in full supply during the game turn following their exploitation, even if weather conditions or terrain negate their mechanized component. Such units may not exploit during their next turn unless they are supplied normally. Automatic full supply expires at the end of initial supply determination during the owner's second player turn following the unit's exploitation.

**B.** Partisans.

**C.** Chindits are always in at least limited supply.

**D.** Japanese units in Japan.

**E.** Bridgeheads placed by seaborne invasion are in supply, and are unlimited supply sources, in the turn they are placed.

**30.552 AUTOMATIC SUPPLY NEGATED BY REDEPLOYMENT:** Armor units which are redeployed in the same player turn as their exploitation do not receive automatic supply during their next turn.

## **30.6 HEX SUPPLY:**

**30.61** Certain activities may not be carried out in or through hexes which are unsupplied:

**A.** Airbases, rocket bases and port counters may only be constructed in fully supplied hexes.

**B.** Air units operating from fully supplied bases may carry out missions and interceptions or modify an interception, search or surprise die roll. Air units in partially supplied and isolated bases suffer the impairments set out in 30.523.

**C.** Naval units operating from fully supplied bases may protect sea supply lines, carry out missions and provide and protect sea escort. Some naval activities also require fully supplied ports along their route (21.36). Naval units in partially supplied and isolated ports suffer the impairments set out in 30.524.

**D.** Units may only be constructed in fully supplied hexes.

**E.** Ground units may only redeploy out of, into or through fully or partially supplied hexes.

**F.** Air units may redeploy out of unsupplied or partially supplied air bases, but only into or through fully or partially supplied air bases.

**G.** Naval units may redeploy out of unsupplied or partially supplied bases, but only into or through fully or partially supplied bases.

**30.62** Ground units may move or exploit into unsupplied hexes, advance into unsupplied hexes after combat, and sea transport into or invade unsupplied hexes. Airborne units may airdrop into unsupplied hexes without becoming unsupplied during that player turn. In many cases, these activities will involve entry into unsupplied hexes, as the hexes will have been enemy-controlled. The capture of such hexes does not necessarily mean that they will be supplied.

**30.63** For the effects of isolation on hex control, see 29.31.