

Barbarossa to Berlin

V1.0 Steven McDougall 9th March 2013

Set Up

- Place pieces on map as per rulebook (P16)
 - Set up markers as per rulebook (Section 4.1)
 - Shuffle Blitzkrieg deck for each player. Set Total War deck aside
 - Axis must choose to start with either “von Paulus” or “Barbarossa” card
 - the non-chosen card is re-shuffled into Blitzkrieg deck
 - Each player then draws up to hand size of 7 cards
 - Allied player may discard all or all-but-one card if he does not draw card 2 or 24 and refill back to 7 cards (he may discard any 3OPs or better to draw card 24 if still unsuccessful)
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Sequence of Play

- (1) Orders Phase
 - (2) Action Phase
 - (3) Attrition Phase
 - (4) Replacement Phase
 - (5) Draw Strategy Card Phase
 - (6) End of Turn Phase
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Victory – Campaign Scenario

- VP marker begins on space 7
 - moves up when Axis gain VPs
 - moves down when Allies gain VPs
- VPs affected by
 - taking control of red VP spaces from the enemy
 - an Axis-free Partisan space is considered to be Allied controlled
 - Axis invading Turkey before *Casablanca* card (-3VP)
 - Axis invading Sweden before *Casablanca* card (-1VP)
 - Axis not in control of enough Soviet/Egypt/Iraq VP spaces at end of each Winter turn (see 5.2, P4)

- Stalin eliminated (+4VP)
 - **Automatic Axis win if VP total ≥ 20** during the End of Turn Phase before play of *Totaler Krieg* event
 - **Automatic Allies win if VP total = 0** during the End of Turn Phase **or** he **controls all Axis Supply Spaces in Germany** at end of any Allied Action Round
 - Otherwise Axis player wins at end of Summer 19545 turn
 - Note that control of a space changes when a unit moves into/through it
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Supply

- **Supply Sources**
 - **Axis:**
 - All units: The Ruhr, Breslau, Berlin, National Redoubt (Munich) (Event) Syracuse (limited supply only)
 - **Allies:**
 - Soviet: Sverdlovsk, Chelyabinsk, Basra
 - W Allies: Suez, Alexandria, Basra, Naples (if Allied, only limited supply from Naples into France), Antwerp (if controlled and opened)
 - BR, CA, CW: also to BR or Allied Beachhead
 - US and FF: also to US or Allied Beachhead
- **Supply Check**
 - *on activation:* when Move/Attack/SR/using RPs
 - *during a battle:* for the defender
 - note that advances/retreats caused by earlier combats this round could change supply status
 - *during Attrition Phase:* for both sides
- A unit is **in Full Supply** if it can trace a path to a friendly supply source through friendly-controlled spaces via regular connections
 - Allied units tracing supply to a Beachhead are only in Full Supply within 2 spaces of it (Limited Supply otherwise)
 - Turkish and Swedish units and Yugoslavian YPA are always in Full Supply in their home country

- A unit is **in Limited Supply** if:
 - it can only trace a path to a friendly supply source across a Sea Move SR line
 - Axis control of Malta or *Italian Navy* Event allows Axis units in N Africa to trace Full Supply by sea to Tripoli/Tunis
 - Allied units in Malta are subject to supply considerations
 - or*
 - its supply path passes through an enemy Partisan marker,
 - or*
 - it has no regular supply line but occupies a friendly intact fort
 - any OOS Axis units under the Luftwaffe Supply chit are considered to be in Limited Supply
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Stacking Limit

- Up to **3 combat units** can stack in a space
 - different friendly nationalities may stack together but activation costs will be increased
 - Soviet units cannot stack with other nationalities
 - Yugoslav Partisan Army cannot stack
 - Hungarian and Rumanian units cannot stack together
 - Stalin stacks for free
 - may temporarily overstack *during* movement or strategic redeployment but limits must be enforced after move/SR
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US Entry

- Occurs when *Hitler Declares War* or *FDR Declares War* Event played
 - Axis play of *Wolfpack* before US entry allows *FDR* to be considered a yellow event card
 - Total War cards are added to Strategy decks and discards 3 turns after US Entry
 - Axis player may draw *Totaler Krieg* before drawing up to hand limit
 - Allied player may choose *any* Blitzkrieg card to include in his hand before drawing up to hand limit
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Vichy France Entry (including French N Africa)

- Occurs when Allies first invade at beach(es) C-U
 - before Vichy France enters the war, neither side may move into Vichy France (or French N Africa)
 - after entry into the war, both sides can enter (incl. French N Africa)
 - its spaces initially remain neutral and no Vichy forces
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Turkey and Sweden Entry

- Occurs when either side attempts to enter that nation
 - war can be declared against either nation at start of round
 - opponent can then place and control that nation's forces (see 20.)
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Orders Phase

- **Turn 1 (June 1941 – Round 6 of Spring 1941):**
 - Axis player places 3 Stand Fast markers *as per* Stalin Orders
 - On other turns, each player rolls 1d6 and puts marker on Orders Table
 - Axis player implements 1st if he rolls Hitler Orders
 - **Mandated Offensive:** must conduct an attack this turn or occupy an enemy-controlled space with any unit (do not need to stop moving)
 - suffer 1VP penalty if not fulfilled
 - may ignore if no valid space to occupy or attack
 - **OKW MO:** Germans must attack a unit or occupy Allied space outside Soviet Union
(ignore if no such units/spaces exist or no Axis units in N Africa)
 - **Hitler Orders:** Allied player may place 3 Stand Fast markers on any spaces containing Axis units that are adjacent to a supplied (Full or Limited) Allied unit (this means that the Axis player will have to pay 1VP per space to exit his units unless the units immediately enter an enemy-controlled space or retreat or advance)
 - **Allied MO:** Allies must attack a unit or occupy Axis space using a British or US unit
(ignore if no such units/spaces exist or no Allied units in Europe)
 - **Soviet MO:** Allies must attack a unit using a Soviet LCU or occupy Axis space with any Soviet unit
 - **Stalin Orders:** Axis player may place 3 Stand Fast markers on any spaces containing Soviet units that are adjacent to a supplied (Full or Limited) Axis unit (this means that the Allied player will have to pay 1VP per space to exit his units unless the units immediately enter an enemy-controlled space or retreat or advance)
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Action Phase – Six alternating action rounds per Action Phase

- **Turn 1 (June 1941 – Round 6 of Spring 1941):**
 - Action Phase comprises 1 round each
 - Axis player must play *Barbarossa* or *von Paulus* as Event
 - Allied player may then take any valid action (except play of card for Replacements or as a Reinforcement Event)
- **Winter 1942:**
 - unless *von Paulus* was played,
 - all German units in the Soviet Union are treated as if they were infantry units (this affects: mechanised advance after combat, multi-space attacks, combat shifts, terrain benefits)
 - all German units are in Limited Supply
- Axis player plays first in each round
- Continue alternate play until six rounds have been completed
 - place Action chit on table as each action is taken
- Play card for **OPs** or **SR** or **RP** or **Event**
 - or may take a *free* **1 OPs Automatic Operation**
 - or (Allies only) may take a *free* **Place Partisan Operation**
 - note that yellow Event cards *may* be played for Event *and* OPs/SR/RP
 - **cannot play for OPs for first 2 rounds of Spring Turns**

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(i) OPs – Spend OPs to activate spaces for **movement or combat** (place all markers before carrying out the actions – complete all moves before any combat)

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(1) **Move**

- Cost to activate a space = number of *nationalities* in space
 - OOS units or units in Limited Supply: 1OP *per unit* to activate (*all* units in the space must be activated)
 - cost to activate *all* units in an Allied Beachhead = 1OP *total*
 - British, Canadian and Commonwealth units are treated as one nation for determining activation costs
 - Free French and American units are treated as one nation for determining activation costs
 - Axis LCUs in the Caucasus: if tracing supply through Maikop or Armavir or across Sea SR connection via Baku or Batumi, then +1OP *per unit* to activate (up to 5OPs max per space)
 - Axis PanzerArmee Afrika LCU: +1OPs to activate its space if not in Full Supply and space is outside Libya

- Move units from activated space to destination
 - each space costs 1MP to enter
 - cannot enter a space containing an enemy unit
 - Axis units cannot enter an invasion beach
 - Axis units cannot enter Chelyabinsk or Sverdlovsk
 - Hungarian units cannot enter Romania and operate in Hungary, Soviet Union, Yugoslavia only
 - Hungarian 3rd Army cannot leave Hungary
 - Romanian units operate in Romania, Soviet Union, Yugoslavia only
 - Bulgarian units operate in Greece, Bulgaria, Turkey Yugoslavia only
 - Italian units operate in Italy/Sicily, Greece, Turkey Yugoslavia, Albania, Tunisia, Algeria, Libya, Egypt, Palestine, Syria, Trans-Jordan, Iraq only (8th Army can only operate in Soviet Union – a replacement corps need not remain there)
 - German LCUs cannot operate in Italy/Sicily south of Bologna-La Spezia until *Achse* is played (error on play aid)
 - Yugoslavian YPA can only operate in or within 1 space of Yugoslavia
 - Soviet units cannot enter Egypt, Libya, Algeria, Tunisia, Palestine, Syria, Trans-Jordan
 - Soviet units cannot *end* their movement in Yugoslavia if *Tito* has been played
 - British 1st Army can only operate in Malta, French N Africa, Libya, Egypt unless brought into play via *Sledgehammer*
 - British, US, FF, cannot enter Soviet Union
 - non-mechanised and OOS mechanised units can move *through* a space containing a combat marker but cannot stop there
 - Full or Limited supplied mechanised units *can* end their move in a space containing a combat marker (remove Move marker – these units are now activated for Combat – i.e. a mech unit can move and attack in the same Action Round)
 - OOS units have Movement Allowance reduced to 2
 - OOS mechanised units are treated as non-mechanised
 - players immediately gain control of each space they enter
 - remove BR trench at Tobruk if Axis-controlled or if Allies control Benghazi
 - each unit must be moved separately
 - not all units in activated space have to move
 - an enemy fort is immediately destroyed (place marker) if space is empty and entered by a friendly unit
 - an enemy Trench is removed when space becomes controlled by enemy
 - Turkish and Swedish units may never leave heir country but may attack out of it

- **Entrench:** one Soviet LCU in a space activated for movement can attempt to entrench *instead of moving*
 - OOS Soviet units cannot Entrench
 - other units can move freely
 - after all movement, make entrench attempts (each space separately)
 - succeeds if $1d6 \leq 3$
 - -1DRM for Moscow Trenches if Stalin in Moscow
 - either place level 1 Trench (if none present), or convert level 1 Trench to level 2 (markers are limited)
 - **cannot Entrench on Turn 1 or 2**
 - can only entrench in Urban spaces in Soviet Union in 1941-42
 - level 2 Trenches only after 1943

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(2) Attack

- Cost to activate a space = number of *nationalities* in space
 - OOS units or units in Limited Supply: 1OP *per unit* to activate (*all* units in the space must be activated)
 - cost to activate *all* units in an Allied Beachhead = 1OP *total*
 - British, Canadian and Commonwealth units are treated as one nation for determining activation costs
 - Free French and American units are treated as one nation for determining activation costs
 - Axis LCUs in the Caucasus: if tracing supply through Maikop or Armavir or across Sea SR connection via Baku or Batumi, then +1OP *per unit* to activate (up to 5OPs max per space)
 - Axis PanzerArmee Afrika LCU: +1OPs to activate its space if not in Full Supply and space is outside Libya
 - Axis units cannot attack Leningrad until play of *Nordlicht* (or Axis have previously controlled space)
 - Axis units cannot attack Moscow until play of *Taifun* (or Axis have previously controlled space)
 - Axis units cannot attack Blau spaces until play of *Fall Blau* (or Axis have previously controlled any Blau space)
 - Axis units cannot attack Chelyabinsk or Sverdlovsk
 - Axis units *can* attack an *empty* Beachhead (immediately remove)
 - Soviet units can attack Axis units inside Yugoslavia from spaces adjacent to Yugoslavia and may advance after combat
- Carrying out attacks
 - you are not *required* to perform an attack activated earlier
 - a space can only be attacked once per Action Round
 - only one enemy space can be targeted at a time but several activated friendly forces can combine their strengths *if each additional attacking force contains a mechanised unit*
 - units in an activated space can attack different adjacent locations
 - each unit can only attack once per Action Round

- SCUs with a combat strength of 0 can still participate in an attack and absorb losses
- non-participating units in an activated space cannot take losses or advance after combat

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- **Combat Resolution**

- ***Designate Combat***
 - attacker identifies attacking units and target space
- ***Determine Combat Strengths***
 - each side totals the Combat Factors of their units
 - strength of units retreated earlier this action round are ignored
- ***Play Combat Cards***
 - attacker can play any number of Combat Card Events
 - can also use combat cards in front of him that have not been used in a previous combat this action round
 - defender now plays any number of Combat Card Events
 - defending units must be in supply (Limited/Full)
 - can also use combat cards in front of him that have not been used in a previous combat this action round
- ***Determine DRM***
 - calculate net DRMs after assessing all combat cards played
- ***Determine Fire Column***
 - each player determines which Fire Table he will use
 - he uses LCU Table if he has and LCU present in the battle
 - he uses SCU Table otherwise
 - determine Fire Column based upon combat strength and terrain/trenches
 - friendly OOS units cause a 1 column shift left
 - Axis defending in Partisan space lose defensive terrain benefits (except trench)
 - ignore column shifts that lie outwith table
- ***Determine Results***
 - each player rolls 1d6, applies DRM and cross-references with Fire Column to determine result
 - can never be modified below 1 or above 6

- **Take Losses**
 - each player applies losses as per his opponent's result on the Fire Table
 - defender takes losses first
 - losses are taken by reducing/eliminating units
 - each Loss Factor on unit is used to satisfy Loss Number requirements
 - losses must be taken as fully as possible without exceeding total Loss Number
 - Soviet SW Front must be attacker's 1st step loss if present
 - if LCU is in combat without appropriate SCU in Reserve Box for replacement if eliminated, yet the existence of this SCU would allow LCU elimination to fulfil more of the Loss Number, then the LCU must be permanently eliminated anyway
 - any units retreated earlier this action round are ignored and immediately eliminated if Loss Number ≥ 1
 - an eliminated LCU (even if OOS) is immediately replaced by a full-strength SCU from Reserve Box (if available as below)
 - *reduced* strength SCU from Reserve Box if no full-strength SCU available
 - if no eligible replacement, then LCU is permanently eliminated
 - Soviet 5-3-4 and 3-3-3 Fronts are replaced by regular infantry Army
 - Axis Allied Armies are replaced by and infantry SCU of the same nationality
 - British Armies are replaced by British or CW corps
 - Canadian Army is replaced by CW corps
 - US Armies is replaced by US corps
 - Canadian Army is replaced by CW corps
 - German 1st - 5th Panzer Armies and PzAA are replaced by a regular (non-SS) panzer corps
 - German 6th SS Panzer Army is replaced by an SS panzer corps
 - German Infantry Armies are replaced by German infantry corps
 - non-Soviet LCUs eliminated when OOS are handled as per Attrition Phase
 - if eliminated, British 8th Army: may be placed in the Reserve Box (allows it to join invasions later)
 - if eliminated, US 7th Army: may be placed in the Reserve Box (allows it to join invasions later)
 - if eliminated, Soviet SW Front 5-3-4 is replaced

by 3-3-3 in the Eliminated Units Box

- **Determine Combat Winner**
 - player who inflicted the highest Loss Number wins the combat
 - both are considered losers if Loss Numbers tied
 - winner can keep any played or selected combat events in front of him
 - except “*” cards (removed) or if stipulated otherwise on card
 - these can affect one other combat *per action round*
 - loser must discard all played and selected combat events
- **Defender Retreat**
 - if attacker wins the combat all remaining defending units must retreat
 - defender *may* be able to cancel this by taking an additional step loss
- **Attacker Advance**
 - attacker can advance with any surviving units if defending units retreated or were all eliminated
 - note that mechanised and non-mechanised units advance differently

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Retreat

- attacking units never retreat
- if attacker has any unit(s) left after winning a battle, the defender must retreat all his remaining units
 - units in trench, forest, mountain, fort, swamp, Beachhead, or defending against an attack solely across the Skagerrak can ignore full retreat (only) by taking an additional step loss from any defending unit (unless this would result in loss of last unit)
 - **Turn 1:** Soviets cannot use trench to cancel retreat
- retreating distance = 1 space if difference in Loss Numbers is 1
 - otherwise, retreat distance is 2 spaces (no retreat if tied)
 - must preferentially retreat into friendly-controlled spaces if possible
 - otherwise, can enter empty enemy-controlled spaces
 - cannot retreat into an enemy-occupied space
 - cannot retreat into Antwerp if Allied-controlled
 - Axis cannot retreat into Partisan spaces if an alternative exists

- if no alternative, then retreat ends in the Partisan space (i.e. cannot retreat *through* a Partisan space)
- can end retreat adjacent to original battle space so long as 2 spaces have been entered
 - **Turn 1:** Soviets forced to retreat 2 spaces may not end the retreat adjacent to original battle space
- must end retreat in supply if possible
- units can retreat to different destinations
- cannot *end* retreat in overstacked space
- units unable to retreat fully or to ignore via a step loss are eliminated
 - eliminated LCU treated as if eliminated OOS

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Advance

- any surviving attacking units *may* advance subject to stacking limits
 - advance into empty battle space if all defenders were *eliminated*
 - non-mechanised units must stop
 - mechanised units may advance up to 3 spaces (into *any* spaces, not necessarily the battle space)
(must stop if entering a swamp, forest, fort or mountain space)
 - advance into empty battle space if all defenders retreated 1 space
 - non-mechanised units must stop
 - mechanised units may advance up to 2 spaces (into *any* spaces, not necessarily the battle space)
(must stop if entering a swamp, forest, fort or mountain space)
 - advance into any empty spaces along retreat path if all defenders retreated 2 spaces
 - mechanised units may advance up to 3 spaces (into *any* spaces, not necessarily the battle space)
(must stop if entering a swamp, forest, fort or mountain space)
 - advancing mechanised units cannot end advance in space containing a Combat marker
 - Soviet Shock Armies can advance a max of 1 space

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(ii) SR

- **SR** is used to move units **long-distance** on map
 - *OOS units cannot SR*
 - a unit can only SR once per action round
 - cost to SR a full strength or reduced **SCU** = **1** SR point
 - cost to SR a full strength or reduced **LCU** = **3** SR points
 - move unit through any number of connected friendly spaces to another friendly, supplied space
(via regular lines and/or Sea Move SR connections)
 - only SCUs can use Sea Move SR connections and must stop after crossing
 - units cannot SR into or out of Desert space but not *through* it
 - Axis units cannot SR in the Soviet Union on Turns 1-4
 - Axis cannot SR Panzer SCUs across Sea Move SR connection to Tunisia or Libya if there are 2 or more Panzer SCUs are currently in Algeria, Tunisia, Libya, or Egypt
 - Axis can SR to Marseille and Tunis once Vichy France enters the war
 - Axis units cannot SR into or out of Allied Partisan spaces
 - no units can SR overland in Turkey
- **SR** is also used to move units **to/from Reserve Box**
 - units can SR *from Reserve Box* to any friendly space in their home country containing a friendly capital, supply source, or Urban Centre in Full Supply (does not include Syracuse)
 - British may also SR onto any British or Allied Beachhead or Allied supply symbol outside the Soviet Union (Antwerp must be opened)
 - US may also SR onto any US or Allied Beachhead, Naples (if controlled), or Antwerp (Antwerp must be opened and controlled)
 - Soviet LCUs may not SR if Germans control Moscow
 - maximum of 1 German SCU can SR to each fully supplied Wehrkreis non-Urban, non-supply source space per SR round
 - SCUs (only) in Full Supply can SR from map *to Reserve Box*
 - British 8th Army: at the end of any Allied round when N Africa is cleared of Axis-controlled spaces, this LCU may be placed in the Reserve Box
(allows it to take part in invasions later)
 - US 7th Army: at the end of any Allied round if in supply
(allows it to take part in invasions later)
- Cannot play a card for SR on two consecutive rounds in the *same* player turn

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(iii) RP

- Mark number of RP points for each nation shown on card on the General Records Track
 - US cannot receive RPs whilst neutral
 - Axis cannot receive RPs whilst no active Axis countries
 - Axis can play only 2 cards for RPs per turn during Turns 8-11
 - Axis can play only 1 card for RPs per turn during Turns 12-18
- Cannot play a card for Replacement Points on two consecutive rounds in the *same* player turn

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(iv) Event

- Carry out all instructions on card
 - Event cards with “*” are removed from game at end of action round if played as an Event
- **Reinforcement Events**
 - *only one reinforcement card can be played for each nation each turn*
 - cannot be played in June 1941 (Turn 1)
 - can only be played if *all* of the reinforcing units can be placed legally on the map at the same time
(not necessarily all in the same space)
 - reinforcing SCUs are placed in Reserve Box
 - reinforcing LCUs are placed in nation’s capital and/or a friendly-controlled Full Supply sources or Urban Centres in that country
 - Basra, Suez, and Alexandria are considered Home Country Full Supply sources for British and Commonwealth forces
 - Basra is considered a Home Country Full Supply source for US and Free French forces
 - German units may not be placed in a supply source unless that space can itself trace supply line to a different supply source
 - **Special cases:**
 - British Desert Army: placed in Alexandria, Cairo, or Basra
 - British 8th Army: placed in space containing British Desert Army (if on map and in Full Supply)
 - PanzerArmee Afrika: placed in Tripoli. 1 supplied German Panzer corps must be move to Reserve Box from Libya/Egypt
 - Soviet Mechanised Fronts: exchanged 1-for-1 with full strength, fully supplied, on-map infantry fronts (which are then removed from the game)
 - Soviet units may not be placed in Basra
 - British(US) units not part of an invasion may enter at

- any British(US) Beachhead, Naples (if controlled), or Antwerp (Antwerp must be opened and controlled)
 - may add Move or Combat marker if *Overlord* Beachhead, Naples, or Antwerp
 - in 1945, this benefit at Antwerp may be replaced by assuming the Event to be yellow
 - Allied reinforcements can not use the Beachhead used for the *Shingle* event (flip marker)

- **Invasion Events**

(From Turn 14 onwards, Allies can opt to perform no more invasions for the remainder of the game: player announces this at the start of his 1st Action Round that turn. Invasion Cards are then played as non-invading reinforcements or for OPs/SR/RP. See bottom column 2, P7 for a few additional restrictions)

- *only one invasion card can be played each turn*
 - cannot play both *Sledgehammer* **and** *Torch* in a single game (one or the other!)
 - cannot play both *Round-Up* **and** *Overlord* in a single game (one or the other!)
 - cannot invade at a beach that currently contains a Beachhead marker (but remember these could be removed at a later stage of the game)
 - if 2 Beachheads are placed as part of same invasion, they must be connected by an Invasion Beach link
- invading units listed on card are placed as follows:
 - To Reserve: place in Reserve Box
 - LCUs: at *reduced* strength on an eligible Beachhead (full strength during *Overlord*)
 - SCUs: at *full* strength on an eligible Beachhead
 - US/FF must use US or Allied Beachheads
 - BR/CW must use British or Allied Beachheads
 - all units listed on card must be used in the invasion
 - US 7th and British 8th invade from Allied Reserve Box
- **Restrictions:**
 - no Allied invasion at J, M-R, T-U if Axis control any spaces in French N Africa, Libya, or Egypt
 - no Allied invasion at J, O, or R if Axis control Syracuse
 - no Allied invasion at J if Beachheads already at A or B
 - no Allied invasion at A-I during Winter Turns
- **Procedure:**
 - invading units get a Combat marker
 - may advance into connecting land space if free of Axis
 - if Axis present, advance after a successful combat must end in the adjacent space

- **Combat Events**

- played during battles (see Attack section in OPs)

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(v) Free 1 OPs Automatic Operation

- As per OPs section (but may still take 1OPs *throughout* Spring)

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(v) Free Place Partisan Operation

- Allied player only after play of certain cards as earlier events
 - *Partisans* allows placement in Soviet Union, Yugoslavia, Greece, Turkey
 - *Maquis* allows placement in France, Italy, Norway, Sweden
 - Italy also requires *Italy Defects*
- Markers are placed in Axis-controlled spaces free of Axis units
 - 1 marker per operation in 1941-42
 - 2 markers per operation in 1943-45
 - 6 markers maximum on map at any time
 - markers are removed if space becomes Allied controlled

Attrition Phase

- Axis Attrition occurs immediately after 6th Axis Action Round
- Allied Attrition occurs immediately after 6th Allied Action Round
- All **OOS SCUs** are eliminated
 - place in Eliminated Units Box
 - Soviet SW Front 5-3-4 replaced by 3-3-3
- All **OOS non-Soviet LCUs** are eliminated
 - place on Turn Track 3 turns from current turn
 - a matching SCU is removed from Reserve Box and placed in Eliminated Units Box (LCU permanently removed if no SCU available)
 - Med Theatre if eliminated tracing supply to Naples, Alexandria, Cairo, Basra, or Beaches J-U (add control marker as reminder)
 - NW European Theatre if eliminated tracing supply to any other supply source
- All **OOS Soviet LCUs** are eliminated
 - place Eliminated Units Box
 - a matching SCU is removed from Reserve Box and placed in Eliminated Units Box (LCU permanently removed if no SCU available)
- Any **friendly space that is OOS** and does not contain an intact friendly fort becomes enemy-controlled
 - any Allied-controlled space in Yugoslavia that does not contain

- an Allied unit does not convert to Axis control if *Tito* has been played
 - 4VPs to Axis if Stalin eliminated in Axis-controlled space
 - LCUs on *current* turn of Turn Track moved to Eliminated Units Box
 - Remove any Beachhead marker that cannot have supply traced to it by an Allied unit (if it needs to or not)
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Replacement Phase

- Allies then Axis spend any RP points allocated during the current turn
 - used to replace steps for on-map units or to recreate units in Eliminated Units Box
 - German player loses 1 German RP for each Wehrkreis space not in Axis control and/or in Full Supply
 - if Moscow Axis controlled or Stalin not in Moscow, all played Allied RP cards have Soviet RP value reduced by 1
 - Turkey always receives 2RP per turn if it is in the war
 - there are no Swedish RPs
 - ½ RP to replace SCU step
 - 1 RP to replace LCU step
 - an eliminated unit may be replaced to full strength in a single Replacement Phase
 - leftover RP points are lost at end of this phase
 - units with “•” in top RH corner cannot take replacements
 - units that are permanently removed cannot take replacements
 - BR RPs can only be used to replace BR, Can, or CW steps
 - US RPs can only be used to replace US or FF steps
 - Soviet RPs can only be used to replace Soviet steps
 - German RPs can only be used to replace German steps
 - maximum of 2 Panzer steps before *Totaler Krieg*, 3 thereafter
 - Axis RPs can only be used to replace non-German Axis steps
- Recreated LCUs are placed in their home country as per reinforcements (see above)
 - recreated Western Allied LCUs can also be placed at an eligible Beachhead, Naples (if controlled), or Antwerp (Antwerp must be opened and controlled)
 - recreated Allied LCUs eliminated from NW Europe Theatre must use beaches A-I or Antwerp (if available)
 - recreated Allied LCUs eliminated from Med Theatre (i.e. with marker) may be placed at any other home full supply source, Beachhead, or Naples (if controlled)
 - Desert Army only at Basra, Alexandria, or Suez

- PanzerArmee Africa only at Tripoli or Alexandria (if not OOS)
- Turkish LCUs can be replaced at Ankara or Istanbul
- there are no Swedish replacements
- Recreated SCUs are placed in Reserve Box

Draw Cards Phase

- Any un-played cards can be held over or discarded
- Each player draws up to hand limit of 7 cards
 - this may increase or decrease with regard to **Resource** control and Events (normally: 8 card maximum hand size, 5 card minimum hand size)
 - -1 Axis card if Allies control both Iron spaces (includes Partisans, and *Casablanca* with neutral Sweden)
 - -1 Axis card if Axis controls no Oil space in Full Supply
 - +1 Axis card if Axis controls 2 or more Oil spaces in Full Supply
 - +3 Allied cards if Allies controls all 3 Oil spaces (includes Partisans)
 - -1 Allied card if Allies controls only 1 Oil space
 - -2 Allied cards if Allies control no Oil spaces
 - all combat cards played during previous turn are discarded
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- Shuffle discards to create a new draw deck if necessary

End of Turn Phase

- Allied player may eliminate any fully supplied British, French, or US LCUs (and Partisan marker(s))
 - place on Turn Track 3 turns ahead
 - Allied player may remove Beachheads
 - Either player can remove Trenches
 - Remove Stand Fast markers placed during Orders Phase
 - Check for Automatic Victory and VP subtractions if Winter Turn
 - Advance Turn Marker and start new turn with Orders Phase
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