

# War in Europe

Official Clarifications and Errata (1 October 2000)

Compiled by Don Johnson (djohn37050@aol.com)

**Counters.** A counter correction sheet of 40 counters is available. There will be a supplemental sheet of counters published in the Player's Guide and available separately which will include more correction counters and possibly additional variant counters.

**Sheet #1:** no errors.

**Sheet #2:** The 7 Russian 2-3 Cavalry Corps are missing their 1-3 BG on back (making 21 in all; replacements are on the 40 counter sheet). Note, a Soviet 8-6 Tank Corps forms a 2-6 battlegroup when eliminated (not a 1-6 battlegroup as in previous editions).

**Sheet #3:** The two Rumanian 1-6 Armor Brigades should have been back printed with a 3-6 Mechanized and 4-6 Armor Division (3 each of these are on the 40 counter sheet). The Hungarian 1-3 Cavalry Division should be a 1-3 Cavalry Brigade. The optional 2-3 Division on the backside is correct. The four Axis Partisan Cadre units are missing the "CDR" notation for unit size. The four Russian Guards Cavalry-Tank Brigades should be Corps. The BG side is correct. Russian 2-5 optional units on back of the 1-4 Paratroop Division should be Corps. Three additional flak counters are provided on the 40 counter sheet.

**Sheet #4:** The RR Repair units are missing, the CW and U.S. (1)1 Mobile Supply Units should have been back printed with RR Repair units (6 of these are on the 40 counter sheet). The 7 Allied Partisan 0-5-0 Cadre units are missing the "CDR" notation for unit size.

**Sheet #5:** The French 4-10 Motorized Brigade should be a Division, the back is correct with a 1-4 BG. One French 2-6 Armor is missing for the French set-up. The Erie 2-4 Infantry Division is missing (3 of these are on the 40 counter sheet). The Greek 1-3 Cavalry Division should have been back printed with a 2-10 Motorized Brigade (not Division) for optional use as a CW exile unit or to upgrade the existing Cavalry division. One Polish 1-3 Cavalry Division is not back printed with an optional 2-3 upgraded Division. The Allied Italian 1-6 Armor Division should be a Brigade. Belgium 1-10 Motorized Division should be a Brigade. Note: The blue box CW units are Suez/North African units. The Turkish 2-5-1 static division forms a 1-1 battlegroup when eliminated, unlike the previous edition when it did not form a battlegroup.

## Axis Game-Turn/Cycle Record sheet:

1. The discussion under Political Point Record heading says that the 1939 scenario starts with 50 political points. This is wrong, it starts with 38 (see rule S1.51).
2. The political points summary chart says Germany surrenders when political point total reaches 0, this is wrong, Germany surrenders according to rule 42.18.
3. The political points summary chart should say that Turkey may surrender at a level of 29 political points (see rule 47.48).
4. The political points summary chart should say that Italy may join the Axis at a level of 50 political points (see rule 42.26).
5. The political points summary chart should say that Sweden may join Axis (see rule 48.3) at a level of 70 political points.
6. The Italian 3-4 that enters on cycle 11/40 is a paratroop division.

## Axis East Front Game Turn/Cycle Record

1. Turn 12/41 should say "Apply rules U4.2 and U4.3." These are the First Winter Effects rules of the Axis being at war with Russia.

## German Production Spiral:

1. On the Manufacturing Centers chart, Prag (Prague) is in hex C4721, not C5013.
2. On the Resource Centers chart, C5411 is Politz, not Politz.

# Combat Results Table

1. Finnish use CRT 1 in 1941 in Severe climate area.

## Maps

### Map B (England)

1. The U-BOAT and SURFACE fleet holding areas are Axis, not Allied.

### Map C (Germany)

1. Kassel C4112 and Prague C4721 are missing the Wehrkreis (placement center) symbol.
2. Wesseling C3410 is missing the Resource Center symbol.

### Map D (Italy)

1. The crossing arrow for the straights of Messina should be between hex F2620 and F2621.
2. Note that hex F4228 in Greece is a rough hex that allows normal ground movement between the Peloponnesus and northern Greece.
3. North of Sofiya, the severe/moderate words on the sides of the weather line are reversed from what they should be. To the Southeast of Sofiya, they are correct.

### Map F (Scandinavia)

1. The Severe/Moderate words on the sides of the weather line east of Trondheim and east of Narvik are reversed from what they should be. The coastal areas have moderate weather and the interior areas have severe weather. This can be seen east of Oslo where the weather line continues.

### Map H (South Russia)

1. The hex with Istanbul (H0428) is clear terrain. The crossing arrow in the Istanbul hex should be on the hexside between hex H0428 and hex H0529 to the southeast.
2. Near the Kerch straights, there are blocked hexsides between hex H2820 and hex H2921 and between H2821 and H2921. That is, the only way to cross the Kerch straights is across the crossing arrows hexside.
3. South of Bucharest, the Moderate/Severe words on the sides of the weather line are reversed from what they should be. Bucharest and Crimea are in Severe zone, Istanbul is in Moderate zone.

## Rules

**3.2 (clarification)** Support units are mobile supply units, rail repair units, arms centers, training centers, partisan cadres and strategic air bases. All other units are ground combat units. Only ground combat units cut rail lines by entering a rail hex and only ground combat units count against Axis Africa limits.

**3.22 (clarification)** Mechanized units are those units that have a mechanized ZOC, that is, panzer/armor/tank units, panzergrenadier/mechanized infantry units and reconnaissance/armored cavalry units. Motorized units are not mechanized units.

**3.22 (clarification)** Anti-tank units are non-mechanized for purposes of season and climate effect on combat. However, this clarification does not matter in practice as all anti-tank units are Soviet and have zero attack strength and therefore do not suffer any mechanized effects for combat.

**3.22 Notes (clarification)** This information clarifies the sentence "No ZOC — not even in its own hex."

A) An Arms Center, Strategic Air base, Fortification (either on-map or German marker), or Partisan Cadre has no ZOC, not even in its own hex, and does not by itself stop enemy movement into its hex. If an enemy unit enters a hex with a Soviet Arms Center or Allied Strategic Air base, the Arms Center or Strategic Air base is destroyed. If a hex with a Fortification (either German marker or on-map) other than Tobruk is entered by an enemy unit, the fortification is destroyed. If an enemy unit enters the Tobruk fortification, the Tobruk fortification is captured. If an enemy unit enters a hex with a Partisan Cadre, the Cadre is simply ignored and remains on the hex.

B) A fortified division (Soviet 0-3-0 or French 0-6-0), mobile supply unit or rail repair unit has no ZOC, not even in its own hex, but an enemy unit cannot move into its hex except through the overrun procedure. C) An anti-

tank unit, artillery unit or training center has a ZOC in the hex it occupies, but no ZOC into surrounding hexes (see rules 20.17, 20.22 and 30.14).

3.4 (clarification) War in Europe contains

- 1) Nine maps, labeled A (Spain), B (Britain), C (Germany), D (Italy), E (Libya), F (Finland), G (North Russia), H (South Russia), J (Iraq).
- 2) Two rules booklets, pages 1-48 and 49-96
- 3) 15 counter sheets, 3 of each numbered 1, 2, 3, 4, 5.
- 4) 3 (German, Allied, Soviet) double-size Production Spirals
- 5) 2 (Axis, Allied) double-size Reinforcement Calendar/Air Displays
- 6) 2 (Axis East Front, Soviet) single-size Reinforcement Calendar/Air Displays
- 7) Two single-size Combat Results Table sheets
- 8) Player Aid Card (with Terrain Effect Chart, etc.)
- 9) Two dice
- 10) Box
- 11) Plastic bags
- 12) Registration Card (be sure to mail this)

5.5 (clarification) Mechanized Movement: During the mechanized movement phase, the phasing player may move panzer/armored/tank units, panzergrenadier/mechanized infantry units, cavalry units, armored cavalry/reconnaissance units, mobile supply units, anti-tank units, and artillery units (only) up to their full movement allowance, as long as the unit did not move previously this turn by rail or sea. Note that panzer/armor/tank units, panzergrenadier/mechanized infantry units, cavalry units, reconnaissance/armored cavalry units and mobile supply units may have moved previously in the initial movement phase; mechanized movement is in addition to this.

5.76 (clarification) Mechanized units attempting to overrun a stack with an anti-tank unit are halved in strength.

5.79 (clarification) If a Mobile Supply Unit is overrun, at the attacker's choice the MSU may either be eliminated or replaced with a friendly Mobile Supply Unit (see rule 14.42).

5.8 (typo) Terrain Effects Chart: For a Maginot Line Hex, West Wall Hex, and Fortification Hex, the combat effects should say "See rule 16.0."

5.8 (correction) Terrain Effects Chart: A Maginot Line hex (including the Liege forts in hex C3208, see rule 16.15) negates an enemy ZOC (see rule 16.12). A West Wall hex or a fortification hex (a Swiss Redoubt, Sevastopol, or Tobruk) does not negate enemy ZOC (see rules 16.22, 16.3 and 16.4).

5.8 (clarification) Terrain Effects Chart: The darkened area for the line beginning Placement Hex should be extended upward to begin with the line beginning City or Capital Hex. That is, a City or Capital Hex, Minor/Major port, Resource/Manufacturing Center or Placement Hex are all NA (not applicable) for terrain effects.

7.331 (clarification) This rule requires an amphibious assault to land within 12 hexes of a hex in major supply. As such, the historical Allied invasion of Norway near Narvik (see S2.52 France (40 Allied Setup: AMPH and French 3-4 on F2807) is not allowed by the rules.

7.332 (typo) A Beach hex is defined as a partial land hex that is adjacent to an all-sea hex or a portless island hex.

7.46 (clarification) The Dardenelles straights are defined as the three hexsides between hexes H0427 and H0428 on the west side and H0528 and H0529 on the east side. Occupation of any hex in the Dardenelles by an enemy ground unit prevents sea passage past that hex. All four hexes must be friendly to trace sea passage through the Dardenelles. The Bosphorus is defined as the five hexsides between hexes D5628, D5728, D5827 on the north side and D5529, D5629, D5729, and D5828 on the south side. Occupation of any hex in the Bosphorus by an enemy ground unit prevents sea passage past that hex. All seven hexes must be friendly to trace sea passage through the Bosphorus. The straights of Messina are defined by hex D2620 on the north side and hex D2621 on the south side. Occupation of either hex in the straights of Messina by an enemy ground unit prevents sea passage past that hex.

7.33 (correction) Amphibious Assault: All defending units in this attack must retreat (or be eliminated) on a Combat Result of "Br," "Dr," "Ex," "1/2Ex," or "De" with the attacking units applying the indicated result as normal.

7.9 (clarification) Sea Area Summary

Moving generally from North to South and West to East the named sea areas are as follows:

1. White Sea (portion of High Seas)
2. High Seas
3. North Sea (portion of High Seas)
4. Skaggerak/Kattegat (portion of Baltic Sea)
5. Baltic Sea
6. Western Mediterranean
7. Central Mediterranean
8. Eastern Mediterranean
9. Adriatic Sea
10. Aegean Sea
11. Black Sea
12. Caspian Sea

7.10 (clarification) Naval Transport capability summary

1. The Allies have 15 permanent naval transports (43.86). Passage through Straights of Gibraltar is controlled solely by whomever controls Gibraltar, other hexes of the straight do not matter (7.46). Allied ownership of Gibraltar is needed to trace Allied sea passage into the Western Mediterranean (7.45). Allied ownership of Alexandria is needed to trace Allied sea passage into Eastern Mediterranean or Aegean Sea. If neither Gibraltar nor Alexandria is owned by Allies, then in addition the Allies cannot trace sea passage into Central Mediterranean (7.45). Allies may trace sea passage into Adriatic only if Italy has surrendered to Allies. Allies may only use that part of Adriatic south of any Allied port, provided no Axis ports are farther south (7.49). Allies can only trace sea passage into Skaggerak/Kattegat if Oslo or Kristiansand is friendly controlled; then into rest of Baltic only if Copenhagen is controlled (7.6). Allies can trace sea passage into Black Sea from Aegean if Bosphorus, Sea of Marmara, and Dardenelles are entirely controlled (7.5). If Allies trace sea passage into the North Sea (including Stavanger or Bergen), it is subject to Axis North Sea interdiction as long as the Axis hold a port on the North Sea (7.8).

2. France has one permanent naval transport in the Western Mediterranean. It is inherited by Vichy France. If Vichy is attacked by more than 50% CW units (versus U.S. units), then the transport becomes German controlled.

3. Germany has one permanent naval transport in the Baltic Sea. German built transports can be used in the Baltic or High Seas to transport German units.

4. Italy has one permanent naval transport in the Central Mediterranean and the Adriatic Sea. It cannot carry a rail repair unit (42.24) It can only carry Italian or German units (42.66). It may extend into Aegean if Greece surrenders (and then into the Black Sea if the Bosphorus, Sea of Marmara, and Dardenelles Straights are entirely Axis-controlled), into the Eastern Mediterranean if Alexandria is captured, and into the Western Mediterranean if Gibraltar is captured.

5. Greece has one permanent naval transport in the Aegean. If Greece is occupied, the captured Greek naval transport can be used in the Central Mediterranean.

6. Spain has one permanent naval transport to move Spanish units (only) between Spain, the Balearic Islands, and Tangiers in Africa. If Spain has joined the Axis or has been conquered by the Axis, then the Axis may use the captured Spanish naval transport for supply tracing purposes.

7. The Soviets have one permanent naval transport in the White Sea between Murmansk and Archangelsk.

8. The Soviets have three permanent naval transports in the Baltic Sea, as long as he controls the Leningrad port (G3307). If it is captured, the transports are permanently lost.

8. The Soviets have three permanent naval transports on the Caspian Sea, as long as he controls Astrakhan (H5823).

9. The Soviets have three permanent naval transports on the Black Sea, as long as he controls Sevastopol. This can only be used to sea transport infantry or anti-tank units (rule 7.15). If Sevastopol is captured by Axis, then Axis have one permanent naval transport on the Black Sea. This can be extended into the Aegean and Western Mediterranean.

8.24 (correction) Air Assault: If a combat result of "De," "1/2Ex," "Ex," or "Dr" is obtained, the appropriate results are applied, first to the defending units and then to the attacking units.

15.1 (clarification) Summary of Weather Effects

A) The effects of being north of the Arctic Circle are not cumulative with the effects of being in a moderate or severe weather zone, rather the worst effect is used. That is, north of the Arctic Circle no mechanized units are allowed and the supply range is always halved. The effects of Mud and Snow in moderate and severe climate areas remain in effect.

B) Note that an Arctic Swamp hex is different from a (non-Arctic) Swamp hex and has different effects (see 5.8 Terrain Effects Chart).

C) During Snow, an amphibious assault is not allowed onto a coastal hex adjacent to the High Seas or the Baltic Sea, except for the Allies invading Africa (rules 7.36 and 7.37).

D) During Mud, an amphibious assault is not allowed onto a coastal hex adjacent to the Baltic Sea (rule 7.36).

E) Also see Air Effect Chart (on reverse of Terrain Effects Chart) for seasonal effects on air point availability.

20.2 (clarification) Anti-tank units also affect the overrun strength of mechanized units.

24.5 (clarification) German Interceptors: Italian air points cannot be used as interceptors (see rule 42.27) but are totaled with German air points to determine the number of Axis air point total for a front, which in turn determines the number of German interceptors allowed as a percentage of the Axis air point total.

24.88 (clarification) Bomb Damage Repair Table: An RC result means that either a Resource Center hit or a Transportation hit is repaired, depending on the type of hit being rolled for.

26.71 (clarification) Denial of Centers, Item 2 Sweden: Assuming Germany owns a port on the Baltic Sea, sea passage from Narvik or a Swedish port to a German Baltic Sea port and then rail to a German Manufacturing Center is assumed to always succeed (regardless of locations of enemy units or transportation hits on rail lines), once the resource point reaches a neutral or Axis-controlled port from a Swedish resource center.

26.71 (clarification) Denial of Centers; Item 3 Ploesti, Soviet Unit and Turkey: The entire length of the rail line used to trace from the resource center to Berlin must be free of a Transportation hit after bomb damage repairs have been done. Note this means that a Transportation hit on Berlin that is not repaired has serious effects.

26.85 (clarification) There are three German 3-3 cavalry divisions and three German 4-5 cavalry divisions. They are produced per the German production cost chart.

29.0 (clarification) There are ten countries which the Axis Player may loot.

29.1 (clarification) The title should be "Greece, Belgium, Denmark, Switzerland, & Yugoslavia"

33.0 (clarification) When using the optional Allied Production rules, the following units arrive outside of the Commonwealth and U.S. production system (in effect, they are already in production and arrive at the specified time):

3/09/39 CW: 22 x 2-10 BG, 1 x 8-10, 2 x 3-8, 1 AP, 1 IR, 1 MSU

0/10/39 Gen: 1 Amph, 1 RR

0/11/39 CW: 1 AP, 1 IR

0/12/39 CW: 1 x 3-10, 1 x 2-8 BG, 1 AP, 2 IR

0/13/39 CW: 1 AP, 1 IR

0/01/40 CW: 4 AP

0/01/42 U.S.: 2 AP

0/02/42 U.S.: 2 AP

0/03/42 U.S.: 2 AP

0/04/42 U.S.: 2 AP

0/05/42 U.S.: 2 AP, 8-10

34.3 (correction) Allied strategic bombers may begin to be produced starting cycle 0/3/42. The counter limit increase for period 3/42 — 1/43 is 1 strategic bomber per cycle.

35.0 (clarification) There are a total of 75 "infantry" divisions (60 8-10, 3 10-10, 6 9-10/7-4, 3 10-5, and 3 7-5) and a total of 33 "armor" divisions (15 9-8, 9 11-8 and 9 7-1-10) in the U.S. counter mix. The following table shows the 20% increase for each mobilization level up to 6, that is, the maximum number of that general type of division that may be in the game (on the map or in production) at that mobilization level. Of course, if not using the experimental additional units (which adds 7-5 mountain divisions and 7-1-10 artillery divisions) or the experiment U.S. Marine rule, then those units are not available. The level 1 numbers are from the Allied Reinforcement Track.

Mobilization Level	Infantry	Armor
1	46	15
2	55	18
3	64	21
4	73	24
5	75	27
6	75	30

36.4 (clarification) The political points associated with Vichy France need clarification. Vichy France is an armed neutral. In general, a side needs to declare war on Vichy to attack it, for the Axis this costs two political points and for the Allies before the U.S. enters the war or for the Soviets it costs five political points, for the Allies after the U.S. enters the war it costs nothing. Vichy France cannot be occupied or liberated, only France itself can be and for these purposes the boundaries of Vichy France are ignored. Note that the Axis must declare war on Vichy France to enter French North Africa (to obtain the three political points for doing so) assuming the Allies have not previously declared war on Vichy France. Also note that the Allies may invade the Levant States on 2/3/41 or after without a declaration of war and without the rest of Vichy France turning Axis (see rule 43.75).

36.6 (clarification) Note that the Moscow hex G4123 is both a capital (worth five political points) and a personnel center (worth one political point) for a total of six political points.

40.3 (correction) Baltic States: This rule conflicts with rule 45.52 Baltic States. Rule 40.3 is in error and should be ignored.

41.1 (clarification) If Finland is attacked by the Axis; control falls to the Soviets. Such an attack is also considered a declaration of Total War on Russia, the political point costs for both declarations of war are paid (see rule 39.1). The Axis may not declare war on a pro-Axis Finland. The Axis may declare war on an armed neutral Finland only after 1/4/40 (see rule 36.6 note a).

41.11 (clarification) Control of Turkey, Item 4:

A) Should either the Soviets or the Axis invade Turkey prior to war between the Soviets and the Axis, Turkey is to be partitioned along a line from J3002 to J3015, this is similar to the partition of Poland. Turkey surrenders when there are no Turkish units on one side (either side) of the partition line and Ankara is enemy occupied. Partition occurs on the game turn following Turkish surrender.

B) The partition line defines the furthest east that Axis units may be two turns after the surrender of Turkey without being at war with Russia. If an Axis unit is past the partition line past the deadline, this is treated as an Axis declaration of war on Russia (or it may be voluntarily eliminated to avoid declaring war). If Russia was at peace, a declaration of war results in Total War. If Russia was at limited war, then the limited war rules apply (see rules 38.1).

C) The hexrow adjacent to the partition line on the east side defines the furthest west that Soviet units may be two turns after the surrender of Turkey without declaring war on Germany. If a Soviet unit is past the partition line past the deadline, this is treated as a Soviet declaration of war on the Axis (or it may be voluntarily eliminated to avoid declaring war). A declaration of war may result in Russia being at Limited War (see rule 38.1) or may result in Russia being at Total War if the declaration is after 1/6/42 (see rule U7.0).

D) If the Axis declared war on Turkey and the Allies end up controlling Turkey, then Allied units may enter Turkey (assuming the Allies are at war with the Axis). If the Soviets are at peace, then Soviet units may enter Turkey two turns after the Axis declaration of war. They may enter Turkey up to the partition line. The Soviets and Axis are assumed to be in a state of limited association, presumably crushing Turkey, as such the Soviets may attack Turkish units to the east of the partition line. Neutral Soviets must declare war on Turkey in order to cross the partition line or enter Turkey before then (as Russia is at peace, see rule 41.12), this costs no political points but results in Russia being at limited war (see rule 38.0).

E) If the Axis declared war on Turkey and the neutral Soviets end up controlling Turkey, then Soviet units may enter Turkey two turns after the Axis declaration of war. They may enter Turkey up to the partition line. The Soviets and Axis are assumed to be in a state of limited association. Neutral Soviets must declare war on Germany in order to cross the partition line or enter Turkey before then (as Russia is at peace, see rule 41.12), this costs no political points but results in Russia being at limited war (see rule 38.0). If neutral Soviets control Turkey, then Allied units cannot enter Turkey as the Allies cannot declare war on Russia while Russia is at peace (see rule 38.2). If the Soviets declare war on the Axis, then Allied units may also enter Turkey (assuming the Allies are at war with the Axis).

F) If Soviets at peace (or at limited war) declared war on Turkey then Soviet units may enter Turkey, this means the Soviets are in a state of limited war. The Axis controls the Turkish units and may enter Turkey with Axis units, assuming they can get there. Note: Soviet and Axis units may not attack each other without a declaration of war. The Allies may enter Turkey by declaring war on Turkey, this costs no political points.

#### 42.17 Germany Restrictions:

1) Until a rail line to Finland has been repaired (see 46.172) the Axis player may never have more than 10 non-Finnish Axis units in Finland; nor may non-Finnish Axis units south of the Arctic Circle move within three hexes of the 1941 start line.

2) No more than 10 German ground combat units that do not trace supply through Turkey are allowed in Africa at any one time as long as Malta is friendly to the Allied player. (See rules 42.68 and 42.69.) Any number of German (1) mobile supply units may be in Africa (as they are support units). Any number of Axis rail repair units may be in Africa (as they are support units) but they could not have been transported there by the permanent Italian naval transport (see rule 42.24).

3) Italian Mobile Supply Units may only supply Italian units (see rule 42.64), unless using experimental rule X10.0 in which case they may supply German units in Africa.

4) Only German air points may be used on the East air front. (See rule 42.62.)

5) The German permanent Baltic Sea naval transport may only transport German units. (See rule 42.66.)

6) The Axis may not declare war on an Armed Neutral Finland before 1/4/40 and may not declare war on a Pro-Axis Finland. (See rule 36.6 note a.)

7) Germany must trace Swedish resource points through Narvik during Snow cycles. Germany may trace major supply through the Swedish rail system, but cannot rail units nor replacement points through Sweden nor base air points in Sweden (rule U6.0). After 1/1/43, if Paris is Allied controlled, then Sweden provides no benefits to the Axis.

42.23 (clarification) Italy Reinforcements: The Italian 3-4 that enters on 11/40 is a paratroop division.

42.24 (clarification) Italy Naval Transport Capability: The permanent Italian Mediterranean naval transport can only transport Italian or German units. (See rule 42.66.)

42.24 note 2 (clarification) Tobruk may not be used by the Italian navy until Alexandria is captured, this is because the Italian naval transport does not extend into the Western Mediterranean unless Alexandria is Axis-controlled. However, if the Axis conquers Greece, captures Sevastopol and controls the Bosphorus, Sea of Marmara and then Dardenelles Straights then the Axis naval transport capability in the Black Sea can be used in the Western Mediterranean.

#### 42.27 (clarification) Italy Restrictions:

1) Italian air points may only be used in the Tactical Air War on the South and West air fronts.

2) Italian units are prohibited from entering Map Sections B (Britain), F (Scandinavia), and G (North Russia), except that they may transit Poland by rail.

3) Italy is the only neutral country that can move while neutral. Italian units can be moved while neutral within Italian territory. No Italian units may use sea movement to or from Africa until Italy is at war. (See rule 47.0.)

4) If Germany does not invade Greece; Italian units are prohibited from entering Russia. (See rule 47.29.)

5) No more than 20 Italian ground combat units that do not trace supply through Turkey are allowed in Africa at any one time so long as Malta is friendly to the Allied player. (See rules 42.68 and 42.69.) Any number of Italian mobile supply units may be in Africa (as they are support units).

6) Italian Mobile Supply Units may only supply Italian units (see rule 42.64), unless using experimental rule X10.0 in which case they may also supply German units in Africa.

7) The Italian permanent Mediterranean naval transport may only transport Italian and German units. (See rule 42.66.) It may not transport a rail repair unit. (See 42.24.)

42.36 (clarification) Hungary Activation: Hungary can join the Axis on 0/9/40 or later if the Axis Political Point total is 55 or greater. (See Axis Cycle Record Track.)

42.46 (clarification) Rumania Activation: Rumania can join the Axis on 0/10/40 or later if the Axis Political Point total is 60 or greater. (See Axis Cycle Record Track.)

42.56 (clarification) Bulgaria Activation: Bulgaria can join the Axis on 0/10/40 or later if the Axis Political Point total is 60 or greater. (See Axis Cycle Record Track.)

43.13 (clarification) Poland Reinforcements: Poland receives no reinforcements, but does receive one infantry replacement point each strategic cycle beginning 0/11/39.

#### 43.47 (clarification) Commonwealth Restrictions:

1) Only full-strength units may leave Great Britain.

2) The 0-1-0 static infantry units that start the game in Gibraltar and Malta may not be moved.

3) A Commonwealth Mobile Supply unit may supply only Commonwealth and common Allied units (see rule 43.88).

4) See rule 43.9 Anglo-French Non-cooperation.

5) Commonwealth units may only be supplied from CW or U.S. supply sources (rule 43.84).

#### 43.57 (clarification) USA Restrictions:

1) A U.S. Mobile Supply unit may supply only U.S., Free French and common Allied units (rule 43.88).

2) U.S. 2-10 infantry battlegroups may not leave the USA (rule 35.51).

43.64 (clarification) France Naval Transport Capability: This capability is inherited by Vichy France. If Vichy France is attacked by the Allies or Soviets, then the Axis gets to use it. If Vichy France is attacked by the Axis, then the Allies get to use it. Note that as Vichy France cannot be occupied, an attacker of Vichy France will never be able to use it. Of course, if the Axis makes France surrender, as opposed to turning Vichy, then the Axis

get to use it.

**43.67 (clarification) France Restrictions:**

1) French Air points must be based in French territory (see 43.65). This is France or any of the French territories specified in rule 43.61.

2) Prior to surrender, Third Republic French units may only use French supply sources (that is, the supply line must ultimately trace back to one of Paris, Toulouse, or Lyon) or the unit is out of supply. Note that there are no Third Republic French mobile supply units. After surrender, any remaining Third Republic French units (units in North Africa and the Levant States and air points and replacement points on the South front at the time of surrender) must use Allied supply sources; however, they may not trace supply through CW or U.S. mobile supply units. If post-surrender Third Republic French units are converted into Free French units, then they may trace supply through U.S. mobile supply units (See rules 43.65, 43.68 and 43.88.)

3) See rule 43.9 Anglo-French Non-cooperation.

**43.84 (clarification)** For example, the units of minor neutral countries that join the Allies can trace supply to CW or U.S. supply sources. French units can only use French supply sources (see rule 43.65).

**44.17 (clarification) Soviet Union restrictions:**

1) While at peace, Soviets may not move arms or training centers (rule 45.0).

2) While at peace, Soviets may attempt to fortify only one infantry division per clear weather turn (rule 45.57).

3) While at peace, at the beginning of each cycle every combat unit must be assigned to a district or front (rule 45.54). Mobile supply units and rail repair units may be anywhere.

4) While at peace, Soviets must meet 1941 deployment by 0/5/41, if France has fallen or gone Vichy (rules 45.2 and 45.25).

5) If Soviets declare limited war, deployment requirements are suspended, but all European land frontiers must be garrisoned with units or ZOCs. Turkish and Iranian borders need not be garrisoned (nor the Finnish border if the Winter War was not fought) (rule 45.6)

6) If Soviets declare limited war, he may not construct fortifications in pre-war USSR and must dismantle fortifications in pre-war USSR (rule 45.61).

7) If Soviets declare limited war, all three sides must agree for Soviets to return to peace (rule 38.1).

8) Soviets go to total war if 1) Axis declare war while Soviets are at peace, 2) Axis capture three personnel centers while Soviets are at limited war, or 3) Allies capture three personnel centers while Soviets are at limited war, but this can only be done if Rome is Allied controlled.

**45.11 (correction)** Units in the Leningrad district may be placed on the port of Archangelsk. Units in the Krasnodar district may be placed on the port of Kerch. Units in the Tbilisi district may be placed on the port of Poti.

**45.12 (typo)** The Arms Centers and Training Centers as delineated in rule S3.5 are also included in the initial set-up.

**45.22 (clarification)** Units in the Leningrad district may also be placed on the Archangelsk port.

**45.24 (clarification)** As noted in rule 45.22, units in the Baltic Front may be placed on Baltic ports.

**45.52 (clarification) Baltic States:** This rule conflicts with rule 40.3 Baltic States. Rule 40.3 is in error and should be ignored.

**46.12 (play aid) Finland War Deployment:** It is suggested that the Finnish war deployment units (16 4-5 infantry) be placed in the Baltic Sea as a reminder.

**47.12 (play aid) Norway War Deployment:** It is suggested that each Norwegian war deployment unit be placed face down in its respective port as a reminder. If the port is unoccupied during the first Norwegian turn, then flip the unit.

**47.17 (clarification) Norway Restrictions:** The Norwegian force pool contains three 3-5 Ski units. These are not used in the standard game but were included to allow for variant rules to be written using them.

**47.21 (play aid) Greece War Deployment:** It is suggested that Greek war deployment units be placed in the Aegean Sea as a reminder.

**47.39 (clarification)** If Yugoslavia is controlled by the Soviets, then Yugoslavia has five rail transport points, which can only be used to rail Yugoslavian units in Yugoslavia. The Yugoslavian rail lines are European gauge (not Russian, see rule 6.5).

**47.48 (clarification) Turkey Surrender:** Turkey also surrenders according to the provisions of rule 41.11 item 4.

**47.49 (clarification)** If Turkey is controlled by the Soviets, then Turkey has five rail transport points, which can only be used to rail Turkish units in Turkey. The Turkish rail lines are European gauge (not Russian, see rule 6.5).

**47.62 (play aid) Sweden War Deployment:** It is suggested that Swedish war deployment units be placed in the Baltic Sea as a reminder.

**47.67 (clarification) Sweden Restrictions:** See rule U6.0 Swedish Neutrality. (Rule U1.6 is not relevant.) The Swedish force pool contains three 4-5/1-5 Ski units. These are not used in the standard game but were included to allow for variant rules to be written using them.

**47.68 (clarification) Sweden Surrender:** Sweden surrenders when all Swedish units in Sweden have been eliminated. (See rule 47.0 note.)

**47.72 (play aid) Eire War Deployment:** It is suggested that Irish war deployment units be placed in the Irish Sea as a reminder.

**47.82 (play aid) Portugal War Deployment:** It is suggested that Portuguese war deployment units be placed in the Atlantic Ocean near Portugal as a reminder.

**47.98 (clarification) Switzerland Surrender:** Switzerland surrenders when all Swiss units in Switzerland have been eliminated. (See rule 47.0 note.)

**52.22 (typo)** The Axis can place 6 Iraq partisan cadre on 1/5/41. (See Allied Cycle Track.)

**U4.3 (clarification) Additional First Winter Effects:** Also see rule 42.492 for restrictions on Rumanian units.

**S1.21 (correction) Poland, Axis:** German 6-5 sets up in G1117 instead of G1118.

**S1.22 (clarification) Poland, Polish:** The setup hex for a 2-4 of G0322 is out of order but is correct.

**S2.21 (correction) France 40:** German 2-3 cavalry unit in hex C3906 should be a 3-3.

**S2.22 (correction) France 40:** French are missing one 2-6 armored cavalry unit in the original counter sheets. It will be included on the supplemental counter sheet.

**S2.46 (correction) Commonwealth Political Restrictions:** This rule is not used in War in Europe, instead rule 43.9 Anglo-French Non-cooperation is used.

**S3.5 (correction) Campaign Scenario Soviet Production:** Hex G4223 (SE Moscow) in addition to 1t as listed also has 2a.

**Special Scenario Rules for War in Europe:** S2.44 (France) and S3.41 (Russia) are to be used when playing the full campaign game of War in Europe.

**X13.1 Random Weather:** Cycle 13 has normal weather of Snow and has 100% chance of Snow if using Random Weather.

**Important Dates**

3/09/39 1939 Start, Poland Start (rule S1.1)

3/09/39 (experimental) strength of CW divisions are -3/-1BG (rule X11.1)

1/10/39 Soviets may enter Poland up to partition line (rule 45.51)

1/11/39 Soviets may enter Baltic States (45.52), date of Total War if Germany entered Baltic States (45.52)

1/12/39 Germans must withdraw west of Polish partition line or declare Total War (rule 45.51)

4/13/39 Last turn for Soviets to declare Winter War on Finland (rule 39.2)

0/01/40 (experimental) A total of one German artillery unit may be built (rule X2.23)

0/01/40 (experimental) strength of CW divisions are -2 (rule X11.1)

4/02/40 Last turn for Soviets to garrison 1941 start line in Finland if Winter War was fought (rule 39.3)

1/04/40 Axis may now invade an Armed Neutral Finland (rule 36.6 note a)

3/05/40 1940 Start, France 40 Start (rule S2.1)

0/07/40 Historical Soviet annexation of Bessarabia, 4 turn after Paris falls (rule 45.53)

1/08/40 "Historical" turn that French 3-4 infantry divisions can start to fortify (rule S2.45)

0/09/40 Hungary may join Axis (rule 42.36 and Axis Cycle Track)

0/10/40 Rumania and Bulgaria may join Axis (rule 42.46 and 42.56 and Axis Cycle Track)

0/10/40 All 5 Ploesti resource centers become available to Germany (rule 26.64)

0/11/40 Italian Paratroop division enters play (Axis Cycle Record Track)

0/13/40 (experimental) Last turn for Axis Blitzkrieg ZOCs and overruns (rule X16.0)

0/01/41 (experimental) A total of two German artillery units may be built (rule X2.23)

0/01/41 (experimental) strength of CW divisions are —1 (rule X11.1)

2/03/41 Allies may enter Levant States without causing rest of Vichy to join Axis (rule 43.75)

0/05/41 Soviets must meet 1941 deployment criteria (rule 45.2)

1/05/41 Allied division must be sent to suppress Iraq revolt (rule 48.65)

1/05/41 Axis can place 6 Iraq partisan cadre (rule 52.22)

0/06/41 Historical Allied invasion of Levant States (rule 43.75)

1/06/41 Allied division in Iraq may leave (rule 48.65)

1/07/41 1941 Start, Barbarossa Start (rule S3.1)

1/07/41 Historical start of First Year of Total War supply effects (rule U4.1)

1/07/41 Neutral Soviets go to Limited War production and have no deployment requirements (rule U7.0)

3/07/41 Historical Finland joins Axis (rule 46.16, 2 turns after Axis declares war on Russia, if Pro-Axis)

0/09/41 Allied unit must have been sent to Iran (rule 48.61)

1/11/41 Soviets start rolling for entry of Siberian units (rule 32.42)

0/12/41 Historical end of Soviet Arms Center Disruption (rule 30.7, 5 cycles after invasion)

1/12/41 Historical start of First Russian Winter effects (rules 42.492, U4.2 and U4.3)

2/13/41 Germany declares war on USA (rule 43.56)

3/13/41 Historical withdrawal of 4 air points from East Front (rules W1.51 and E2.21)

4/13/41 Historical withdrawal of all Rumanian units from Russia (rule 42.49, 8th snow turn)

0/01/42 German SS units can be produced (rule 28.1c)

0/01/42 (experimental) A total of three German artillery units may be built (rule X2.23)

0/01/42 (experimental) strength of CW divisions is full strength (rule X11.1)

1/01/42 Tobruk (E3716) ceases to be a fort (rule 16.4)

1/06/42 Soviets may declare Total War (rule U7.0)

1/07/42 Historical end of First Year of Total War supply effects (Rule U4.1)

1/07/42 1942 Start, North Africa Start (rule S4.1), Stalingrad Start (rule S5.1)

0/10/42 Cracow and Prague activated as German placement centers (rule 27.11)

0/10/42 German SS Viking panzergrenadier division organized in Russia (rule E4.1)

0/12/42 Allies receive first strategic bombing base (Allied Cycle Chart)

0/13/42 Last looting cycle except for Italy, Great Britain, and Soviet Union (rule 29.7)

0/01/43 (experimental) A total of six German artillery units may be built (rule X2.23)

1/01/43 Historical withdrawal of 4 air points from East front (rules W1.51 and E2.21)

1/01/43 No Swedish resource centers/rail major supply if Paris is controlled by Allies (rule U6.0)

0/06/43 Allies receive second strategic bombing base (Allied Cycle Chart)

2/07/43 1943 Start, Kursk Start (rule S6.1)

4/07/43 Italy Start (rule S7.1)

2/08/43 Historical withdrawal of ground units from East front due to Sicily (rules W1.51 and E2.21)

0/11/43 3 German SS Panzer divisions formed in Russia from SS Panzergrenadier divisions (rule E4.2)

0/12/43 Allies receive third strategic bombing base (Allied Cycle Chart)

4/13/43 War in East withdrawal of Hungarian units to Hungary (rule 42.39)

2/06/44 1944A Start, France 44 Start (rule S8.1)

4/06/44 1944B Start, DAGC Start (rule S9.1)

4/06/44 Historical German withdrawal of 3 panzer divisions from East front due to Normandy (rule E2.21)

0/09/44 Historical Ploesti Resource Centers off (Axis Cycle Record Track)

0/10/44 Historical Turkish Resource Center off (Axis Cycle Record Track)

3/13/44 Battle for Germany Start (rule S10.1)

4/06/45 End of every War in Europe campaign game (rule C8.0)

Decision Games  
 PO Box 880  
 Ridgecrest CA 93556  
[www.decisiongames.com](http://www.decisiongames.com)