

CHINA

1925:

Chiang (5 stars):

47 All non-HQ land units that spend their entire land move with this leader may add 2 to their movement allowance.

67 1 INF is treated as a MTN unit for all purposes while within range of this leader.

70 Add 1 combat factor (after modification for terrain) to the defence of every hex within range, for each enemy unit that is attacking from a mountain or desert mountain hex.

1927:

Mao (5 stars):

7 Increase the partisan number of this leader's country by 1 for each of this country's partisans that are in enemy controlled hexes within range of this leader. Increase partisan number by an extra 1 for each hex less than the range that the partisan is away from this leader.

Example: a Russian Partisan 4 hexes from Timoshenko (4 star) counts as 1 more for partisan number, if stacked with Timoshenko it would be +5, provided the partisans were in enemy controlled hexes.

8 All Partisans controlled by this major power can be placed in enemy ZOCs provided they are within his Range.

9 Combine 3 partisans into an INF of that major power. If 2 partisans are stacked and within his Range, and a third partisan then moves into the stack then the substitution occurs immediately, with the INF chosen randomly from the force pool. The partisans are then returned to the force pool.

11 When conducting a land attack against units in a mountain or city hex, one unit lost from his hex can have any partisan within range taken as the loss instead. Disregard this loss for the purposes of Leader recall (see 3.3).

1940:

Chennault (3 stars):

74 Fighters may intercept with their full range to any hex (not sea area). Fighters may also fly CAP at the start of any air mission (friendly or enemy) to any hex (not sea area) and remain there for the rest of the impulse, unless forced to abort in combat or you decide to return it to base.

80 During an enemy's advance after combat step, the leader may fly an "Advance Disruption" mission to any attacked hex within range of the leader in which the enemy wishes to advance. Those units desiring to advance are placed in the attacked hex.

Any number of aircraft stacked with the leader now fly a single Ground Strike Mission to the attacked hex or provide escort for such a mission (provided it is within the aircraft's range of course). One of the ground striking aircraft must be accompanied by the leader.

After the enemy has flown interceptors (you may not), you fight an air-to-air combat over the target hex. After air-to-air combat, you may attempt to ground-strike the units desiring to advance after combat. Each unit successfully ground struck must turn face-down and return to the hex it was in when the attack was launched.

81 +1 to your air-to-air combat value, provided this leader is accompanying a fighter involved in the combat.

84 USA non-CVP aircraft stacked with this leader may enter hexes in this leader's home countries without needing to satisfy any foreign troop commitment (see WiF:FE 18.2). These units may remain in this home country so long as they remain stacked with the leader when not flying a mission. Only on the impulse or stage that the aircraft perform a mission does the leader use up his rank for purposes of leadership on that map.

1942:

Stilwell (4 stars):

3 All ground units in his hex may co-operate with one other Major Power when attacking the same hex.

43 Chinese Nationalists within range do not suffer attack weakness.

FRANCE

1937:

Pretelat (4 stars):

25 Units stacked with this leader may enter any neutral minor country provided Vichy France is not currently installed. Each time they enter a minor country, roll for US entry. If you roll '3' or less, remove a chit from the Ge/It Entry Pool and return it to the common pool.

30 -1 to every land combat die within range, where your units are defending a city.

1938:

Darlan (4 stars):

35 -2 to the land combat die if you are stacked with units defending a minor country or major power capital.

91 +1 to your search number in sea areas in the Mediterranean weather zone during fine weather.

1942:

DeLattre (3 stars):

1 This leader cannot use his abilities to assist other major power's units.

26 Add +1 to the land combat die when attacking a mountain hex.

46 All non-HQ land units that spend their entire land move with this leader may add 1 to their movement allowance.

FF:

DeGaulle (5 stars):

7 Increase the partisan number of this leader's country by 1 for each of this country's partisans that are in enemy controlled hexes within range of this leader. Increase partisan number by an extra 1 for each hex less than the range that the partisan is away from this leader.

12 While in a Free French city during the production step, Free France may receive an extra build point of lend lease per lending major power.

41 If the result of your land attack forces your opponent to retreat or become shattered, then 1 of your participating units (your choice) is not turned face-down after any advance after combat provided it is then within range of the leader.

GERMANY

1928:

Raeder (4 stars):

95 Choose the first enemy target in a surface naval combat.

112 It costs only 2 surprise points to call a surface naval combat.

1935:

Doenitz (3 stars):

92 You gain 1 extra surprise point during sub combat and it costs only 3 surprise points to call a Sub combat.

102 Face-up naval units (except convoys) may move up a section in a sea box with a naval move during a fine or rain impulse provided they have the movement allowance and the range to return to base, if necessary.

104 You may include all subs in the sea area in combat if any one of them succeeds in its search roll and a sub combat is called. Compute initial surprise points as normal (use the highest box of the subs initially included) and you may spend them, if you have enough, to call a sub combat. Then recalculate surprise points based on the lowest box an included sub is in, remembering to subtract any you spent to call the sub combat. This may mean your opponent now has surprise points. In this case, they may spend them as desired but may not change the combat type nor call no combat.

1938:

Rundstedt (5 stars):

2 This leader cannot use his abilities to assist his major power's aligned minors or other major power's units.

5 One non-HQ unit within range can rail move during the rail movement step to any rail hex as if it were a city. It then remains face-up.

6 After the air rebase step of a LAND impulse, the leader may move with his face-up land units one hex extra, into a clear or desert hex. If they exceed their movement factors they are flipped.

48 May stack 1 extra land unit to any 1 stack within range. Even face-down leaders provide this benefit. While overstacked, the leader providing this benefit uses up his rank on this map, even if face-down. If a hex is overstacked when the leader is recalled or dies, the excess units are destroyed by the owning major power.

55 Take the second loss in a land combat as if the unit was shattered. When used defensively the stack must be within the leader's range. The attacker may not choose to convert the shatter into a retreat.

1939:

Guderian (4 stars):

2 This leader cannot use his abilities to assist his major power's aligned minors or other major power's units.

28 This leader may modify the land combat die roll by +1, after the roll in any attack he participates in (option 43: this modifier must apply to both the attacker's and the defender's die). Turn 2 attacking corps/armies face-down no matter what the result (including gaining the benefit of other abilities, e.g. 40 below).

39 If the result of a blitz attack includes an 'R' or a 'B', and all defending land units were turned face-down before combat, then each unit that advances after combat with the leader has one additional movement point.

46 All non-HQ land units that spend their entire land move with this leader may add 1 to their movement allowance.

1940:

Richtoffen (3 stars):

2 This leader cannot use his abilities to assist his major power's aligned minors or other major power's units.

77 You may fly offensive ground support missions to any hex within range of the leader after the defending bombers and escorts have flown.

79 Aircraft within range may rebase their normal range into friendly hexes prior to naval movement. They remain face-up after their move. Each rebase still counts as an air mission towards your activity limits.

80 During an enemy's advance after combat step, the leader may fly an "Advance Disruption" mission to any attacked hex within range of the leader in which the enemy wishes to advance. Those units desiring to advance are placed in the attacked hex.

Any number of aircraft stacked with the leader now fly a single Ground Strike Mission to the attacked hex or provide escort for such a mission (provided it is within the aircraft's range of course). One of the ground striking aircraft must be accompanied by the leader.

After the enemy has flown interceptors (you may not), you fight an air-to-air combat over the target hex. After air-to-air combat, you may attempt to ground-strike the units desiring to advance after combat. Each unit successfully ground struck must turn face-down and return to the hex it was in when the attack was launched.

Rommel (3 stars):

39 If the result of a blitz attack includes an 'R' or a 'B', and all defending land units were turned face-down before combat, then each unit that advances after combat with the leader has one additional movement point.

56 Change an 'R' result to an 'S' when attacking.

58 Units attacking across a river are not halved.

1941:

Kleist (3 stars):

2 This leader cannot use his abilities to assist his major power's aligned minors or other major power's units.

36 If the result of an attack is '2B', then each unit that advances after combat with the leader has one additional movement point.

49 Up to 4 out of supply units within range of this leader may move and attack as if in supply. Following the combat step, they are turned face-down no matter the result.

Manstein (5 stars):

2 This leader cannot use his abilities to assist his major power's aligned minors or other major power's units.

27 Add +1 to the land combat die when attacking and your side (not the defender) calls a blitz combat.

39 If the result of a blitz attack includes an 'R' or a 'B', and all defending land units were turned face-down before combat, then each unit that advances after combat with the leader has one additional movement point.

41 If the result of your land attack forces your opponent to retreat or become shattered, then 1 of your participating units (your choice) is not turned face-down after any advance after combat provided it is then within range of the leader.

62 May launch a second attack on a hex if the first attack produces an 'R' result. Apply all casualties to both sides from the first attack. Do not retreat or turn face-down the other units involved till the second attack is resolved. Roll the second attack at odds of 2 odds worse than the original attack (i.e. 3:1 becomes 3:2, and 8:1 becomes 6:1). If the second attack produces a 'B' result, you may breakthrough as usual.

1942:

Kesselring (4 stars):

38 +1 combat factors to all notional units within range.

74 Fighters may intercept with their full range to any hex (not sea area). Fighters may also fly CAP at the start of any air mission (friendly or enemy) to any hex (not sea area) and remain there for the rest of the impulse, unless forced to abort in combat or you decide to return it to base.

76 During the ground strike step, fighters may strafe hexes within their normal range that contain enemy air units. The leader must accompany one of the fighters, and all the target hexes must be within range of the leader's target hex.

Strafing fighters are considered bombers (but do not suffer from the fighter- bomber penalty) in any air-to-air combat over the hex being attacked. Face-up enemy fighters stacked in the hex may scramble to intercept the attackers as if it were any other air mission.

Strafing fighters that are cleared through air-to-air combat, attack the hex one fighter at a time. The attacker chooses one aircraft on the ground for each of his attacking fighters. Then, one additional round of air-to-air combat per strafing fighter is fought, with the defending aircraft considered to have an air-to-air rating of 5. Each aircraft may only be strafed once per ground strike step. Strafing fighters you have in excess of defending aircraft are not used. Defending aircraft that are aborted are turned face-down in the hex. Note that both sides can suffer losses during a strafing attack.

78 Defender may fly intercepting fighters to any hex within range of the leader after the attacker has flown intercepting fighters.

ITALY

1935:

Cavagnari (4 stars):

91 +1 to your search number in sea areas in the Mediterranean weather zone during fine weather.

107 Your surface naval units in this section of the sea-box are considered to be in the next higher section when conducting shore bombardment.

1939:

Balbo (4 stars):

63 Double ARM and MECH combat factors whenever you call a blitz combat as the attacker.

73 Units paradropping with this leader may have unlimited ground support from his major power's aircraft for the paradrop in addition to the normal limits for co-operating aircraft. They are still limited by their combat factors in the amount of artillery support they may receive.

90 1 aircraft is not turned face down anytime during this impulse provided it returns to base within range of this leader.

1940:

Graziani (5 stars):

4 Basic supply range of any HQ stacked with the leader is increased to 6 (before weather effects).

27 Add +1 to the land combat die when attacking and your side (not the defender) calls a blitz combat.

1941:

Fougier (3 stars):

75 Fighters may intercept at full range into any sea area.

76 During the ground strike step, fighters may strafe hexes within their normal range that contain enemy air units. The leader must accompany one of the fighters, and all the target hexes must be within range of the leader's target hex.

1942:

Messe (3 stars):

31 -1 to every land combat die within range, defended by 1 German and 1 Italian corps, and you choose the blitz table.

42 If the result of a land attack forces units within range of this leader to retreat, they do not need to retreat, or turn face-down, provided they take an extra land unit as a loss in combat. If you take an extra loss and this leaves the defending hex empty, the enemy units may still advance after combat into the hex.

46 All non-HQ land units that spend their entire land move with this leader may add 1 to their movement allowance.

JAPAN

1937:

Terauchi (5 stars):

22 Units may trace supply through this sea area if any friendly naval (including SUBs) or air unit is in it. A friendly convoy, TRS or AMPH is not needed even if playing with SiF Option 11.

50 Add 1 to the combat factors of all face-down, out of supply land units within range unless this would give more combat factors to the unit than when it is in supply.

52 Choose land combat table, regardless of terrain, when invading a hex within range whose only land units are notional.

1939:

Nagumo (3 stars):

74 Fighters may intercept with their full range to any hex (not sea area). Fighters may also fly CAP at the start of any air mission (friendly or enemy) to any hex (not sea area) and remain there for the rest of the impulse, unless forced to abort in combat or you decide to return it to base.

96 This leader may convert any "AC" result to a "DC" in any air-to-air combat provided this side has a higher air-to-air combat value than its opponent.

97 If 1 or more carrier planes in the same section of the sea-box as this leader is destroyed, all the surface naval units in this section (except convoys) must abort from this sea area immediately after this round of combat. Your side's naval units in the other sections may remain and continue to fight.

106 Naval units may move and then port strike at the end of the naval movement step. The leader must be with all the participating CVs throughout their naval move. The leader must then fly with the carrier planes. If the enemy is not surprised, add two to the box the port is considered to be in (i.e. 5 box for minor ports and the 7 box for major ports). Each carrier plane that port strikes still counts as an air mission.

Yamamoto (5 stars):

13 In a combined or super-combined action, while the leader is stacked with an HQ in a port, that HQ can reorganize units in one sea area adjacent to the port as well as units in a port or coastal hex adjacent to that sea area provided you can trace supply through that sea area. All units reorganized in this manner cost half the normal reorganization cost.

75 Fighters may intercept at full range into any sea area.

93 +1 to your search number during fine, rain or snow.

1940:

Ozawa (3 stars):

81 +1 to your air-to-air combat value, provided this leader is accompanying a fighter involved in the combat.

83 While flying with a bomber in an air-to-air combat, even if he has previously cleared through, a 'clear' result will clear 2 bombers on his side. The bad news is that defensive AA fire is doubled.

93 +1 to your search number during fine, rain or snow.

1941:

Mikawa (3 stars):

94 If the only units you have included in naval combat are 6 movement allowance SCSs in the 4 section of the sea box, you may choose surface combat without spending surprise points, unless the other side spends 4 surprise points to choose the combat type.

114 2 SCSs that start their movement within range of this leader may transport one infantry corps or army provided they remain together throughout their move. This unit may not invade.

The infantry corps or army may unload in a port or at sea as if from a TRS. If either SCS is destroyed while transporting the corps or army, it is also destroyed. If either SCS is damaged, or the SCSs are forced apart while transporting the corps or army it is placed on the reinforcement circle to arrive as a reinforcement in the following turn.

115 During a surface naval combat, double the combat factors of all CAs and CLs.

Yamashita (4 stars):

46 All non-HQ land units that spend their entire land move with this leader may add 1 to their movement allowance.

51 All notional units within range of this leader are considered face-up for the purposes of combat.

53 Choose land combat table, regardless of terrain or defending unit types, when attacking a non-city jungle or forest hex within range.

66 All units that spend their move stacked with the leader may ignore CW ZOCs in forest and jungle.

1942:

Hata (3 stars):

19 At the start of production, you may break down 1 white print corps or army into 2 MIL (chosen randomly) provided the corps broken down costs 3 or more build points.

45 During land combat declaration, this leader may destroy one of ist attacking corps/armies from each attack provided the corps/army removed is participating in that attack and within range. If the corps/army destroyed is an HQ-A, ARM or Mech, add 2 to the die roll, if any other corps or army, add 1. You still add the removed unit's combat factors to the attack and include their loss when calculating whether any defender's leader should be recalled (but not the attacker's).

49 Up to 4 out of supply units within range of this leader may move and attack as if in supply. Following the combat step, they are turned face-down no matter the result.

83 While flying with a bomber in an air-to-air combat, even if he has previously cleared through, a 'clear' result will clear 2 bombers on his side. The bad news is that defensive AA fire is doubled.

Toyoda (4 stars):

80 During an enemy's advance after combat step, the leader may fly an "Advance Disruption" mission to any attacked hex within range of the leader in which the enemy wishes to advance. Those units desiring to advance are placed in the attacked hex.

Any number of aircraft stacked with the leader now fly a single Ground Strike Mission to the attacked hex or provide escort for such a mission (provided it is within the aircraft's range of course). One of the ground striking aircraft must be accompanied by the leader.

After the enemy has flown interceptors (you may not), you fight an air-to-air combat over the target hex. After air-to-air combat, you may attempt to ground-strike the units desiring to advance after combat. Each unit successfully ground struck must turn face-down and return to the hex it was in when the attack was launched.

107 Your surface naval units in this section of the sea-box are considered to be in the next higher section when conducting shore bombardment.

NEUTRALS

FINLAND:

1938:

Mannerheim (3 stars):

55 Take the second loss in a land combat as if the unit was shattered. When used defensively the stack must be within the leader's range. The attacker may not choose to convert the shatter into a retreat.

69 -2 to the land combat die, when the defending stack is within range and in a forest.

SPAIN:

1935:

Franco (3 stars):

7 Increase the partisan number of this leader's country by 1 for each of this country's partisans that are in enemy controlled hexes within range of this leader. Increase partisan number by an extra 1 for each hex less than the range that the partisan is away from this leader.

Example: a Russian Partisan 4 hexes from Timoshenko (4 star) counts as 1 more for partisan number, if stacked with Timoshenko it would be +5, provided the partisans were in enemy controlled hexes.

10 If 2 partisans belonging to the leader's home nation and within his range are stacked in the same hex, they then exert a ZOC as if they were 1INF unit.

17 When Spain is declared war on, set up all the Republican and Nationalist reserves and treat these units as Nationalists provided Spain is neutral and not undergoing Civil War.

UNITED STATES

GE:

Eisenhower (5 stars):

14 Add 1 to the reorganization value of his own country's and any co-operating major power's HQs within range of the leader.

64 1Co-operating PARA within range is in supply for each face-up ATR stacked with the leader.

118 TRS in the '4' section of the sea-box are not turned face-down when their cargo is debarked or invades from sea.

Patton (3 stars):

39 If the result of a blitz attack includes an 'R' or a 'B', and all defending land units were turned face-down before combat, then each unit that advances after combat with the leader has one additional movement point.

46 All non-HQ land units that spend their entire land move with this leader may add 1 to their movement allowance.

54 Choose land combat table, regardless of terrain or defending unit types, when attacking as long as an ARM or MECH unit is participating in the attack with the leader.

JA:

MacArthur (5 stars):

2 This leader cannot use his abilities to assist his major power's aligned minors or other major power's units.

32 -1 to every land combat die within range, where only non-MAR US land units are defending and US ground support (Option 38 :and/or defensive shore bombardment) is at least equal to half the defender's combat factors.

44 Your infantry may invade Pacific or Asian map hexes at full strength.

88 The bomber accompanying the leader may use its tactical factors as air-to-sea factors.

Nimitz (5 stars):

2 This leader cannot use his abilities to assist his major power's aligned minors or other major power's units.

93 +1 to your search number during fine, rain or snow.

111 You pick the 1st, 3rd, 4th, 6th, 7th, 9th... enemy targets during air-to-sea combat which includes this leader.

121 Your naval units that spend their entire movement with this leader do not count against naval activity limits provided you have chosen an action type that allows you 1 or more naval moves.

1938:

Halsey (4 stars):

82 During air-to-air combat, each 'clear' result clears through 2 carrier planes on your side, provided this leader is currently accompanying a fighter involved in the combat.

100 -2 to the search die roll. If this leader's sea section is not included in the battle by his search roll, then the search roll is considered a 10.

113 Your face-up naval units in this section of the sea-box may move to one adjacent SEA AREA with a Naval Move during a fine or rain impulse. These ships must move to one section lower than the one it was in (you may not move at all if you started in the '0' box. The leader must move with those ships that move.

1940:

Doolittle (3 stars):

74 Fighters may intercept with their full range to any hex (not sea area). Fighters may also fly CAP at the start of any air mission (friendly or enemy) to any hex (not sea area)and remain there for the rest of the impulse, unless forced to abort in combat or you decide to return it to base.

76 During the ground strike step, fighters may strafe hexes within their normal range that contain enemy air units. The leader must accompany one of the fighters, and all the target hexes must be within range of the leader's target hex.

Strafing fighters are considered bombers (but do not suffer from the fighter- bomber penalty) in any air-to-air combat over the hex being attacked. Face-up enemy fighters stacked in the hex may scramble to intercept the attackers as if it were any other air mission.

Strafing fighters that are cleared through air-to-air combat, attack the hex one fighter at a time. The attacker chooses one aircraft on the ground for each of his attacking fighters. Then, one additional round of air-to-air combat per strafing fighter is fought, with the defending aircraft considered to have an air-to-air rating of 5. Each aircraft may only be strafed once per ground strike step. Strafing fighters you have in excess of defending aircraft are not used. Defending aircraft that are aborted are turned face-down in the hex. Note that both sides can suffer losses during a strafing attack.

77You may fly offensive ground support missions to any hex within range of the leader after the defending bombers and escorts have flown.

80 During an enemy's advance after combat step, the leader may fly an "Advance Disruption" mission to any attacked hex within range of the leader in which the enemy wishes to advance. Those units desiring to advance are placed in the attacked hex.

Any number of aircraft stacked with the leader now fly a single Ground Strike Mission to the attacked hex or provide escort for such a mission (provided it is within the aircraft's range of course). One of the ground striking aircraft must be accompanied by the leader.

After the enemy has flown interceptors (you may not), you fight an air-to-air combat over the target hex. After air-to-air combat, you may attempt to ground-strike the units desiring to advance after combat. Each unit successfully ground struck must turn face-down and return to the hex it was in when the attack was launched.

1941:

Fletcher (3 stars):

93 +1 to your search number during fine, rain or snow.

97 If 1 or more carrier planes in the same section of the sea-box as this leader is destroyed, all the surface naval units in this section (except convoys) must abort from this sea area immediately after this round of combat. Your side's naval units in the other sections may remain and continue to fight.

98 4 (SiF Option 9: 8) face-up surface naval units returning to base with the leader may end their move face up. Any cargo would still be turned face down.

99 2 carrier planes may operate from all friendly CVs stacked with the leader, provided their combined class size is not greater than the air component of the CV carrying them.

Spaatz (4 stars):

2 This leader cannot use his abilities to assist his major power's aligned minors or other major power's units.

79 Aircraft within range may rebase their normal range into friendly hexes prior to naval movement. They remain face-up after their move. Each rebase still counts as an air mission towards your activity limits.

81 +1 to your air-to-air combat value, provided this leader is accompanying a fighter involved in the combat.

87 Roll 2 dice, and choose the best result for strategic (not carpet) bombing in a day raid, in fine weather solely by 4-turn bombers of this leader's major power.

1942:

Bradley (4 stars):

4 Basic supply range of any HQ stacked with the leader is increased to 6 (before weather effects).

57 ARM or MECH unit type may be transported and invade from AMPHs that start their move stacked with this leader. The leader must accompany the units that invade.

59 May apply up to double the normal amount of ground support for any attack you are participating in, or all defensive combats within range. ART units providing support may not go over the normal limit.

Spruance (4 stars):

101 Double the AA rating of all naval units on your side in this section.

102 Face-up naval units (except convoys) may move up a section in a sea box with a naval move during a fine or rain impulse provided they have the movement allowance and the range to return to base, if necessary.

105 +1 to the defence roll of each of your major power's surface naval units in this sea-box section.

116 SCSs can use their modified shore bombardment factors to ground strike hex(es) on 1 or 2 hex islands only. These ground strikes are treated like artillery (see AsA/MiF Option 3) and do not count against air missions.

USSR

1936:

Timoshenko (4 stars):

7 Increase the partisan number of this leader's country by 1 for each of this country's partisans that are in enemy controlled hexes within range of this leader. Increase partisan number by an extra 1 for each hex less than the range that the partisan is away from this leader.

20 While neutral, but at war with a minor country on this leader's map, land units that start stacked with him do not count against combined action movement limits.

65 Can always call an assault when the defending stack is within range during snow or blizzard.

1938:

Zhukov (5 stars):

33 -1 to every land combat die within range, where you are defending and call the combat type.

37 If the result of an attack is '2B', then each ARM or MECH that advances after combat with the leader treats forest as clear.

40 If the result of a land attack forces your units to retreat, then 1 of your participating units (your choice) is not turned face-down after any retreat provided it is then within range of the leader.

47 All non-HQ land units that spend their entire land move with this leader may add 2 to their movement allowance.

1939:

Kuznetsov (4 stars):

119 Ships stacked with this leader in a port may use half their unmodified shore bombardment values for ground support as if they are artillery except that they can also defensively bombard into their own hex.

120 You may use your surface naval units' attack factors, instead of their shore bombardment factors, for ground support.

1941:

Koniev (4 stars):

30 -1 to every land combat die within range, where your units are defending a city.

41 If the result of your land attack forces your opponent to retreat or become shattered, then 1 of your participating units (your choice) is not turned face-down after any advance after combat provided it is then within range of the leader.

45 During land combat declaration, this leader may destroy one of ist attacking corps/armies from each attack provided the corps/army removed is participating in that attack and within range. If the corps/army destroyed is an HQ-A, ARM or Mech, add 2 to the die roll, if any other corps or army, add 1. You still add the removed unit's combat factors to the attack and include their loss when calculating whether any defender's leader should be recalled (but not the attacker's).

1942:

Novikov (3 stars):

76 During the ground strike step, fighters may strafe hexes within their normal range that contain enemy air units. The leader must accompany one of the fighters, and all the target hexes must be within range of the leader's target hex.

Strafing fighters are considered bombers (but do not suffer from the fighter- bomber penalty) in any air-to-air combat over the hex being attacked. Face-up enemy fighters stacked in the hex may scramble to intercept the attackers as if it were any other air mission.

Strafing fighters that are cleared through air-to-air combat, attack the hex one fighter at a time. The attacker chooses one aircraft on the ground for each of his attacking fighters. Then, one additional round of air-to-air combat per strafing fighter is fought, with the defending aircraft considered to have an air-to-air rating of 5. Each aircraft may only be strafed once per ground strike step. Strafing fighters you have in excess of defending aircraft are not used. Defending aircraft that are aborted are turned face-down in the hex. Note that both sides can suffer losses during a strafing attack.

77 You may fly offensive ground support missions to any hex within range of the leader after the defending bombers and escorts have flown.

78 Defender may fly intercepting fighters to any hex within range of the leader after the attacker has flown intercepting fighters.

85 Air units may fly air missions in blizzard as if it were snow.

Rokossovsky (3 stars):

55 Take the second loss in a land combat as if the unit was shattered. When used defensively the stack must be within the leader's range. The attacker may not choose to convert the shatter into a retreat.

60 All land units that spend their entire land move with this leader may add 2 to their movement allowance in rain, storm or blizzard.

68 Add +1 to the combat factors of all Field Artillery within range.

71 Each unit that advances after combat has one additional movement point. Whenever you take advantage of this ability, you must take an extra casualty from the leader's hex. The additional loss does not count for leader death or recall.

Vasilevsky (3 stars):

5 One non-HQ unit within range can rail move during the rail movement step to any rail hex as if it were a city. It then remains face-up.

15 Each time a home nation 4 or more build point land unit is destroyed within range of this leader, place a MIL or GAR (your choice) on the production circle to arrive as a reinforcement next turn provided the leader is also within range of a functioning factory belonging to his major power.

16 In Blizzard or Snow, land units moving with this leader ignore Axis ZOCs in forest hexes. This does not apply if a Finnish land unit is exerting the ZoC.

18 Add +1 to the land combat die if you are attacking and there are no Germans among the defenders.

Vatutin (3 stars):

34 -1 to every land combat die within range, where you are defending in a forest.

49 Up to 4 out of supply units within range of this leader may move and attack as if in supply. Following the combat step, they are turned face-down no matter the result.

72 Add 1 combat factor (after modification for terrain) to the defence of every hex within range, for each enemy unit that is attacking across a river.

COMMONWEALTH

GE:

Somerville (3 stars):

23 2 CVs that move with this leader may transport one 2-turn aircraft provided they remain together throughout their move. These CVs may not use their air component (SiF Option 9: fly their CVPs) while transporting the aircraft.

The plane may rebase, or unload in a port as if from a TRS. If either CV is destroyed while transporting the aircraft, it is also destroyed. If either CV is damaged, or the CVs are forced apart while transporting an aircraft, it is placed on the reinforcement circle to arrive as a reinforcement in the following turn.

103 You may support an invasion with up to twice as many shore bombardment factors as there are combat factors included in the invasion.

117 If stacked with a CV, this leader may actively search for enemy SUBs in fine weather. Add +2 to your search die roll. All enemy SUBs are committed.

1936:

Dowding (3 stars):

21 Reduce the time taken to produce 1 pilot to 2 turns, for each functioning red factory controlled by this major power within range.

74 Fighters may intercept with their full range to any hex (not sea area). Fighters may also fly CAP at the start of any air mission (friendly or enemy) to any hex (not sea area) and remain there for the rest of the impulse, unless forced to abort in combat or you decide to return it to base.

76 During the ground strike step, fighters may strafe hexes within their normal range that contain enemy air units. The leader must accompany one of the fighters, and all the target hexes must be within range of the leader's target hex.

Strafing fighters are considered bombers (but do not suffer from the fighter- bomber penalty) in any air-to-air combat over the hex being attacked. Face-up enemy fighters stacked in the hex may scramble to intercept the attackers as if it were any other air mission.

Strafing fighters that are cleared through air-to-air combat, attack the hex one fighter at a time. The attacker chooses one aircraft on the ground for each of his attacking fighters. Then, one additional round of air-to-air combat per strafing fighter is fought, with the defending aircraft considered to have an air-to-air rating of 5. Each aircraft may only be strafed once per ground strike step. Strafing fighters you have in excess of defending aircraft are not used. Defending aircraft that are aborted are turned face-down in the hex. Note that both sides can suffer losses during a strafing attack.

81 +1 to your air-to-air combat value, provided this leader is accompanying a fighter involved in the combat.

1939:

Cunningham (5 stars):

1 This leader cannot use his abilities to assist other major power's units.

105 +1 to the defence roll of each of your major power's surface naval units in this sea-box section.

110 You may pick targets in a surface action as if it were an air action provided the weather is not storm or blizzard.

121 Your naval units that spend their entire movement with this leader do not count against naval activity limits provided you have chosen an action type that allows you 1 or more naval moves.

122 +2 to the search number when conducting port strikes, if all the attacking and escorting forces are only carrier planes controlled by the leader's major power.

1940:

O'Connor (3 stars):

27 Add +1 to the land combat die when attacking and your side (not the defender) calls a blitz combat.

36 If the result of an attack is '2B', then each unit that advances after combat with the leader has one additional movement point.

56 Change an 'R' result to an 'S' when attacking.

1941:

Montgomery (5 stars):

1 This leader cannot use his abilities to assist other major power's units.

29 Add +1 to the land combat die when attacking. Your units may not advance beyond the attacked hex even with a 'B' result.

48 May stack 1 extra land unit to any 1 stack within range. Even face-down leaders provide this benefit. While overstacked, the leader providing this benefit uses up his rank on this map, even if face-down. If a hex is overstacked when the leader is recalled or dies, the excess units are destroyed by the owning major power.

55 Take the second loss in a land combat as if the unit was shattered. When used defensively the stack must be within the leader's range. The attacker may not choose to convert the shatter into a retreat.

Wavell (4 stars):

1 This leader cannot use his abilities to assist other major power's units.

4 Basic supply range of any HQ stacked with the leader is increased to 6 (before weather effects).

24 Units may 'overrun' a ZOC. The defense value of a ZOC is equal to half of the strongest unit in a hex creating the ZOC. Example: there is a 5 INF and a 7 ARM in one hex next to the target hex, and a 2 MIL and a 3 GAR in another, the strongest is a 7 so the hex is equal to 3.5. This target hex requires $3.5 \times 7 = 25$ to overrun. The normal restrictions on overrun apply (only clear and desert non-city hexes), and just as in a normal overrun (11.11.6), the terrain cost is doubled. After the overrun, the units can continue moving as if there had not been a ZOC in the hex.

49 Up to 4 out of supply units within range of this leader may move and attack as if in supply. Following the combat step, they are turned face-down no matter the result.

1942:

Harris (4 stars):

2 This leader cannot use his abilities to assist his major power's aligned minors or other major power's units.

77 You may fly offensive ground support missions to any hex within range of the leader after the defending bombers and escorts have flown.

86 Roll 2 dice, and choose the best result for strategic (not carpet) bombing in a night raid, in fine weather solely by 4-turn bombers of this leader's major power.

Mountbatten (4 stars):

1 This leader cannot use his abilities to assist other major power's units.

61 During a combined impulse, any invasion that this leader participates in does not count against land movement or attack limits.

108 Your face-up surface naval units in your section of the sea-box may use their surface factors as ASW factors in Sub combat.

109 Units on Coastal hexes that are forced to retreat may be placed on face-up TRSs (AsA/MiF Option 25: or SCSs) in the adjacent sea area provided the weather is fine or rain and the leader is in the same sea-box section as the TRSs. Both the retreating land units and transporting naval units are then turned face-down.