

5. Lending Stage

Some major powers need US entry options (see 13.3.2) to be chosen before resources can be given to them. The USSR is further restricted in that (apart from Germany ~ see 5.1) she may only give and/or receive up to 1 resource (and/or build point) per turn unless US entry option 19 (and option 30 for build points) has been chosen.

9.2 How to declare war

Each declaration of war on a major power or neutral minor country could trigger a US entry effect (see 13.3.3), which are rolled for after *all* declarations of war. There is no US entry roll if you declare war on a major power that has (its own, or its controlled minor country's) units in your major power's home country (e.g. France could declare war on Italy without a US entry roll if Italian controlled units were in German controlled hexes in Metropolitan France).

China may not declare war.

11.5.8 Surface naval combat

Convoys

Every 5 convoy points counts as a ship for resolving combat. The defence factors of all convoy points is '5' (SiF **option 9**: use the printed values instead). An 'X' result destroys 5 convoy points, a 'D' result damages 5 points and an 'A' result aborts 5 points. A ten point convoy point marker can be broken down into two five pointers when taking losses.

11.10 Rail movement

Factories

Only the starting and destination hexes count for map distance (e.g. raiting a land unit from Baku to Vladivostok costs 1). If you are raiting to or from a hex that is half on one map and half on another (e.g. Breslau), you are assumed to be raiting to or from the map further away.

11.11.2 Terrain

AiF/PatiF Option 37: (Railway movement bonus)
A land unit pays 1 less movement point (minimum 1) to enter a hex when it moves, or advances after combat, along a railway (but not a road). This reduction occurs *after* you apply any weather (see 8.2) or overrun (see 11.11.6) effects.

11.16.1 Declaring combats

Option 39: (Blitz bonus) -1 for to the land combat die roll if attacking a 2 or 3 factory stack.

11.14 Invasions

At the end of the attack declaration step (see 11.16.1), you can state that your notional unit is to be ignored [you might do this to prevent breakthroughs by units attacking in conjunction with an invasion]. If you do (and there are no other friendly land units in the hex), there is no attack, and the attacker occupies the hex as if debarking onto a friendly hex (see 11.13).

13.1 Partisans (option 46)

Getting partisans

At the start of this step, roll a die and locate the result on the partisan table. This will specify 8 countries eligible for partisan activity in the turn.

Each of those countries named on the chart on a green background is eligible if it has been conquered or if any of its hexes contains an enemy unit controlled. **Note:** "France" means Occupied France after a Vichy government has been installed (see 17.1).

Each country named in bold italics on a red background is eligible if it is controlled by *any active* major power.

Roll another die for each eligible country and compare it to that country's partisan number (in the first symbol on the map). If the an unconquered country was neutral at any time in the calendar year, halve its partisan number.

13.3.2 US entry options

If the entry option is not aimed at any particular major power, you must move a randomly chosen marker from an entry pool of your choice to any its corresponding tension pool.

The entry options

The US entry options are:

- 4. Intern French CV** - You can only choose this entry option if the French CV "Bearn" is on the map and Paris is Allied controlled.

You can either:

- remove the French CV from the game and put a random US TRS from the force pool on to the production circle to arrive as a reinforcement next turn; or
- put the French CV in the construction/repair pool. It is a US unit for the rest of the game.

13.5.1 Oil (AFA option 48)

Saved oil resources (AFA option 31)

If one you gain control of your land units enters a hex containing saved enemy oil resources, they become your oil resources yours.

13.6.1 Resources

Convoy points

Convoy points appear in multiples of 5 on their front and multiples of 10 on their back (SiF option 9: convoy points come in all denominations up to 10) and you can make change with them as you wish.

Convoy points appear in multiples of 5 on their front and multiples of 10 on their back. Each 5 convoy points counts as one ship in combat. They take losses in 5's. So, if you have a 10 pointer in a sea area, it would be 2 ships. If one were aborted, you would turn over the counter to show 5 convoy points remaining and put another 5 pointer in port.

~~SiF option 9: Convoy points come in all denominations. You can make change with them as you wish.~~

Option 29: (Food in Flames) For each of Australia, India and South Africa where one or more resources are transported to a factory in Great Britain this turn, add 1 production point to the Commonwealth total.

13.6.5 Building units

Which units

CoIF option 76: Each turn you may build up to one convoy point for each minor country aligned to your major power. All other convoy points being built this turn must belong to the major power itself.

You must select ~~a unit~~ all other units you build from the force pool randomly. You can nominate the type of unit you want to build, and sometimes even the cost you want to pay (e.g. you can choose a 2 point SCS rather than a 3 because they are in separate force pools—see 13.6.9). But within those parameters, the choice is random.

When you build a unit from the repair pool or from the construction pool, you can select the exact unit you want (exception: CoIF Option 79 ~ Auxiliary Cruisers are chosen randomly when repaired.)

13.6.6 Gearing limits

In a turn, your major power can build (and repair) as many units of a particular class as it built (and repaired) in the previous turn *plus 1*. This is a *gearing limit*.

Each 5 (SiF option 9: 2) convoy points (SiF option 9: or part thereof) counts as one naval unit.

Exceptions

On the first turn of any scenario or campaign there are no gearing limits.

~~Neutral major~~ Major powers are not subject to gearing limits on the turn that a major power declares war on it.

13.6.8 Saving build points (Afa option 31)

~~If one you gain control of your land units enters a hex containing saved enemy build points, they become your build points yours.~~

13.7.1 Conquest

Italy

Italy is conquered when *any* 4/3 of these are true during this step:

1. The Allies control Rome.
2. The Allies control Tripoli.
3. The Allies control ~~Addis Abbaba.~~
- 5/4. The Allied garrison value (see 13.1) in Italy is greater than the Italian garrison value there (remember, Sicily is part of Italy).

Other home countries

Now change the control of the conquered home country. Every one of its hexes occupied by a land or aircraft unit (most combat factors if more than one), or

in the uncontested (by *any* other major power) ZoC of a land unit, becomes controlled by that unit's controlling major power; unless already controlled by another major power on the same side. All other hexes in the home country become controlled by the conquering major power. All other territory the conquered major power or minor country controls remains under its control.

13.7.3 Mutual peace

Option 50: (USSR-Japan compulsory peace) If Japan controls Vladivostok during the first war between Japan and the USSR, the Japanese player must agree to a peace if the Soviet player wants one. Similarly, if the USSR controls 3 or more resources that were Japanese controlled at the start of ~~the war~~ Sep/Oct 1939, the Soviet player must agree to a peace if the Japanese player wants one.

16.2 Naval action

If you play an offensive chit at the start of a naval action, specify 1-one of your ~~face-up~~ face-up HQs that is in a port hex. Immediately turn face up every naval unit controlled by your major power (CV/PIF/SiF option 56) and carrier plane on a CV) in that port, in one sea area the port borders, and in every port adjacent to that sea area. If the port borders 2 or more areas, you choose which gets this benefit. Any naval or aircraft units stacked in that hex that initiates a naval combat (see 11.5.2) may demand a re-roll of the search dice (see 11.5.5) by both sides, in any round of combat this impulse.

Re-rolling of naval search dice may be demanded any number of times this impulse provided that the total number demanded does not exceed the HQ's reorganisation value.

16.5 Reorganise HQs

If you play an offensive chit at the start of a naval, air, land or combined action, you can immediately turn all HQs controlled by your major power face-up instead of gaining the normal benefits for that action type.

19.5.1 Eastern Poland

You exercise those rights by moving a land unit into any hex of eastern Poland (ignore any units there).

22.2 Factory destruction & construction (option 30)

Destruction

You may also destroy a *blue* factory if an enemy land unit (other than a PART) occupies a hex in the country. To destroy a blue factory, one of your land units must be in supply in that hex during the victory check step (see 13.8). Each land unit can only destroy 1 factory stack a turn. If the hex has 2 blue factories, you may only destroy both in the same turn if you have 2 land units there.

22.4.1 Divisions (AsA/MiF/PolIF option 2)

Breaking down

You build divisions in the usual way (see 13.6.5).

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Alternatively, you can break down ~~aan on-map~~ face-up corps or army that isn't in an enemy ZOC into divisions at the start of the production step. Each corps or army breaks down into 1 division of the same type and 1 INF or MOT division (your choice). SS corps break down into 1 equivalent SS division and 1 SS or normal INF or MOT division.

Engineer divisions (MiF option 7)

Some engineer divisions (ENGs) are motorised and receive the benefits of being motorised. Some other engineers have the same special abilities as MAR units. You can play engineers as combat and/or construction engineers.

Combat Engineers

Face-up ENG are not halved or thirded when Engineers provide +1 to the ~~attack~~ and combat die roll (see 11.16.5) when attacking a 2 or 3 factory stack city. Defending engineers ~~provide~~ subtract 1 from the die roll when defending a 2 or 3 factory stack city. These benefits are in addition to the other benefits and can be used simultaneously (e.g. gaining both benefits when attacking across a river into a 2 factory city).

22.4.2 Artillery (AsA option 3)

A *towed or motorised* artillery unit has a combat factor (before modification) of '1' unless it is stacked with a ~~non-land unit other than an~~ artillery or notional unit (**exceptions:** anti-aircraft fire by AA units and bombardment by field artillery).

22.4.6 Light Cruisers (CLiF option 75)

Rough Seas (SiF/CLiF option 75)

During the naval movement step (see 11.4) only, each light cruiser, destroyer flotilla, ~~TRS~~ (CoiF **option 76:** ASW ~~→ TRS, tanker~~) or convoy (CoiF **option 76:** or tanker) point that moves into 1 or more sea areas in blizzard or storm has its movement allowance and range reduced by 1 this step (note that this may prevent the unit from entering its final sea area).

22.4.8 City based volunteers (Afa, AiF, LiF & PoliF option 67)

The Slovak MIL is a city based volunteer based in Bratislava.

At the start of a campaign, it is assumed that none of the units have been brought into the game yet (e.g. the Austrian SS unit can be purchased free the first time it is built in any campaign).