MMP
Multi-Man Publishing

ON TO BERLIN!

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1.0 INTRODUCTION

On To Berlin is a two-player wargame covering the war in Europe and North Africa, from the time period of 1939 to 1945. Players construct a hand of cards each turn to meet their strategic goals, which allows them to activate their armies, develop new weapons, or forge diplomatic links with Neutral nations and bring them into the war on their side.

The game was originally published as "*Rise and Fall of the Third Reich*" in Game Journal 70 (2019) in Japan and has been translated, errata incorporated, and published as part of *Multi–Man Publishing's International Games Series*.

2.0 GAME COMPONENTS

- 1 Map 22″ x 34″
- 2 Counter sheets, 198 counters
- 32 Cards
- 2 Player Aid Charts
- 35 wooden cubes (18 white, 15 gray, 1 red, and 1 black)
- 1 Rulebook
- 8 dice
- 1 Box

2.1 COUNTERS

The game includes a mix of counters that represent either military units or on-map markers used to track status.

2.1.1 UNIT SYMBOLS & ABBREVIATIONS

Land Units
- ⊠ Infantry (LF)
- 🯄 Tank Force (TF)
- ▭ Garrison Force (GF)
- ⊠ Airborne (AB)
- ⊡ Shock Army (SA)
- ⬡ Fortress (FT)

Air Units
- ✈ Air Force (AF)

Naval Units
- ⟋ Naval Force (NF)
- ④ Carrier (CV)
- ③ Escort Carrier (CVE)
- SS Submarine (SS)

NF, CV, and CVE are considered to be Surface Naval units.

Face up units are "fresh" , face down units are "spent" . Units may also have the historical unit name, which has no impact on game play.

Unit Ratings

Attack Rating (bottom left): used when attacking.

Defense Rating (bottom center): used when assigning hits.

Movement Rating (bottom right): used when moving.

Airstrike Rating (right side, in a circle): used to make Airstrikes (only air and carrier units have this).

UNIT KEY
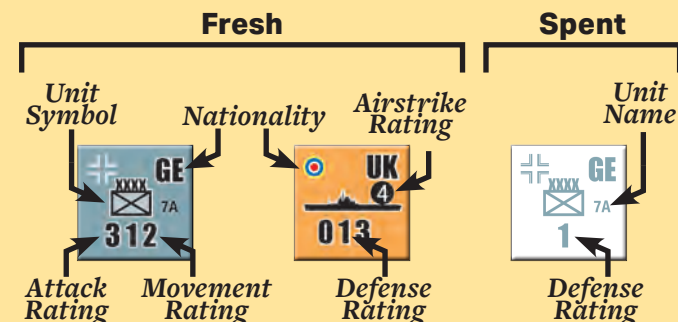
2.1.2 MARKERS

a. Turn marker, used to indicate the current game turn, the side that has initiative, and the side that will take the first impulse for that turn.

b. War Entry Track markers (for the countries US, SU, SP, TU), used to show if the country has entered the war yet.
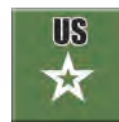
2.2 GAME MAP

The game map contains multiple sections, Areas (land and sea), Track, and Pools.

2.2.1 AREAS

The map is divided into multiples areas, either Land or Sea. Units are placed within these areas, following specific constraints, see 8.1.

If an area does not have a name, then no unit can enter it.

Some areas have unit information printed within them, and this is for the initial deployment at the start of the game.

Areas may show a Control Circle, and a unit placed in the circle shows which side controls of this area. If the circle is red or black, then it is a Resource Point Area (black is for the Axis player only, red for either player). A black semicircle indicates a half-point Resource Area. Note that the US War Entry Track has Resource Points on it that become available to the Allied player (only) as the marker progresses along the track, see 15.3.

Units move from an area to an adjacent area by crossing a border, either land or sea, with some restrictions as detailed in 8.1.1 and 15.6.

2.2.2 TRACKS AND MOBILIZATION AND NEW WEAPON POOLS

Turn Track: shows the current game turn, and Russian Winter, see 15.2. Each turn is 6 months and is either summer or winter. The Game Turn marker is flipped to show which side has the initiative.

War Entry Track: These four tracks show the current diplomatic status of The United States (US), The Soviet Union (SU), Turkey (TU), and Spain (SP). The playing of *Diplomacy* cards can move War Entry markers on these tracks.

Mobilization Pool: Units that can be deployed via expending SV points, see 6.1.1.

Development Pools: Strategy Cards not yet available to either side, but can be purchased later in the game via card play. There is one pool for Axis cards and another pool for Allied cards.

New Weapons Pool: Holds New Weapon units (marked *NW*) that can become available through *New Weapons* or *Lend-Lease* card play during the game.

2.3 STRATEGY CARDS

Strategy cards have both Strategic Values and Events on them. When played, both the Strategic Value and the Event are used. The player of the card decides which is performed first, but the first must be resolved fully before the second is enacted, see 6.1.

2.3.1 STRATEGIC VALUE (SV POINTS)

Each card has an SV value on it, which can be used to either activate units in an area to move or attack, or to mobilize new units, see 6.1.1.

2.3.2 EVENTS

Cards also have named events on them (and a star next to the name indicates it is a reaction card). There is only one type of reaction card in this game, *Ambush*, see 10.0.

The text of the Event describes the actions of the Event. If a card says it is "After this card is played, remove it from the game" the card can only be played once, and it is not placed in the discard pile, but instead removed from the game.

Card Name

SV

Blitzkrieg (2)

Activate one group to perform one action; after that action is complete, that group may immediately perform another action, even of a different type.

The activated group becomes spent after their second action is completed.

Event Text

2.3.3 CARDS AT START

In the beginning of the game, each side only has access to their 2–point SV cards. The Development Pools hold the 3– and 4–point SV cards for each side.

By playing a *Development* card, players can add 3– or 4–SV cards to their discard pile.

At the end of the turn, all cards in the discard pile (and any in the players hand) are returned to the deck for selection in the next turn.

You may not look at your opponent's deck or hand, nor at the cards they did not select for use this turn. You may examine the Development Pools and discard piles for either side.

MAP KEY

Area Name → English Channel

Control Circle

Sea Area

Axis–Ally Operational Limit Line

Initial Deployment

Resource Point Area

BE GF*1

UK LF*1
FR TF*1
FR LF*1

Paris

Lorraine

FR FT*1
FR LF*3

Nationality At Start

Sw

SZ

Southern France

FR GF*1
FR AF*1
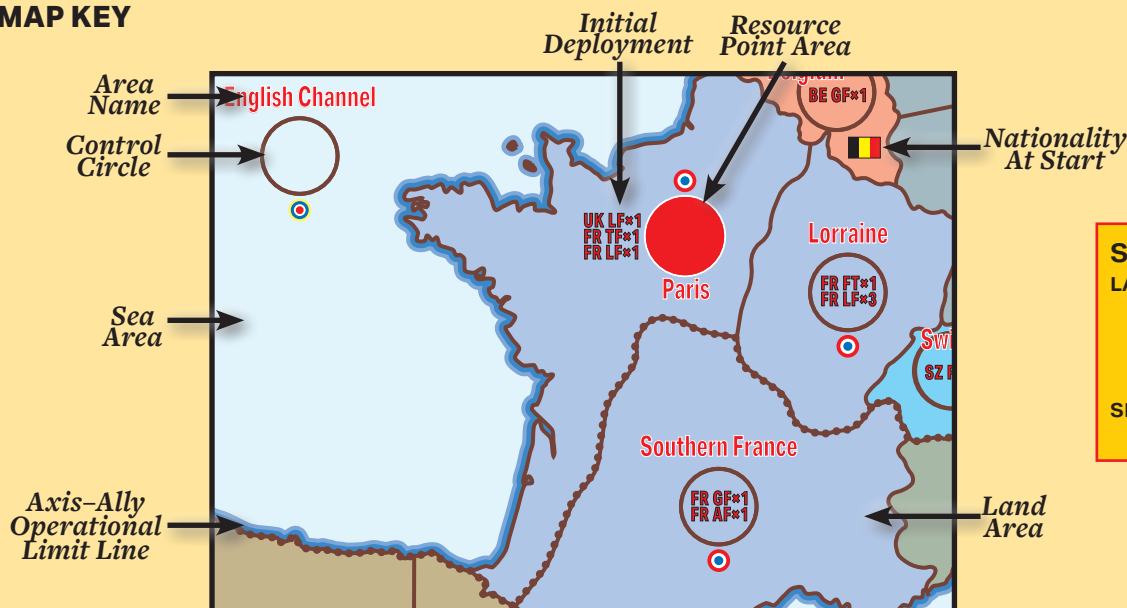
Land Area

STACKING LIMITS

LAND AREA
10 Land units per side (max 1 fortress); 4 Air units.

SEA AREA
No Limits.

3.0 GAME BASICS

3.1 NATIONS

3.1.1 STATUS AND SIDES

Nations are classified as either Axis, Allied, or Neutral.

A Neutral nation is either Axis– or Allied–Leaning.

Players can only activate units from their side, providing they are At War.

For units of Neutral nations, they cannot be activated by either player, or become spent. They may not mobilize or recover. They do nothing at all.

Nations

The following is a list of National status, and abbreviation, at the start of the game:

> **AXIS**
> GE (Germany)
>
> **Axis-Leaning Neutral**
> IT (Italy)
> HU (Hungary)
> RU (Romania)
> BU (Bulgaria)
> FI (Finland)
> TU (Turkey)
> SP (Spain)

> **ALLIES**
> UK (United Kingdom)
> FR (France) [Vichy France (VC)]
> PO (Poland)
>
> **Allied-Leaning Neutral**
> US (United States)
> SU (Soviet Union)
> SW (Sweden)
> NW (Norway)
> SZ (Switzerland)
> PG (Portugal)
> IR (Ireland)
> NE (Netherlands)
> BE (Belgium)
> YU (Yugoslavia)
> GR (Greece)
> DE (Denmark)

At set-up, a cube is be placed in each Land area of a Neutral nation. When the nation is At War, the cubes are removed from the map, and returned if the nation becomes Neutral again. Use a gray cube for Axis–Leaning nations and a white cube for Allied-Leaning nations.

3.1.2 AT WAR AND SIDE MOVEMENT

Germany (Axis), the UK and Poland (Allies) begin At War.

The United States and Soviet Union joins the Allies and become At War when their marker on the War Entry Track is moved (by *Diplomacy* cards) into the Entry space.

Spain or Turkey joins the Axis and become At War when their marker on the War Entry Track is moved (by *Diplomacy* cards) into an Entry space.

France begins the game as part of the Allies, but is not At War. If any Axis units enter France, France immediately becomes At War.

France can switch sides to the Axis via the *Vichy France* card. After that, if the Allies control Paris they can use *Diplomacy* to return France to the Allied side, providing all the conditions on the card are met.

Other Neutral nations may enter the war through the playing of the *Diplomacy* card.

When a Nation is At War, remove the white (Allied-Leaning) or gray (Axis-Leaning) cubes from the areas.

3.1.3 VIOLATING NEUTRALITY

If a Neutral nation's Land area is entered by an At War nation's unit (including Air units transiting to their target for an air strike) or its units are targeted by any type of attack, regardless of which way they lean they will enter the war on the opposite side of the violator.

If neutrality is to be violated by retreating units, the controlling player may eliminate the retreating units instead to avoid violating neutrality, see 11.5.

Spain and Turkey

a. If either Spain or Turkey joins the war due to the violation of neutrality, they will remain At War aligned with the side that didn't violate neutrality regardless of the status of their War Entry marker.

b. Otherwise, if Spain or Turkey are At War due to the War Entry marker being on the Entry space of the War Entry Track, and their War Entry marker is moved back to neutral via Allied *Diplomacy* card play, any units from either side in a Spanish or Turkish area are considered as violating neutrality. If units from both sides are violating neutrality, the country permanently stays in the war on the Axis side.

3.2 RESOURCES

At the end of each turn, the number of Resource Points each side controls is determined. A cube can be placed on the Turn Track, in the appropriate numbered box, to show the number of Resource Points each side controls (black cube for Axis-controlled, red for Allied-controlled).

Red Resource Points count as 1 point for whichever side controls it, Allied or Axis (see 15.3 for American Resource Points, 15.7.1 for the Central Atlantic Resource Points).

Black Resource Points (either a full circle for 1 point or a semicircle for a ½ point) count only for the Axis, and only if controlled by the Axis player. Round down any fractions, for example 8½ points becomes 8.

Resource Points of Neutral nations do not count for either side.

The Resource Point total determines each player's hand size, which player has initiative, and victory conditions.

3.3 CONTROL UNITS

A unit placed in the Control Circle of an area indicates the Nation that controls the area. This has an impact on movement, retreat, and mobilization.

A Land area may be controlled any Land or Air unit.

A Sea area may *only* be controlled by a Surface Naval unit (NF, CV, or CVE units), see 2.1.1.

3.4 AREA CONTROL

At the start of the game, an area is controlled by the nation with its symbol printed in the area. During play, control is indicated by the unit within the Control Circle.

At the end of any player's impulse, if an area contains no units of the current controller, and there is at least one unit of the non-controlling player, control immediately switches, and a unit is placed within the Control Circle. If a player has multiple nationalities among their units that could control the area, the player may decide which nationality's unit is placed in the Control Circle.

Exception: A player *cannot* choose to give control of a home area to another nationality, instead preference must be given to a unit of that nationality. For example, an Italian unit **must** control Rome if there is a choice between an Italian unit or a German unit as the controlling unit.

If an area has no controlling units within it, the area is under control of its nationality printed on the map.

3.5 LINES OF COMMUNICATION, LOC

An LOC is traced through a series of adjacent areas that are friendly controlled.

An LOC cannot be traced *through* non-friendly-controlled areas.

LOC stops upon *entering* a non-friendly-controlled area.

The presence of enemy units has no effect on tracing LOC.

LOC is used for Mobilization and Recovery. *Note:* Mobilization LOC is traced to a friendly-controlled

LOC Example
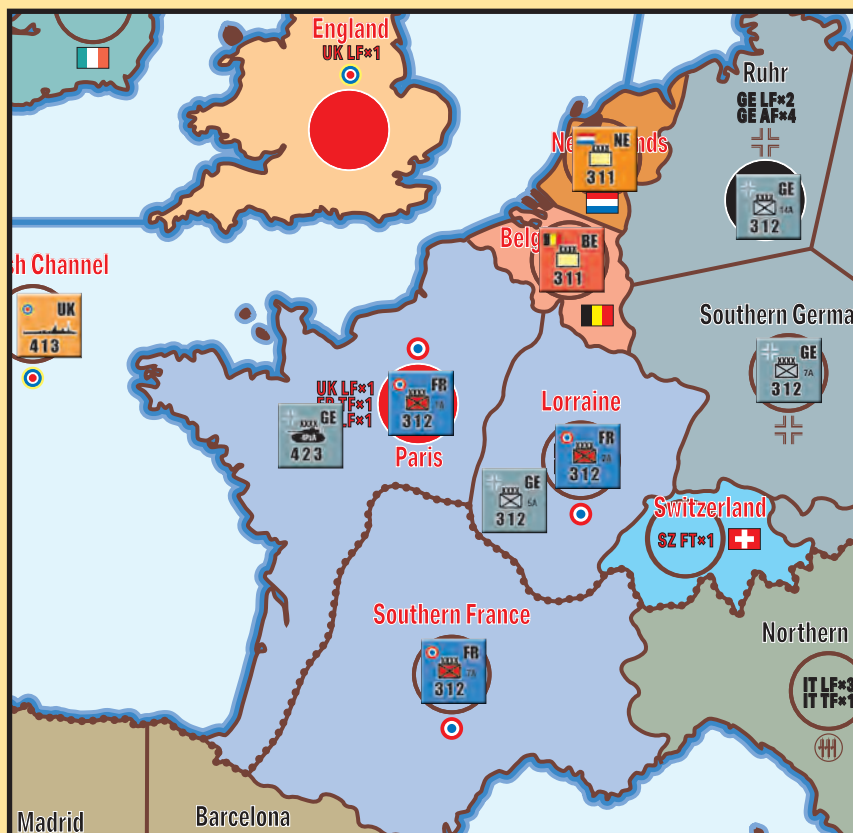
In the example to the left, the German TF unit in Paris is unable to trace an LOC to either a friendly-controlled German Land area (Southern Germany or Ruhr) or to a friendly-controlled Resource area (Ruhr), as the path traced from Paris through either Belgium, Lorraine, or the English Channel passes through an area that is not friendly controlled.

The German LF unit in Lorraine is able to trace an LOC to a friendly-controlled German Land area (Southern Germany) and to a friendly-controlled Resource area (Ruhr), as the path traced starts in an enemy-controlled area (Lorraine), which is allowed, and the path traced does not pass through any non-friendly controlled areas. The path traced to the Resource area is Lorraine to Southern Germany to Ruhr.

NAVAL TRANSPORT CAPACITY Example
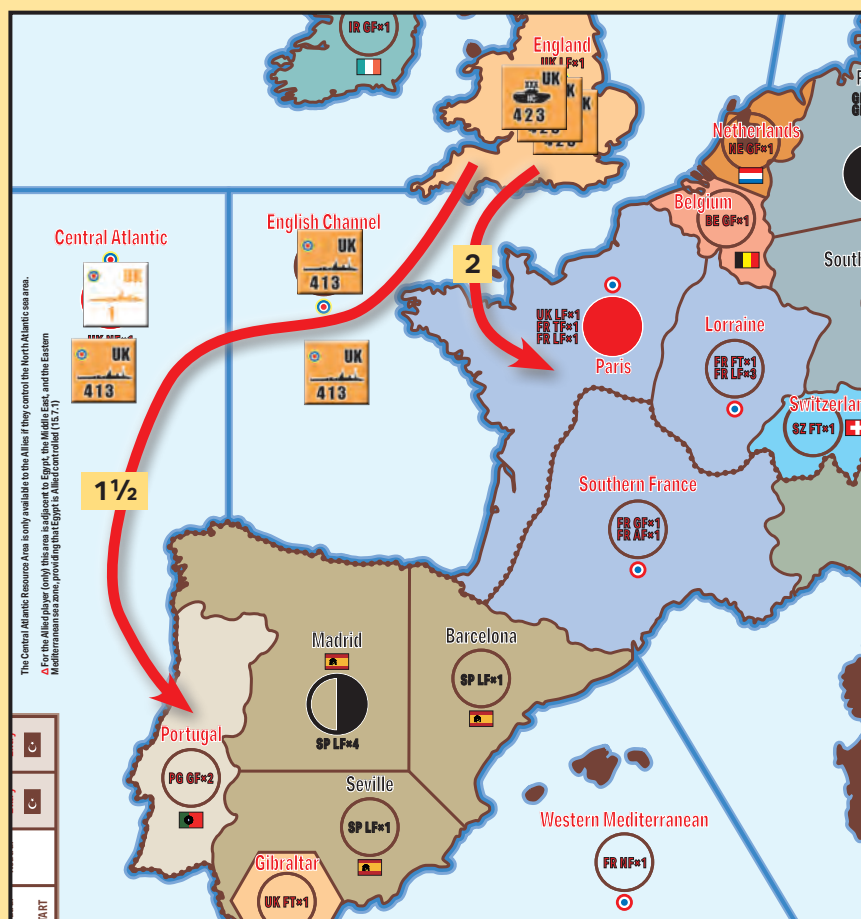
In the example to the left, the Naval Transport Capacity for the UK from England to Paris is 2, as the only Sea area passed through is the English Channel, and this contains two fresh UK Surface Naval units.

The Naval Transport Capacity from England to Portugal is 1½. This is because there are two Sea areas passed through, and the area with the lowest number of Surface Naval units determines the Naval Transport Capacity. The first Sea area passed through is the English Channel with two fresh Surface Naval units. The second Sea area passed through is the Central Atlantic, which contains one fresh Sea unit and one spent Sea unit. The spent unit provides a capacity of ½ a unit, and the fresh unit provides a capacty of 1 unit. If the *Amphibious/Airborne Ops* card was played, the capacity would be doubled to 3.

Resource Area (exception for minor nations without Resource Areas, see 12.1), and Recovery is traced to a friendly-controlled Land area of their nationality.

3.6 NAVAL TRANSPORT CAPACITY

Naval Transport Capacity is determined by looking at the Sea areas the units will be transported through. The capacity depends upon the number of friendly Surface Naval units in each area, with the area with the fewest Surface Naval units determining the Naval Transport Capacity. Each friendly spent Surface Naval unit counts as half a unit for this purpose.

This capacity is used when performing naval transport, deploying a unit across Sea areas, or with the *Redeploy* (Axis only), *Operation Seelöwe*, and *Amphibious/Airborne Ops* cards.

When the Axis player plays the *Redeploy* card, if he uses the SV for naval transport and the Event to also perform naval transport, all the units moved during the card play count against the Naval Transport Capacity.

At any point if the Naval Transport Capacity is exceeded, the owning player chooses the units in excess of the Naval Transport Capacity and moves them to the Mobilization Pool.

4.0 SETUP

Determine which player will be the Axis player and which player will be the Allied player.

Set up the map by placing the units as printed in each area. Place the white and gray cubes on the map, one in each area for every Neutral nation, white cubes for Allied-Leaning, gray cubes for Axis-Leaning. Place the Game Turn marker on turn 1 of the Turn Track.

Each player takes the 2–SV cards for their side as their starting deck (8 for the Axis, 6 for the Allies).

The 3– and 4–SV cards (8 Axis, 10 Allied) are placed in the appropriate Development Pool, and the following units (all labeled **NW** next to the nationality) are placed in the New Weapons Pool:

> German: TF 5-2-3 ×2, TF 6-3-3 ×1, SS ×4, AF 0-1-2(4) ×1 (this is an optional unit, see 16.8)
>
> American: CVE ×3
>
> Soviet: TF ×6

All remaining units are placed in the Mobilization Pool.

For the first turn the Axis player selects 4 of their 2–SV cards as their starting hand. The Allied player receives no cards for the first turn.

5.0 SEQUENCE OF PLAY

The game is played over 12 turns, with the following sequence of play for each turn:

1) Each player secretly selects cards from their deck, up to their hand size, (which is the number of Resource Points they control, see 2.3.1, 3.2). (*Exception:* on turn 1, the Axis get 4 cards, the Allies zero.)

2) Alternating impulses are performed, starting with the side with the initiative, the side with the most Resource Points (if there is a tie, the Axis player has the initiative), see 6.0.

3) A player may pass for his impulse, and a player who has no cards in his hand and no fresh Air units must pass. If both players pass in succession, the turn is over and enters the end phase. If a player passes, they can choose not to pass for a subsequent impulse.

4) End phase:

Check victory conditions (see 14.0), and move the red (Allied) and black (Axis) cubes on the Turn Track to show the number of Resource Points each side controls;

Both players (initiative player first) recover eligible spent units to their fresh side (see 13.0);

Both players (initiative player first) may move on-map units to the Mobilization Pool, but cannot leave a home area empty (this movement only applies to GE, IT, UK, SU, and US units). Any remaining cards in their hand and all discards are returned to their deck;

Advance the Turn marker, with the Turn marker showing the side with initiative for the next turn.

6.0 IMPULSES

For each impulse a player may do one of the following:

- Play a strategy card (6.1)
- Conduct an Air Action (6.2)
- Pass

6.1 PLAY A STRATEGY CARD

A player may play a single strategy card from his hand as his impulse (*Exception:* reaction cards, see 10.0).

When a strategy card is played, both the SV points are used, and the event (if possible) is performed.

The player decides to use the SV points or perform the event first, then does the other, and may do them in either order. However, SV cannot be used in the middle of completing an event, or vice versa.

After fully resolving the card, it is placed in the player's discard pile.

6.1.1 SV: STRATEGIC VALUE

SV points are used to perform the following actions, up to the total number of SV points on the card played (see 7.2).

Normal Movement: Spend 1 SV and activate one group of fresh units in a single area to move, see 8.1. If the activated group is all Air units, the group may instead perform Air Movement (and no strategy card has to be played), see 8.2.

Normal Attack: Spend 1 SV and activate one group of fresh units in a single area to attack, see 9.1. If every unit in the activated group has an Airstrike Rating, the attack may be an Airstrike (and no strategy card has to be played), see 9.2.

Mobilize: Spend the appropriate SV cost to deploy a unit from the Mobilization Pool (see 12.0). The unit is placed spent (face down) in a friendly-controlled area that can trace an LOC to a home Resource Area.

The above actions may be performed in any combination or order, provided the total SV spent is less than or equal to the SV value of the card played, and a given action is resolved completely before another action is performed.

A group of units can only perform a single action via SV points during an impulse (see 7.2). A group of units may not perform Normal Movement and then perform a Normal Attack for 2 SV points.

6.1.2 EVENTS

Follow the text on the card when performing an event.

If event text allows for an action, the action is resolved normally within any restrictions imposed by the card.

Unless specified otherwise, follow the normal rules for the action (see 8.1, 8.2, 9.1, 9.2).

Units may be activated by both SV points and event text during the same impulse, providing they are eligible for both.

Note: This means a unit can take up to 3 actions in an impulse, by combining SV points and the *Blitzkrieg/Mobile Warfare* events.

6.2 AIR ACTIONS

There are two types of Air Actions:

Air Movement: Active a group of Air units (only) to move (8.2).

Airstrike: Activate a group of Air units, CV, or CVE (only) to attack by Airstrike (9.2).

No strategy card has to be played to conduct Air Actions.

Air units that conduct an Air Action are flipped to their spent side after the action is resolved.

A given Air Action can only involve one group of Air units in the same area.

6.3 PASS

A player may pass and do nothing for their impulse. If a player passes and his opponent does not pass, the player may perform later impulses in the turn. Passing does **not** mean a player can take no more impulses for the turn.

If both players pass in succession, the turn is over and moves into the end phase.

7.0 GROUPS AND ACTIONS

When conducting an action (via SV points, events, or an Air Action), select one area and choose any number of your eligible fresh units in that area to activate for the action.

7.1 GROUPS

The units in an area activated for the action are called a group.

All units in the activated group must be fresh (face up).

The activated group may conduct any eligible action, see 7.2.

All units activated as a group must perform the exact same action.

Units activated as part of a group cannot be activated as part of another group in the same impulse. However, units may be activated by both SV points and event text in the *same* impulse.

7.2 ACTIONS

There are four possible actions a group may perform:

Normal Movement: All fresh units with a movement rating are eligible to perform movement (see 8.1). These units remain fresh after this action.

Normal Attack: All fresh units are eligible (see 9.1). These units become spent after the action.

Air Movement: Only fresh Air units are eligible for this action (see 8.2). These units become spent after the action.

Airstrike: Only fresh units with an Airstrike Rating are eligible for this action (see 9.2). These units become spent after the action.

8.0 MOVEMENT

8.1 NORMAL MOVEMENT

The movement allowance of a group activated to move is equal to the lowest Movement Rating of the units within the group.

It costs 1 movement point to enter to an adjacent area. There is a +1 movement point increase if the area being entered is enemy-controlled, and a +1 movement point increase if the area being exited is enemy-controlled (see 3.3). (*Exception:* Naval Transport, see 8.1.2a). A unit can never exceed its movement allowance.

NORMAL MOVEMENT Example

In the example to the right, if the German units in Berlin all activate as a group, they will have a movement allowance of 2 movement points. If just the TF units activate as a group, the group will have 3 movement points.

The cost for a German unit in Berlin to enter Warsaw is 2 movement points (1 to enter the area, plus 1 as Warsaw is enemy controlled).

The cost to move from Berlin to Czechoslovakia is 1 movement point (the presence of an enemy unit has no impact on movement cost).

The cost for the German LF unit to move from Warsaw to either Berlin or Czechoslovakia is 2 movement points (1 to enter the area, plus 1 as Warsaw is enemy controlled. The presence of the enemy unit in Czechoslovakia has no imapact on movement cost).

The cost to move from Warsaw to Brest is 3 movement points (1 to enter the area, plus 1 as Brest is enemy controlled, plus 1 as Warsaw is enemy controlled). This cost is more than the movement rating of the German LF unit, so it is not able to make this move.
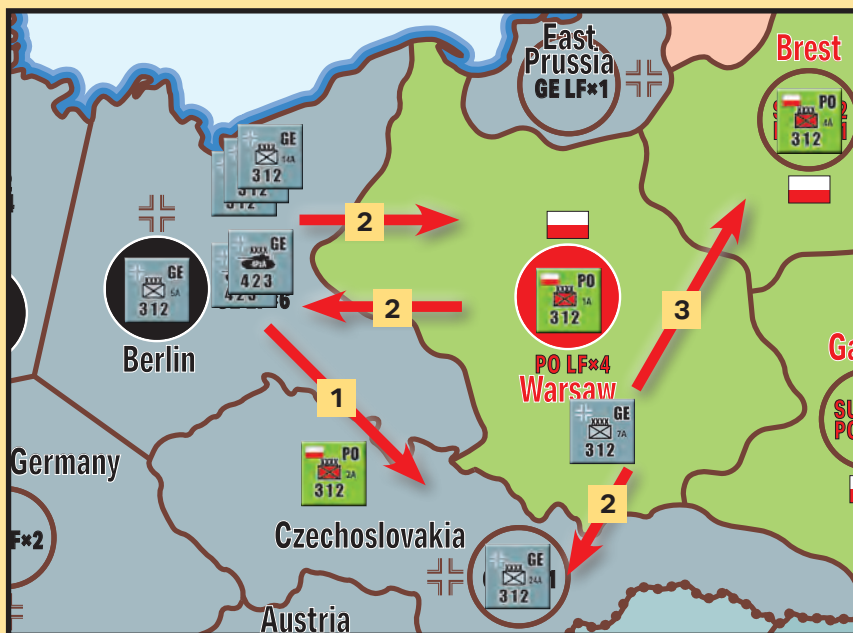
Units activated as a group must remain together while moving, and units cannot be dropped off or picked up along the way, and all must move into the same area(s).

Players cannot move all his units out of a friendly-controlled area to leave it empty. At least one unit must remain as a control unit, and if possible, this control unit must match the nationality of the area.

If the group enters an area that isn't friendly controlled, the group must stop there. If an area contains a friendly control unit, the group may pass through (assuming it has a sufficient movement allowance).

After completing a Normal Movement action, the units in the moving group are *NOT* flipped to their spent side.

8.1.1 TERRAIN RESTRICTIONS

Entry Restrictions:

Land units can enter Land area, or Sea areas by Naval Transport, see 8.1.2.

Air units can enter Land or Sea areas, but are not allowed to end their movement in an area that is not friendly-controlled, see 8.2 for Air Movement and 8.1.2 for Naval Transport.

Naval units may never enter Land areas.

Stacking Restrictions:

Each side may have no more than 10 Land units in an area at any given time, including a maximum of 1 fortress unit.

No more than 4 Air units may occupy a friendly Land area at a given time.

There is no limit to the number of units that can occupy a Sea area.

8.1.2 NAVAL TRANSPORT

Land Units

The number of units that can be transported in the activated group is limited by Naval Transport Capacity (see 3.6).

Naval transported units can only enter friendly-controlled Sea areas.

Naval transported units have a movement allowance of 2, regardless of their printed Movement Rating (*Exception: Operation Seelöwe* and *Amphibious/Airborne Ops* cards).

Naval transported units are flipped to their spent side after completing the movement (*Exception:* Allied *Redeploy* card).

There is no additional movement cost to enter Sea areas containing enemy Surface Naval units.

Air Units

Air units using naval transport are treated the same as Land units.

Air units using Air Movement to cross Sea areas are not subject to naval transport restrictions.

Naval Units

Naval units are not subject to naval transport restrictions, only the limitations of Normal Movement, see 8.1.

8.2 AIR MOVEMENT

Only Air units can perform Air Movement, and no strategy card needs to be played to perform it.

Air Movement *must* begin in, pass through, and end in friendly-controlled areas.

Each area entered costs 1 movement point, regardless of the presence of enemy units.

Enemy units have no effect on Air Movement.

Air Movement may enter Sea areas, and is not subject to naval transport limitations. However, Air Movement cannot begin or end in a Sea area.

After Air Movement is completed, the moving units are flipped to their spent side.

Other than the above restrictions, Air Movement follows all Normal Movement rules, see 8.1.

9.0 ATTACKS

9.1 NORMAL ATTACKS

A group may be activated and then attack enemy units in the same area.

Attacking units use their Attack Rating (*Exception:* Air units use their Airstrike Rating instead).

Resolve the attack using the procedure in 11.0.

After the Normal Attack action all attacking units are flipped to their spent side.

9.1.1 ATTACK RESTRICTIONS

Land units can only perform a Normal Attack in a Land area.

Air units can attack within a friendly-controlled Land area when performing a Normal Attack.

Naval units can only perform a Normal Attack in a Sea area.

9.2 AIRSTRIKES

Only units with an Airstrike Rating can perform an Airstrike Action. Air units must be in a friendly-controlled area.

An Airstrike performed by an Air unit (AF), or Naval units (CV or CVE), targets the activated group's area or an adjacent area. In addition, an Air unit may target another Land area within the range of the Air unit's Movement

Rating (*Exception:* Allied *Long Range Bombing* card, which increases this range to 3).

Attacking units use their Airstrike Rating to resolve the Airstrike using the procedure in 11.0.

After the Airstrike action, all attacking units are flipped to their spent side.

10.0 COUNTERATTACKS

A player's opponent may, if they meet the conditions, play a reaction card (a card with a star next to its name) to counterattack during the player's impulse.

10.1 RESOLVING COUNTERATTACKS

Counterattacks are resolved in the same manner as Normal Attacks, with the following modifications:

Counterattacking units are not flipped to their spent side after the counterattack.

The number of hits scored is doubled during a counterattack.

A counterattack must be resolved against a single group conducting the action (*for example:* A player plays the *Blitzkrieg* card with 2 SV and if their opponent plays a reaction card to counterattack, they must specify which specific action is being reacted to, and only that group suffers the counterattack.)

A counterattack only targets a single group, subject to the requirements of the reaction card. To counterattack a different group during the same impulse, an additional reaction card must be played.

If the target of the counterattack is a group taking an action that will make the activated units spent (for example, attack or naval transport), damage is applied as if these units were already spent.

If the target of the counterattack is a group performing an attack or Airstrike action, damage from the counterattack is applied before resolving the activated group's attack or Airstrike. Units that suffer any hits from the counterattack are not eligible to perform the attack or Airstrike.

If the target of the counterattack is a group performing an Airstrike or Air Movement action, only units with an Airstrike Rating are able to counterattack.

A counterattack cannot be counterattacked.

Submarine units cannot perform counterattacks, or receive hits from counterattacks, see 15.1.

10.2 USING STRATEGIC VALUE POINTS AFTER A COUNTERATTACK

When a reaction card is played during an opponent's impulse, the player who played the reaction card will use the SV value of the card for actions in the next impulse. An additional strategy card may not be played for that impulse.

If multiple reaction cards are played during a single enemy impulse, add the SV points together, and use this combined value.

Instead of using the reaction card's SV points for their next impulse, the player may instead conduct Air Actions without a card (as usual), but if they do this the SV points are lost.

11.0 RESOLVING ATTACKS

Normal attacks, Airstrikes, and counterattacks are all resolved in the following manner (and for counterattacks read "attacking" as "counterattacking" throughout).

11.1 SCORING HITS

Roll one die for each attacking unit. A roll equal to or less than the unit's Attack Rating (or Airstrike Rating for Air units) is a hit.

The number of hits is added together and then applied to the enemy units in the target area. *Note:* for counterattacks, hits can only be applied to active units of the group targeted by the reaction card.

11.2 APPLYING HITS

The player who assigns damage is determined by the following priority list. The defender (only) may include spent units in the area when determining priority.

   a. The side with participating (attacking group or defending units) units that have an Airstrike Rating assigns damage. If both sides have units with Airstrike Ratings, the attacking player assigns hits.

   b. The side with a fortress unit in the area assigns damage.

   c. The side with the unit with the highest Attack Rating in the target area assigns damage.

   d. If all the above are equal, the defending side assigns damage.

During a counterattack, only the activated group and the counterattacking units are compared to determine who assigns hits. When units using the Allied *Redeploy* card are counterattacked, do not include the moving units, but instead include the units already in the area to determine priority.

Hits cannot be assigned to a unit in excess of what is needed to destroy the unit.

Any hits that are in excess of what is needed to destroy all eligible units are ignored.

11.3 HIT EFFECTS

The effects of hits assigned to a unit depends upon the unit type and its Defense Rating.

Land units in a Sea area have a defense rating of 1, instead of their printed value.

For units with a Movement Rating of 0, see 15.8.1 for special rules.

11.3.1 LAND AND SURFACE NAVAL UNITS

Fresh (**face up**)

Hits = defense rating: unit becomes spent

Hits = defense rating ×2: unit becomes spent and retreats to adjacent eligible area

Hits = defense rating ×3: unit destroyed (return to Mobilization Pool)

Spent (**face down**)

Hits = defense rating: unit retreats to adjacent eligible area

Hits = defense rating ×2: unit destroyed (return to Mobilization Pool)

11.3.2 AIR AND SUBMARINE UNITS

Fresh (**face up**)

1 Hit: unit becomes spent

2 Hits: unit destroyed (return to Mobilization Pool)

Spent (**face down**)

1 Hit: unit destroyed (return to Mobilization Pool)

11.4 DEFENSE RATING

Hits do not accumulate from turn to turn. If hits assigned to a unit do not add up to a multiple of the unit's defense rating, the hits applied are rounded down (the excess having no effect).

Example: A face up Land unit with a defense rating of 2 is destroyed if 6 hits are assigned to it; if 4 to 5 hits are assigned, it becomes spent and retreats; if 2 to 3 hits are assigned it is spent and remains in the area, and if 1 hit is assigned it has no effect. Assuming hits are assigned by the player owning these units, two units with a defense rating of 2 can each be assigned 1 hit each for no effect.

11.5 RETREATS

Land and Surface Naval units may have to retreat due to hits suffered from an attack.

A unit retreating due to suffering hits may retreat to an area of its owner's choice (not the player assigning damage). However, retreat is prohibited into an enemy-controlled area, or if the stacking limit would be exceeded, or across the Axis-Ally Operational Limit line for Axis units (except for German or Finnish units).

In addition, Land units cannot retreat into a Sea area, and Naval units cannot retreat into a Land area.

If a unit has no eligible area to retreat to, it is instead destroyed (and returned to the Mobilization Pool).

When units are forced to retreat by a counterattack, they must retreat to the prior area entered, if possible.

12.0 MOBILIZATION

A player may spend SV points during their impulse to deploy friendly units from the Mobilization Pool (see 6.1.1).

Units deployed from the Mobilization Pool are placed in an area spent (face down).

The SV cost to deploy a unit depends on type:

1 SV: LF, GF, SS

2 SV: TF, AB, SA, AF, NF, CV, CVE

3 SV: FT

The mobilized unit must be deployed in a friendly-controlled area that can trace an LOC to a home Resource Area, see 3.5. For example, if Paris is controlled by an Axis nation, German units can be mobilized there if there is an LOC to a Resource Area in Germany. Which nation controls the area is not important, so long as it is on that player's side. If there is no LOC to a Resource Area in Germany, German units cannot be mobilized there.

Land and Air units must be deployed in a Land area under friendly control.

Naval units must be deployed in a Sea area adjacent to a Resource Area of the unit's nationality.

You cannot deploy units to an area that is enemy controlled (see 3.3).

Units deployed across a sea border are subject to Naval Transport Capacity (see 3.6) limits when tracing LOC.

If there is no eligible area to deploy to, the unit cannot be mobilized.

12.1 MINOR NATIONS

Units of a minor nation (defined as those without Resource Areas) must be deployed to their friendly-controlled home area (*Exception:* Yugoslavia when using the Allied 4–SV *Supply* card.)

13.0 RECOVERY

Players may flip units from their spent to fresh side at the end of the turn or when playing a *Supply* card.

For each nationality on your side, count the number of Land areas under the control of that nation (enemy units in these areas have no impact).

Recover this number of units for this nationality, flipping them from spent to fresh, even if they are in an enemy-controlled area or in an area with enemy units, providing the units can trace an LOC to a friendly-controlled Land area of their nationality. LOC traced to the Land areas of other nationalities has no effect.

Units that cannot trace an LOC to a friendly-controlled Land area of *their nationality* cannot recover and they must remain spent (*Exception:* Submarine units, see 15.1, and Yugoslavian units, see 15.5).

14.0 VICTORY CONDITIONS

14.1 STRATEGIC VICTORY

If a player meets the conditions below at the end of any turn, they have won a strategic victory:

- The Axis controls 10 or more Resource Points, it is an Axis Strategic Victory. The Resource Points in Moscow and London count double for this purpose.

- The Axis controls 1 or less Resource Points, it is an Allied Strategic Victory.

14.2 VICTORY AT GAME END

If neither side has won a strategic victory by the end of the turn 12, the Axis wins if *any* of the following conditions are met:

- The Axis controls Berlin and 1 additional Resource Point; or

- The Axis controls at least 4 Resource Points; or

- The Axis controls at least 10 areas.

If none of those conditions are met, the Allies win.

15.0 SPECIAL RULES

15.1 SUBMARINE UNITS

Submarines are special Axis-only Naval units.

Submarines have no effect on area control, do not count for Naval Transport Capacity, and have no effect on enemy movement, retreats, or mobilization. They are considered to not exist in the area for any of these purposes.

Submarines may enter areas that are enemy controlled without having to stop in this area.

Submarines do not retreat due to hits from combat (treat these as Air unit in this regard, see 11.3.2).

Submarines cannot counterattack nor are they assigned any hits when subject to a counterattack.

Submarine units can recover without tracing an LOC, see 13.0.

Submarine units can perform Commerce Raiding (using the Axis *Wolfpacks* card).

In all other ways, submarine units are treated as other Naval units.

15.2 RUSSIAN WINTER

During winter turns, marked (W) on the turn track, Soviet home areas are subject to the following rules.

Soviet home areas cannot be the target of Airstrikes by either side. Airstrikes may still be launched *from* Soviet home areas into areas that are not Soviet home areas; this has no effect on who assigns hits, see 11.2a.

All Soviet units in home areas are automatically eligible for recovery (at the end of the turn or by event), regardless of the number of areas controlled. Soviet units outside the home Land area recover in the normal manner, and count against the recovery limit of the number of areas controlled.

15.3 UNITED STATES OF AMERICA

Four of the spaces on the US Entry Track count as Resource Points in the North Atlantic sea zone. These Resource Points are available only to the Allied player, even before the US enters the war, and is based on the advancement of the US marker along the War Entry Track. These Resource Points are only available if the North Atlantic is Allied controlled. The Axis player cannot gain these Resource Points under any circumstances.

Mobilized American Naval units deploy to the North Atlantic sea area, even if occupied by enemy units; other units deploy to a friendly-controlled Land area that can trace an LOC to the North Atlantic sea area (following the normal mobilization rules, see 12.0).

All American units that can trace an LOC to the North Atlantic sea area are eligible for recovery (at the end of the turn or by a *Supply* card).

15.4 POLAND

Poland surrenders if the Warsaw area falls under Axis control.

When Poland surrenders, eliminate all Polish units that remain in the Brest and Galicia areas, which then comes under Soviet control. Any units (other than initially deployed Polish units) entering these areas are committing a neutrality violation (see 3.1.3) against the Soviet Union.

15.5 YUGOSLAVIA

Yugoslavian units have some special mobilization and recovery rules.

They may be mobilized or recover with the SV–4 *Supply* card (see card text).

During the end phase, if Yugoslavia controls no areas, they may recover by tracing an LOC to any Allied-controlled area.

15.6 AXIS–ALLY OPERATIONAL LIMITS

Axis units (except for German and Finnish units) cannot enter areas north of the Axis–Ally Operational Limit line on the map. This restriction does not apply to Allied-Leaning neutral units deployed north of the line at start.

If forced to retreat over this line, the units are instead destroyed and moved to the Mobilization Pool.

15.7 ADDITIONAL AREA RESTRICTIONS

15.7.1 CENTRAL ATLANTIC RESOURCE AREA

The Central Atlantic Resource Point is only available to the Allies if they control the North Atlantic Sea area.

For the Allied player only, the Central Atlantic is adjacent to Egypt, the Middle East, and the Eastern Mediterranean sea zone, providing that Egypt is Allied controlled. This shows connection via the Suez Canal.

15.7.2 ALLIED RESTRICTIONS

Allied units cannot enter the Baltic Sea area.

Allied Air units performing an Air Strike cannot pass through the Baltic Sea area (they may Airstrike this area).

15.7.3 AXIS RESTRICTIONS

Axis units cannot enter the Urals or Middle East areas.

Axis Air units performing an Airstrike cannot pass through these areas, but they may Airstrike these areas.

15.7.4 RESTRICTIONS FOR BOTH SIDES

No units can enter the Black Sea area.

Air units performing an Airstrike cannot pass through the Black Sea area.

15.8 ZERO-MOVEMENT UNITS AND FORTRESSES

15.8.1 ZERO-MOVEMENT UNITS

Units with a Movement Rating of zero cannot retreat.

Units with a Movement Rating of zero can only be assigned hits up to double their Defense Rating, at which point they are destroyed.

15.8.2 FORTRESSES

Only one fortress unit may be in an area at any time.

Fortress units that are destroyed are permanently eliminated from the game they are not placed in the Mobilization Pool.

16.0 OPTIONAL RULES

The following optional rules are available if they both agree to use them.

16.1 STRATEGY CARD SECRECY

16.1.1 DEVELOPMENT SECRECY

The 3–SV and 4–SV cards are separated and placed face down in the development pool.

When a player plays a *Development* card, they may still examine and choose the card they want, but it is placed in the discard pile face down and cannot be viewed by the opposing player.

16.1.2 DISCARD SECRECY

Cards discarded by events such as *Wolfpacks* or *Strategic Bombing* are placed in the discard pile face down and cannot be viewed by the opposing player.

16.2 CHOOSING CARDS DISCARDED BY EVENTS

To advantage the Allied player, allow them to choose their discards from *Commerce Raiding*.

To advantage the Axis player, allow them to choose their discards from *Strategic Bombing*.

16.3 STRATEGIC BOMBING MODIFIERS

The Strategic Bombing Table under the Turn Track has modifier set to +1 for all entries (which is a penalty).

16.4 WAR DECLARATION RESTRICTIONS

Neither player can enter, or attack, an Axis-Leaning Neutral nations' home area.

16.5 AMERICAN FORCES RESTRICTIONS

When American forces are mobilized, they cannot trace an LOC through the Central Atlantic, Egypt, Middle East, or Eastern Mediterranean areas.

16.6 GARRISON RESTRICTIONS

When mobilizing GF (garrison) units, they can deploy only to home areas of their nationality. They cannot move or retreat out of their nation's home areas.

16.7 JET FIGHTERS

The German Air unit in the New Weapons pool with a red circled Airstrike Rating is an optional jet fighter unit. The jet fighter unit is able to counterattack *without* a reaction card being played.

17.0 Q&A ON CARD USAGE

17.1 BLITZKRIEG/MOBILE WARFARE

Q. When a player activates a group with *Blitzkrieg/Mobile Warfare*, do they announce both actions ahead of time, or do you announce and resolve the first before deciding on the second?

A. The card may be played either way.

Q. If *Blitzkrieg/Mobile Warfare* is used to have a group attack twice, are the results applied separately for each attack?

A. If both actions are announced together, the hits from both attacks are combined and then assigned.

Q. Using *Blitzkrieg/Mobile Warfare*, after the first action, do the same units in the group have to all participate in the same second action?

A. Units that participated in the group's first action do not have to participate in the second action. However, units that did not participate in the first action cannot participate in the second action.

Q. Can a group attack three times in one impulse using *Blitzkrieg/Mobile Warfare* and SV points?

A. No, the SV points and event are separate actions. The *Blitzkrieg/Mobile Warfare* card causes activated units to become spent after the second action, so the units cannot be activated with SV points for an attack. If the SV points are used first, the group is spent and cannot be activated by *Blitzkrieg/Mobile Warfare*. A group could move with SV points and then attack twice with the *Blitzkrieg/Mobile Warfare* card.

Q. If the first action of a group activated by *Blitzkrieg/Mobile Warfare* is naval transport, do transported units become spent and unable to participate in a second action?

A. When using *Blitzkrieg/Mobile Warfare*, units do not become spent until after the second action, regardless of the types of actions and the normal rules.

17.2 AMBUSH

Q. When a side plays *Ambush*, is that side still considered the defender for the purposes of determining who assigns hits? In other words, when the highest rating is tied, does the counterattacking player get to assign hits?

A. The side making the counterattack is considered the attacker for this purpose.

Q. If a player uses SV points to move and the opponent plays *Ambush*, do they only counterattack that specific action, or do they get to counterattack each action paid for by the SV points?

A. A single *Ambush* card allows a counterattack only against one action. If more than one group moves, only one can be counterattacked by a single card.

Q. In the above question, does the opponent see every group's action, and then decide which one to target? Or must they declare the play of *Ambush* immediately after a particular action?

A. The opponent must play *Ambush* immediately after the action they wish to target is performed.

Q. When the Allied player plays *Redeploy*, can the opponent wait until all units have moved and play *Ambush*, or must it be played after an individual unit is moved?

A. Although the units moved by *Redeploy* are moved one by one, they are treated as a single activated group. After all units are moved, the Axis player can play the *Ambush* card and select a single area, allowing a single counterattack against all moving units that entered that area, as one group.

17.3 STRATEGIC BOMBING

Q. If a half point Resource Area is bombed, how many cards does the opponent discard?

A. One card is discarded for every two hits; a single hit has no effect.

Q. Can *Strategic Bombing* be counterattacked?

A. Yes, but only by units that meet the requirements.

17.4 WOLFPACKS

Q. Is the Central Atlantic Sea area the only possible area for Commerce Raiding?

A. If the American Resource Points on the US Entry Track are in play, Commerce Raiding in the North Atlantic Sea area is a possible area.

17.5 REDEPLOY

Q. Can units with a movement rating of zero use Redeploy?

A. No.

17.6 USING STRATEGIC VALUE POINTS

Q. If an area is subject to attacks from units in the same area and then by an Airstrike from outside the area, can the hits be combined for assignment and resolution?

A. They cannot. Each group's entire action must be resolved before the next group's action begins.

18.0 CREDITS

BLITZKRIEG Example

In the example to the right, the Axis player is taking the current impulse, and he plays the *Blitzkrieg* 2-SV card.

He decides to use the 2 SV points first, and uses the first point to Mobilize a spent LF unit in Lorraine. He uses the second point to move all the fresh units from Lorraine to Paris (the German infantry has heard Paris is full of tree-lined boulevards, and they much prefer to march in the shade). All these units move into Paris for a cost of 2 movement points. The Allied player could play an Ambush card at this point, but decides he wants to see what will happen next.

The situation at this point is shown below.
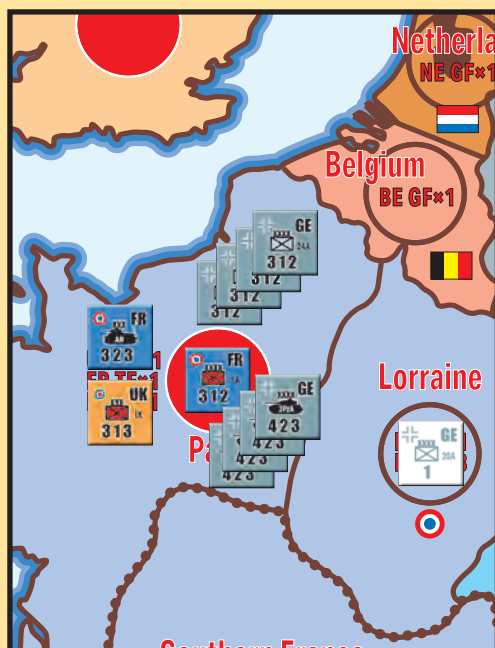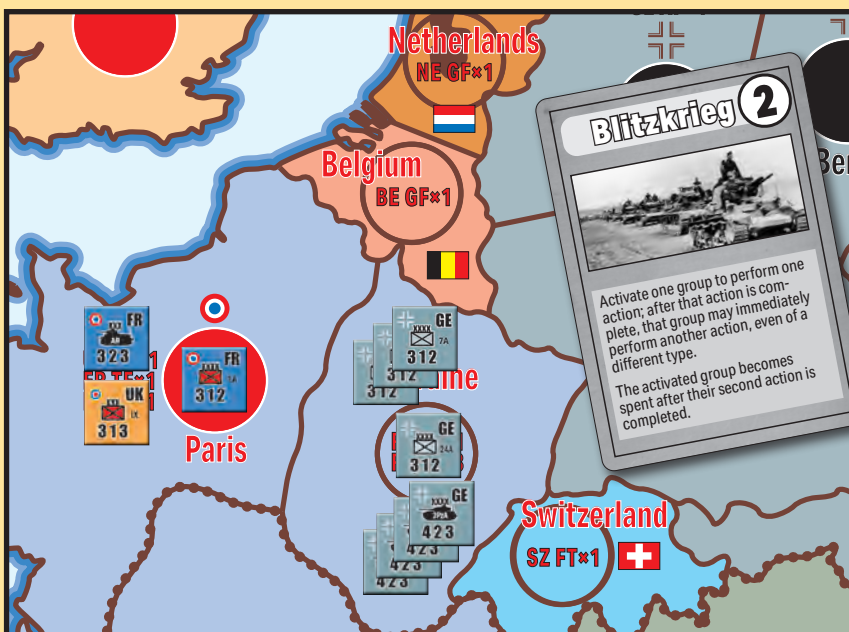
The Axis player declares that he will use both Blitzkrieg actions together to perform an attack with all the German units in Paris. The Allies player immediately plays an *Ambush* card, and he counterattacks with the three fresh units in Paris. He rolls 3 dice, each hitting on 3 or less, and rolls 1, 1, 3. This is 3 hits, which gets doubled by the Ambush to 6 hits. As the German player has the highest attack rating he gets to assign the hits, see 11.2. He decides to apply 4 hits to the four TF units for no effect, and 2 hits to two LF units. This forces the two LF units to retreat (as the damage is applied as if the units were already spent), and they must retreat to the area they came from, so they retreat to Lorraine. The German player could have destroyed one LF unit instead of retreating two of them.

The German attacks now proceed, being performed by 4 TF units and 2 LF units. The German player will roll for all his attacks and add the hits together. He rolls 4 dice for the TF units, and rolls a 2, 3, 5, 5 for 2 hits. He rolls these again and rolls 1, 2, 2, 6 for 3 more hits. He rolls two dice for the LF units and rolls a 5, 5 for no hits. He rolls these dice again and rolls 1, 6 for 1 additional hit. The total number of hits to be applied is 6 hits, and these are applied by the German player. He applies 4 hits to the French TF unit to force it to retreat, and 2 hits to the French LF unit making this also retreat. The UK LF units becomes the controlling unit for the area. After this, all the German units become spent, and we have the final situation shown to the right. If he'd scored 8 hits in total he would have been able to control Paris.

It is now the Allied impulse and he cannot play a card as he played the *Ambush* card, but does have the 2 SV points to spend for this impulse.