Unconditional Surrender!

Western Campaigns

RULEBOOK

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Sequence of Play (1.2)

In faction order, each faction completes one Phase before the next Phase is started. [Exception: Weather Phase.]

Faction Order is Axis then Western.

Weather Phase (10.1)
Axis faction determines the turn's weather.

Economy Phase (9.1)
Determine production points for each country.

Strategic Movement Phase (4.1)
An air or ground unit moves using Strategic Movement.

Operations Phase* (1.2.1)
Actions Sub-Phase: Units perform Actions to move and fight.

Supply Check Sub-Phase: Units trace a supply line.

*Each faction completes both Sub-Phases of the Operations Phase before the next faction starts its Operations Phase.

No Supply Phase (7.5)
Unsupplied units are reduced in strength or eliminated.

Replacements Phase (8.1)
Factions may pay to increase reduced strength ground units to full strength and remove up to two Sorties each from air units.

Mobilization Phase (8.2)
Factions may pay to take units in their Faction Card's Mobilization box and place them onto the map.

Victory Check Phase (11.1)
Check if Victory Conditions have been achieved.

End of Turn Phase (11.2)
Advance the Turn marker one turn.

Place counters from the new Turn box in their respective locations.

Move all units in a Faction Card's Eliminated Box to its Mobilization Box.

Important notes are highlighted in blue-shaded boxes.

Game Designer *comments appear in italics, usually in tan-shaded boxes.*

1.0 General Information

Unconditional Surrender! Western Campaigns (referred to as *USWC*) is a 2-player game covering some of the European World War 2 military campaigns fought between the Axis and Western Allied factions.

1.1 Introduction

This Rulebook contains the game's core rules.

If you are viewing the game for the first time, start with the Guidebook. The Guidebook contains a list of game components, different methods of learning how to play, game scale, the writing style used, designer's notes, etc.

Rules Priority: Rules in this rulebook apply to all scenarios unless noted otherwise within a scenario. If a rules disagreement arises that cannot be resolved through discussion, roll a die. High roller wins. It's a game, folks.

1.2 Sequence of Play

A game turn follows a specific Sequence of Play, made up of Phases and possibly Sub-Phases. The faction performing its part in the Sequence of Play is referred to as the phasing faction. The other faction is referred to as the non-phasing faction.

In USWC*, a non-phasing faction will have opportunities to interact while the phasing faction is playing.*

Important: Each faction completes one Phase in the faction order listed before the next faction completes that same Phase. Faction order is Axis then Western.

Example: *In the No Supply Phase, the Axis faction reduces all its unsupplied units first, followed by the Western faction. The Axis faction then starts the Replacements Phase.*

[***Exception:*** Only the Axis faction performs the Weather Phase.]

The Operations Phase has two Sub-Phases: Actions and Supply Check. In faction order, one faction completes *both* Sub-Phases before the next faction starts its Operations Phase.

Flowcharts for the Sequence of Play and Operations Phase are on the Player Aid Sheet.

1.2.1 Operations Phase

USWC *does not use a "Move everyone; fight everyone" system. Instead, a faction activates one unit to move and/or fight (possibly multiple times within a single activation). When the faction completes that unit's activation, it then activates another unit.*

The Operations Phase is when air and ground units move, fight, and check if they can trace a supply line.

Actions Sub-Phase: The phasing faction may perform Actions (6.0) with its units. When all Actions are done, remove any Air-drop, Assault, Partisans, or Surprise Attack marker in a hex. See the marker's rule to determine where it goes.

Supply Check Sub-Phase: After completing its Actions Sub-Phase, the phasing faction checks if its units in a hex can trace a supply line (7.4).

Example: *The Axis faction completed its Actions Sub-Phase in which it moved and fought with its units. It is now the Supply Check Sub-Phase in which it checks if Axis units can trace a supply line. It does not check if Western units can trace supply. After the Axis faction is done checking supply, the Western faction does its Actions Sub-Phase. When done, it checks if Western units can trace a supply line. The Western faction does not check if Axis units can trace supply.*

1.3 Map

Each map is overlaid with a hexagonal (hex) grid. The following are key elements and rules related to the maps.

1.3.1 Capital, City, Factory, Port

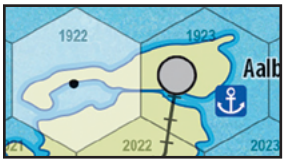
See the Terrain Key on the Faction Card to identify which symbol represents a capital, city, factory, or port. The distinctions are important for different game mechanics.

City: A hex with one or more of these symbols is considered to have a city in it: capital, city, factory, or port.

Graniti: This reference location in Sicily is not a city and is ignored for all game purposes.

It's there because that is where Salvatore Vasta's parents are from. It's good to be the designer.

1.3.2 Faded Dot Hex



A hex that is faded in color and has a dot in the middle is called a Faded Dot hex. Example: Hex 1922.

A Faded Dot hex is prohibited for ground movement and Amphibious Invasion but is allowed for air movement.

Example: *A German ground unit cannot move into or perform an Amphibious Invasion into hex 1922. A German air can move through it.*

Some areas, such as Scandinavia, had too little infrastructure to support many ground forces. By prohibiting ground movement in them, the quantity of units and their operations fall more within historical limits.

1.3.3 Other Hex/Hexside Definitions

Coastal Hex: A land hex that has land and water in it, and the water area of the hex is adjacent to an all-water hex or another coastal hex.

Example: *On the France map, hexes 2517-2518 and 2616-2617 are coastal hexes. On the Balkans map, hexes 3331-3431 are not.*

Inland Port: A port that is not a coastal hex, e.g., London in hex 2611.

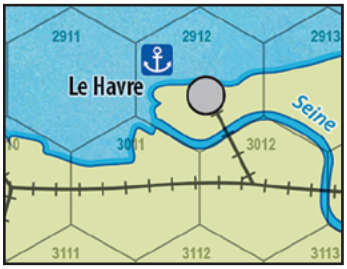
Rough Hex: A hex that has Desert, Hills, Woods, or Swamp terrain in it, either fully or partially.

Example: *On the France map, hexes 2717, 3120, and 3219 are rough hexes.*

Land Hex/Hexside: A hex or hexside that has land terrain in it, either fully or partially.

Prohibited Hex/Hexside: A hex that is striped (see the FC's Terrain Key), or any hex designated as "prohibited" by a rule. A unit or marker cannot move into, be placed in, or trace a path through a prohibited hex.

Water Hex/Hexside: A hex or hexside that has only water. A canal or river hexside is not considered a water hexside.



France Map

Example: *Hexes 3011-3012 are land hexes.*

Example: *Hex 2911 is a water hex; 2912 is not. Hexside 2911/2912 is a water hexside; 2912/3011 is not.*

1.3.4 Map Box

A map may contain a labeled Map Box on it. Unless otherwise noted in a scenario, the rules written within a Map Box are in effect for any scenario using that map. Only those rules apply to that box and they may have exceptions to the standard rules.

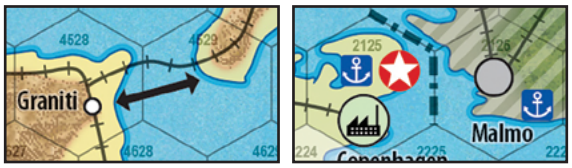
Example: *Stacking Limits do not apply for units in the Western Mediterranean Map Box located on the France map.*

1.3.5 Transport Line

A "Transport Line" refers to either a rail (dashed) or road (solid) line running through a hex on the map. Rules-wise there is no difference between them. *They are different for historical reference.*

A Transport Line provides a benefit in ground movement (4.2.3.4) and may be required to trace a supply line (7.4).

A Transport Line in adjacent hexes is connected if its symbol crosses a mutual hexside.



Example: *The lines in hexes 4528 and 4529 are connected; the lines in 2125 and 2126 are not.*

1.4 Range

Some activities require counting out a range of hexes. The ranges are stated within those rules and on the Player Aid Sheet's Ranges table.

When counting out a range of hexes from a counter, do not include that counter's hex.

Example: *A 5-hex range from an air unit in hex 3115 goes out to and includes hex 3120.*

Even though it is not counted, the counter's location is part of that range.

Example continued: *Hex 3115 is within the range.*

A Faded Dot hex can be counted as part of a range of hexes.

1.5 Sorties

The effectiveness of an air unit is tracked using Sorties markers, valued at 1 through 6. A unit with no Sorties is fully effective. A unit with 6 Sorties cannot be activated.

As an air unit conducts actions or is involved in combat, it will add Sorties to its total. When an air unit receives replacements (8.1), it reduces Sorties from its total.

When a unit adds or reduces its Sorties, put the respective Sorties marker equal to the total on the unit *(or under the unit, whichever you prefer – just be consistent).*

Example: *A unit with 2 Sorties suffers a combat result that adds two Sorties.Replace the 2 Sorties marker with a 4 Sorties marker.*

The highest Sorties value a unit can be marked with is 6, even if it suffers a total greater than 6.

1.6 Turn Counting

When you are instructed to put a counter a certain number of turns later on a Track, do *not* count the current turn.

1.7 Zone of Control

A ground unit exerts a Zone of Control (ZOC) into each of the six adjacent hexes around its current location. More than one ZOC from different units can be exerted into the same hex.

[***Exceptions:***

- A unit *occupying* a fort (i.e., under a fort marker) does not exert any ZOC. An enemy ZOC is exerted into a hex with a fort.
- No ZOC is exerted into or across a ground movement Prohibited hex or hexside. (Player Aid Sheet: Movement table)

  Example: *In the France 1940 scenario, a French unit's ZOC does not extend into Italy, which is prohibited per the scenario.*
- No enemy ZOC is exerted into a hex with a No EZOC marker.]

1.7.1 Enemy Zone of Control

A ZOC exerted by an enemy unit is referred to as an Enemy Zone of Control (EZOC).

An EZOC may affect movement, supply, and retreats in combat. The effects are found below and within their respective rules.

1.7.1.1 EZOC Effects Summary

Air Movement Prohibitions (4.2.2.1)

An air unit cannot end its movement in a hex containing an EZOC unless the hex contains a friendly: city, fort, or unit.

Amphibious Invasion Resolution (6.3.2.2)

If the invading ground unit is put in a hex containing an EZOC, it must either end its activation or immediately resolve an Assault attack against an enemy ground unit in an adjacent hex.

Ground Movement Prohibitions (4.2.3.2)

A ground unit cannot enter a hex containing a friendly ground unit and an EZOC.

Ground Movement EZOC Restrictions (4.2.3.1)

Examples for these restrictions appear in rule 4.2.3.1.

- A unit cannot move directly between hexes which contain an EZOC exerted by the *same* enemy unit.
- At the *start* of its activation, a unit in an EZOC can move into a hex containing an EZOC exerted by a *different* unit, provided that move does not violate the same unit EZOC rule above.
- At the *start* of its activation, a unit in an EZOC can move into a hex containing *no* EZOC and then later move into a hex containing an EZOC exerted by any unit (even the enemy unit that exerted the original EZOC).

Very Important: At *any point during* its activation (***except*** at the start of its activation as per above), if a ground unit is in a hex containing an EZOC, it must do one of the following.

- End its activation. If the hex contains a fort of the same nationality and the unit did not occupy the fort earlier in the turn, it may occupy the fort before ending its activation.
- If it has *not* performed a Mobile attack in this activation, it can designate an Assault (5.3.3) against an adjacent enemy ground unit. If it designates an Assault, the unit's activation ends.
- If the defender's hex is affected by Fair weather, it can initiate a Mobile attack (5.3.2) against an adjacent enemy ground unit that does *not occupy* a fort (4.2.3.5). It can do this even if it already resolved another Mobile attack in the same activation (even against the same enemy unit). *Remember to pay all the movement costs for each attack.*

No EZOC Marker (14.8)

No EZOC is exerted into a hex containing a No EZOC marker.

Retreat Prohibitions (5.3.5.1)

A unit cannot retreat into a hex containing an EZOC unless it contains a friendly: city or fort, and the unit is also putting a one hex gap between it and the attacker.

Supply Line Prohibitions (7.4)

A Supply Line trace cannot enter an EZOC unless it contains a friendly: city, fort, or ground unit.

1.8 Rounding

If instructed to round up, a fractional value is increased to the next higher whole number. If instructed to round down, a fractional value is decreased to its lower whole number. If rounding is done more than once, apply the rounding each time.

Example: *A German infantry unit marked with a No Supply marker fights a ground combat in a hex affected by Severe weather. For each of those conditions, its modified die result is divided by two and rounded up for each division. If the initial modified die result was 5, then it first becomes 3 (5/2 = 2½) and then 3 becomes 2 (3/2 = 1½).*

1.9 Die Roll Modifier

When rolling a die to resolve a game mechanic, one or more Die Roll Modifiers (DRM) may be applied to it. The DRM is added to the die result before any other modification (e.g. rounding) is applied to the result.

2.0 Country & Factions

2.1 Country

A country is a group of land hexes encompassed by an International border (see Faction Card Terrain Key).

2.1.1 Active/Inactive Country

A country is considered active or inactive. An active country has joined a faction and has units in play. An inactive country is neutral or conquered. It has no units in play.

2.1.2 National Will

National Will represents a country's willingness to continue fighting. A country's starting National Will is listed in a scenario's instructions and it may vary during play.

Will Markers: National Will is tracked using a country's Will markers on the Faction Card's National Will & Production Track. A Will 1s marker is put in the Ones row. A Will 10s marker (if any) is put in the Tens row.

A country's National Will cannot be less than zero. If a country's National Will drops to zero, it collapses (12.1). A collapsed country that has at least one of its cities under enemy control is considered conquered (12.1.2).

2.1.2.1 National Will Effects

Per the Player Aid Sheet's National Will Effects list, some events cause a country's National Will to decrease or increase. National Will is affected immediately when these events occur and its Will markers are moved on the Track accordingly.

If you forget to do that and cannot easily fix it, just play on and have fun.

Example: *France's National Will is 15. A German ground unit eliminates a French field ground unit in Paris. Before the German unit advances after combat, France's National Will is reduced by one to 14. Then, after the German ground unit advances into Paris, France's capital goes under enemy control and its National Will is decreased by four more down to 10.*

2.2 Disputed Area

A Disputed Area is a group of land hexes encompassed by a Disputed and/or International border (see Faction Card Terrain Key). Scenario rules will state how to handle a Disputed Area that may be on that scenario's map.

A Disputed Area is territory that was part of one country, but was later ceded to another country; e.g., the Alsace-Lorraine area between France and Germany. It also may represent a new country formed during the war, e.g., Vichy.

2.3 Factions

There are two factions in the game: Axis and Western. The Axis faction consists of countries allied with Germany. The Western faction consists of countries allied with the United Kingdom (UK). Players separately control these factions in the game.

Friendly / Enemy: A unit, marker, or city that belongs to, or is under the control of, one faction is "friendly" to all units and markers of that faction. If it belongs to a different faction, it is "enemy" to that faction. Therefore, Axis and Western factions are enemies to each other.

A country (even if it is conquered) is always considered part of the faction that it joined.

2.3.1 City Control

A city is under the control of one faction at a time (i.e., it is friendly to the Axis or Western faction). The control of a city immediately changes if an enemy ground unit moves into the hex. It may also change because of an Airdrop (13.1).

When a city's control changes, put or remove the respective Control [Faction] marker in the hex. If needed, adjust the respective country's National Will as per the National Will Effects list.

3.0 Markers & Units

A counter is either a marker or a unit. They are different from each other, so rules are specific to each type. Markers track economic, military, or political conditions. Units represent military forces.

If a counter specifically belongs to a country or faction, its country name abbreviation is on the bottom of the counter.

What-if counters: A counter with a triangle symbol (△) is a "What-if" counter. These alternative forces or events are not included in historical scenarios. They may be used due to optional rules, hypothetical scenarios, or unofficial player modifications. Use them at your own discretion.

3.1 Markers

There are two kinds of markers, Event (13.0) and Tracking (14.0). A list of each marker is found in its respective rules section.

A marker may have one or more of the following reminder symbols on them.

 A small die indicates to roll a die after using the marker and put the marker that many turns later on the Turn Track. [***Exception:*** Airdrop (13.1).]

 A **#T** indicates that after using it, the marker is put the listed number of turns later on the Turn Track.

3.2 Units

Unlike some other wargames, USWC *does not use combat factors to rate the fighting effectiveness of different units and nationalities. Instead, those qualities are reflected in various die roll modifiers. Also, there is no movement factor number on the counters as there are only two values to remember, eight and ten: Eight for Leg ground units and ten for every other kind of unit.*

There are two kinds of units: Air and Ground.

Within each kind of there are different types or other distinctions.

The distinction between the different types of units (e.g., fighter or bomber air units) is based on the predominant equipment and tactics used. It is not the only type of equipment in that unit.

The center of a unit's counter contains a NATO military symbol or an image. The symbol or image indicates the unit's type.

A historical ID appears along one side of a unit's counter (left for air, right for ground). Unless specifically required to identify a unit, the ID has no impact on play.

Because of the basic nature of USWC *units, some of the units in a* USWC *scenario may have an incorrect historical ID. This was done to reduce the number of counters in the game and will not impact a scenario's play balance.*

★ A unit with a star symbol is considered an Elite unit and receives the Elite unit combat DRM on the Ground Combat DRM list (Player Aid Sheet).

Example: *In ground combat, a German 1 Para ground unit receives the +1 Elite unit DRM.*

3.2.1 Air Units

There are two types of air units: Fighter and Bomber.

Fighter

Bomber

A fighter or bomber can attack an air unit or provide air support to a ground combat.

Unlike a ground unit, an air unit does not have strength sides.

3.2.2 Ground Units

There are two categories of ground units: Field and Garrison. Both categories may move and attack other ground units.

Field:

Full Strength

Reduced Strength

A field unit has two different sides to indicate the strength of the unit. A full-strength side has no stripe across the bottom of the counter; a reduced strength side has a stripe at the bottom across its nationality name.

A reduced strength unit represents forces of significantly lower quality and/or quantity.

Garrison:

Reduced Strength (front side only)

A garrison unit has only one side and is always considered a reduced strength unit.

3.2.2.1 Ground Unit Types

Ground units are broken down into two types: Leg and Mobile.

Within each type there are different sub-types which are identified by the NATO military symbol on the counter.

Leg: *Infantry* *Paratroop* *Garrison*

Mobile: *Motorized* *Tank*

3.3 Stacking Limits

Stacking refers to having more than one counter in a hex.

Stacking has to do with assigned areas of operation, not manpower. A reduced ground unit may have fewer soldiers than a full-strength unit, but two reduced units cannot occupy the same hex. The same concept applies to air units.

Markers have no stacking limit and they do not impact the stacking limit of units. Units *do* have stacking limits.

A hex can have one of each of the following units: bomber, fighter, and ground. This stacking limit cannot be violated at any point in a turn.

[***Exceptions:***

- A ground unit can temporarily violate stacking if it is moving through (i.e., not ending in) a hex containing another friendly unit and there is no enemy Zone of Control (EZOC) in that hex.
- An air unit can temporarily violate stacking if it is moving through (i.e., not ending in) a hex containing another friendly air unit (regardless of any EZOC in that hex).
- Stacking limits are ignored when tracing a supply line.]

Examples: *German infantry units are in hexes 2915, 3015, and 3116 (one in each hex). German air units are in hexes 3015 and 3016 (one in each hex). A French infantry unit is in Paris.*

The German infantry unit in 3015 can move into hex 3116 (which is not in an EZOC) and then continue moving. It cannot move into and through 2915 because 2915 has both a friendly ground unit and an EZOC (from the unit in Paris). It could not do this even if it moved out of the EZOC in 3015 by first moving into hex 2916.

Using the same set up, the German air unit in 3016 can move into 3015 and then continue moving. It cannot end movement there.

Using the same set up, the German unit in 3015 can trace a supply line through hex 2915 or 3116.

Subject to the above restrictions, friendly units of different countries can stack.

Important: Enemy units cannot share the same hex. A ground unit can move into a hex containing an enemy air unit and no enemy ground unit, but that will force the air to immediately displace out of the hex (4.2.3.7).

[***Exception:*** An air unit can temporarily violate stacking if it is moving through (i.e., not ending in) a hex containing an enemy counter.]

4.0 Movement

Important: The Player Aid Sheet's Movement table lists information related to unit movement points, movement point costs, and Prohibited hexes.

There are two kinds of movement: Strategic and Operational.

Strategic movement only occurs in the Strategic Movement Phase. Unlike operational movement, it does not cost movement or production points, and it does not add a Sortie.

Operational movement only occurs in the Operations Phase. Unlike Strategic movement, it costs movement points, and it may cost production points or add a Sortie.

4.1 Strategic Movement Phase

Strategic Movement is not used in most scenarios to reduce play time and because it did not impact the scenario greatly. Therefore, you may ignore this rule and come back to it when it is needed for a scenario.

Strategic movement allows *one* friendly supplied air or ground unit to move any distance along a contiguous Transport Line.

In this Phase, the phasing faction does the following.

Step 1) It removes its Strategic Move marker (if any) from the map and puts it in its Faction Card's Events box.

Step 2) It may put its Strategic Move marker on one friendly, supplied air or ground unit in a hex containing a Transport Line. That hex can contain an EZOC. The unit then performs strategic movement (see below). The Strategic Move marker stays on the unit until the next turn.

4.1.1 Strategic Movement Procedure

A unit marked with Strategic Move may move any distance from hex to hex across hexsides that are connected by a Transport Line. When done, keep the Strategic Move marker on the unit.

A unit marked with a Strategic Move marker that is attacked or displaced in an enemy Actions Sub-Phase does not suffer a penalty related to the Strategic Move marker. If the unit retreats or is displaced, keep the Strategic Move marker on the unit.

4.1.2 Strategic Movement Prohibitions

A unit marked with Strategic Move:

- Cannot enter or cross a ground movement Prohibited hex or hexside (Player Aid Sheet: Movement).
- Cannot enter an enemy: city, fort, unit, or ZOC. *Per above, it can start in an EZOC.*
- Cannot *occupy* a fort.
- Cannot violate stacking limits.
- Cannot move into, out of, or between a Map Box.
- Cannot be activated in its faction's Operation-Phase.
- Cannot be improved in the Replacements Phase.

4.2 Operational Movement

There are two types of Operational movement: Air (4.2.2) and Ground (4.2.3). Each one allows a supplied or unsupplied unit to move.

All types of Operational movement use the Operational Movement Procedure listed below. However, each type also has specific rules (found in their own section) that need to be followed.

Movement Path Trace: A game mechanic may require a unit to trace a "movement path" from one location to another without physically moving the counter. Unless stated otherwise, the path traced must follow the rules for the specified movement type.

Movement Points: With each activation, a unit receives a maximum number of movement points (MP) it can expend to move. The amount received depends on the unit type and its Supply State (7.1).

- Leg ground unit with: Full Supply 8 MP / Low or No Supply 4 MP
- Any other unit type with: Full Supply 10 MP / Low or No Supply 5 MP

Movement points cannot be saved from turn to turn.

4.2.1 Operational Movement Procedure

As a unit moves, it will pay an MP cost to enter or cross a hexside, or hex. A ground unit also pays an MP cost to attack an enemy ground unit (4.2.3.3). After a unit pays the MP cost, its total MP for the turn is reduced accordingly.

The MP cost paid to move (and attack) is subtracted before the unit moves. If a unit does not have enough MP left to pay the total cost, it cannot move (and attack) into that location.

Example: *The weather is Fair and the German 8 Army has spent six of its eight MP. It cannot attack a French ground unit in a clear hex across a river hexside because the total movement point cost of three (1 MP for Clear hex, +1 MP for Moving across a river hexside, and +1 MP for Attacking a hex affected by Fair weather) exceeds the Germany army's remaining two MP.*

MP costs are on the Player Aid Sheet's Movement table.

Only MP costs beginning with a "+" are cumulative with other MP costs.

Example: *A ground unit moving across a river hexside (+1 MP) into a hex with an enemy city (2 MP) and rough terrain (2 MP) pays three movement points, not five.*

4.2.2 Air Movement

An air unit can use air movement to move across hexes; or if in a port, it can use Naval Transport (4.2.4) to move between ports.

Only an air unit can perform air movement.

An air unit moves from hex to adjacent hex using the Operational Movement Procedure (4.2.1).

Important: Air movement must end in a friendly city, or in a hex containing a Transport Line and no enemy unit or enemy marker. In addition, a supply line (7.4) must be able to be traced from the ending location to a Supply Source for the unit. *Just confirm that a valid supply line can be traced.*

Sorties: When the unit's movement is done, add one Sortie to its total.

4.2.2.1 Air Movement Prohibitions

- A unit cannot enter an air movement Prohibited hex. (Player Aid Sheet: Movement)
- A unit cannot end in a hex that violates stacking limits (3.3).
- A unit cannot end in a hex containing an EZOC unless the hex contains a friendly: city, fort, or unit.
- A unit cannot end in a hex containing an enemy: city, fort, unit, Airdrop or Partisans marker.
- In the same activation, a unit cannot combine hex to adjacent hex movement with Naval Transport.

4.2.3 Ground Movement

USWC *has an integrated movement and combat system. Basically, one ground unit moves and fights (sometimes multiple times) before the next ground unit moves and fights.*

A ground unit can use ground movement to move across hexes; or if in a port, it can use Naval Transport (4.2.4) to move between ports.

Only a ground unit can perform ground movement.

A ground unit can move from hex to adjacent hex using the Operational Movement Procedure (4.2.1).

4.2.3.1 Ground Movement EZOC Restrictions

The following applies to a ground unit in an EZOC, including one that *occupies* a fort in an EZOC.

Because these restrictions are important to how the game plays out, it is recommended you set up the example below on the map to physically go through it.

- A unit cannot move directly between hexes which contain an EZOC exerted by the *same* enemy unit.

Example: *The French 10 Army is in hex 2914 and the French 6 Army is in hex 3115. The German 2 Pz Army starts its activation in hex 2915. The 2 Pz Army cannot move from 2915 directly into 3014 (an empty Paris) because the 10 Army exerts an EZOC in both hexes.*

- At the *start* of its activation, a unit in an EZOC can move into a hex containing an EZOC exerted by a *different* unit, provided that move does not violate the same unit EZOC rule above.

Example continued: *The 2 Pz Army can move from 2915 into 3015 as the EZOC in 3015 does not belong to 10 Army.*

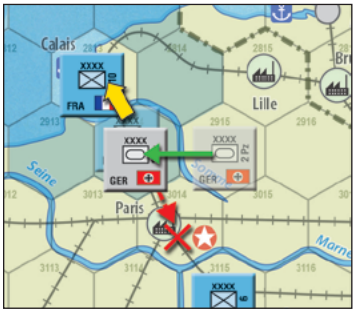
- At the *start* of its activation, a unit in an EZOC can move into a hex containing *no* EZOC and then later move into a hex containing an EZOC exerted by any unit (even the enemy unit that exerted the original EZOC).

Example continued: *The 2 Pz Army can move from 2915 into 2815 (which has no EZOC), and then into 2814 (which has an EZOC).*

Very Important: At any point during its activation (***except*** at the start of its activation as per above), if a ground unit is in a hex containing an EZOC, it must do one of the following.

- End its activation. If the hex contains a fort of the same nationality and the unit did not occupy the fort earlier in its activation, it may occupy the fort before ending its activation.
- If it has *not* performed a Mobile attack in this activation, it can designate an Assault (5.3.3) against an adjacent enemy ground unit. If it designates an Assault, the unit's activation ends. *Remember to pay all the movement costs to designate the Assault (4.2.3.3).*
- It can initiate a Mobile attack (5.3.2) against an adjacent enemy ground unit that does not occupy a fort (4.2.3.5). It can do this even if it had resolved another Mobile attack in the same activation (even against the same enemy unit). *Remember to pay all the movement costs for each Mobile attack (4.2.3.3).*

The basic concept of these restrictions is that except for a ground unit's initial move, if a ground unit finds itself in an EZOC, it ***must either*** *end its activation or attack an adjacent enemy unit. An EZOC is very sticky in* USWC.



Example continued: *The 2 Pz Army starts its activation by resolving a Mobile attack against 10 Army. The combat result was DR and the Western Faction retreats 10 Army into 2813 (Calais). 2 Pz performs an Advance after Combat into 2914. It is now in the EZOC of 10 Army in Calais. As it is no longer the start of its activation and 2 Pz is in an EZOC from 10 Army in Calais, 2 Pz must either end its activation or attack an adjacent ground unit. It cannot leave the EZOC to move into Paris. 2 Pz continues its activation by attacking 10 Army in Calais.*

Example continued: *Alternatively, after 10 Army retreats into Calais, 2 Pz does not Advance after Combat. By doing this, it is no longer in an EZOC and can continue its activation by moving into Paris. When it does, it is now in the EZOC of 6 Army and so must either end its activation or attack an adjacent ground unit.*

4.2.3.2 Ground Movement Prohibitions

- A unit cannot enter or cross a ground movement Prohibited hex or hexside. (Player Aid Sheet: Movement.)
- A unit cannot violate stacking limits (3.3).
- A unit cannot enter a hex containing a friendly ground unit and an EZOC. *You can move through a friendly unit if there is no EZOC in its hex.*
- In the same activation, a unit cannot combine hex to adjacent hex movement with Naval Transport.

4.2.3.3 Ground Movement and Attack

At any point in its movement, *any type* of ground unit (e.g., infantry, tank, full or reduced strength, field or garrison, supplied or unsupplied, etc.) may do the following against an enemy ground unit in an adjacent hex that it can move into.

- It may initiate and resolve a Mobile attack (5.3.2).
- If it did not already initiate a Mobile attack in its current activation, it may designate an Assault attack (5.3.3).

Important: To initiate a Mobile attack or designate an Assault attack, the phasing unit must pay the full terrain cost to enter the defending hex plus the additional "Attacking a unit…" movement point cost. This cost is paid before the attack is resolved. After paying the cost, the attacker does not move into the defender's hex. *It will have the option to advance into the hex if it wins the combat and the defender is no longer in the defending hex.*

Example continued: *At the start of 2 Pz Army's activation it had ten movement points because it is a Mobile unit. To attack the 10 Army in hex 2914, 2 Pz spent three MP (1 for the defender's clear hex, +1 for the river hexside, and +1 for Attacking a unit in a hex affected by Fair weather). 2 Pz remained in hex 2915 and resolved the Mobile attack. 10 Army retreated into Calais and 2 Pz performed an Advance after Combat into 2914. 2 Pz continued its activation by attacking 10 Army in Calais. This attack cost four MP (2 for the defender's hex that contains an enemy city, +1 for the river hexside, and +1 for Attacking a unit in a hex affected by Fair weather). 2 Pz has three MP left out of its starting ten.*

Placing an Assault marker on a phasing unit ends that unit's activation. *Therefore, it cannot continue moving that phase.*

More than one unit can designate an Assault against the same enemy ground unit.

Example: *The Western faction activates a French infantry unit and moves it next to a German infantry unit. It has enough movement points left to attack into the German unit's hex so it designates an Assault by placing an Assault marker on the French unit and pointing the marker's arrow to the defender's hex. The French infantry unit's activation ends. It could not do a Mobile attack first and then designate an Assault.*

The Western faction then activates another French infantry unit, moves it adjacent to the same German unit, and designates an Assault against it. That French unit's activation is over. The Western faction does the same thing again but with a British Motorized unit.

The Western faction can choose to resolve the Assault now (5.3.3) or continue activating other units to do something else. When the Western faction wants to resolve the Assault that phase, it declares it is doing so.

4.2.3.4 Transport Line

Any time during a unit's movement across hexes, it may use a Transport Line connecting the unit's current hex with an adjacent hex. While moving along a Transport Line, treat the terrain of the hexside being crossed and the hex being entered as Clear terrain.

A unit does *not* receive this benefit if it is moving or attacking into a hex containing an enemy: city, fort, or ground unit. A unit not receiving this benefit ignores the Transport Line and pays full movement point costs.

4.2.3.5 Fort Occupation

A brief list of fort effects is also in Fort (14.5).

A ground unit must occupy a fort to receive its combat benefits as found on the Player Aid Sheet's Ground Combat tables.

An air unit cannot occupy a fort.

To show a unit occupies a fort, put it under the fort marker. A unit on top of a fort marker does not occupy that fort.

A unit can choose to occupy a fort only while performing the Army Operations Action (6.3.1) or Mobilization (8.2). The decision to occupy a fort is made at the time a unit starts in, moves into, ends in, or is initially set up in a fort hex. *The sole purpose of performing the Army Operations Action can be simply to occupy or to exit a fort.*

A unit can choose to exit a fort only while performing the Army Operations Action (6.3.1) or a Retreat (5.3.5).

Occupying or exiting a fort (i.e., putting it under or on top of a fort marker) does not cost movement points.

A unit occupying a fort in an EZOC is considered to be in an EZOC. An EZOC in a fort hex does not impact a unit's ability to occupy or exit a fort. Also, a unit that starts its activation by exiting a fort in an EZOC may continue to move per ground unit rules.

While a unit is occupying a fort, it cannot attack an enemy unit. Therefore, a unit must first exit the fort before it can attack.

4.2.3.6 Fort Occupation Restrictions

Only a ground unit of the same nationality as a fort can occupy it. Another friendly country's unit can be in the hex (provided there is no other ground unit already in the hex), but it cannot occupy the fort.

A unit occupying a fort cannot exit it and then occupy any fort in the same movement activation.

Example: *A French army occupies the Maginot Fort in Metz. It cannot move out of the fort, attack a German unit, and then occupy the Metz fort (or any other Maginot Fort) in that activation.*

Why not? Because we're not talking about a hundred soldiers sallying forth from a castle.

If an enemy unit moves into a hex containing a fort, remove that fort from the scenario.

4.2.3.7 Air Displacement

If a ground unit enters a hex containing an enemy air unit, that enemy unit immediately moves out of the hex per air (4.2.2) movement rules. [***Exception:*** The unit cannot move using Naval Transport.]

The enemy unit moves even if it has 6 Sorties. The displaced unit is not considered activated.

The air unit's faction moves it. Multiple displaced enemy units in the entered hex may move to the same or different locations.

When the displaced air unit is done moving, if it has less than 6 Sorties, add one Sortie to its total.

If the air unit has no location where it can end its movement, remove its Sorties and put it in its Faction Card's Eliminated box.

4.2.4 Naval Transport

If a Western phasing air or ground unit in a port activates to move, it can use Naval Transport to be put in any other friendly port hex regardless of distance.

No movement path is traced. Instead take the unit from its current hex and put it in the destination hex.

When placed in its destination hex, the transported unit's activation ends.

Remember, a ground unit cannot activate again in that phase, but an air unit could if it had less than 6 Sorties.

4.2.4.1 Naval Transport Prohibitions

- In the same activation, a unit cannot combine hex to adjacent hex movement with Naval Transport.
- A unit cannot end in a hex that violates stacking limits (3.3).
- A unit cannot end in a hex containing an enemy: city, fort, unit, Airdrop or Partisans marker.

5.0 Combat

The combat resolution sequence is simple despite the number of steps. You should remember it after a few combats.

There are two types of combat: Air and Ground.

The attacker in a combat is the faction that initiated it.

If a combat is initiated, the defender must participate.

Example: *A phasing German air unit declares an Air Strike against a UK air unit. The defending UK unit must participate in the combat.*

The same Combat Resolution Sequence (5.1) and Combat Results Table (CRT) are used to resolve all types of combat. However, each type of combat has its own Die Roll Modifiers (DRM) list and its own Combat Results list.

The Combat Results Table and the specific Combat Results lists are different things.

All combat lists and tables are on the Player Aid Sheet.

5.1 Combat Resolution Sequence

Use the following sequence to determine the result of any type of combat. If a step does not apply in the combat fought, skip it.

Step 1) Ground Combat Only: If it is a Mobile attack, the attacking unit is the Primary Attacker. If it is an Assault attack involving multiple attacking units, the attacker declares one unit as the Primary Attacker and up to two others as Additional Attacker units.

Step 2) Each side uses a Will Commit/Will not Commit marker to secretly decide if it commits any of the following to the combat. Both sides then simultaneously reveal their marker.

- *Any number* of Event markers (13.0) as per their rules.
- Ground Combat Only: One air unit.

If a side reveals Will not Commit, it cannot commit anything to the combat, even if the other side does.

If a side reveals Will Commit, it must commit at least one eligible event marker or air unit to the combat.

If both sides reveal Will Commit, start with the attacker. Each side alternates declaring one event marker or air unit to be committed. Continue this until both sides consecutively stop committing. *As long as one side commits, the other side can also, even if it did not commit something earlier.*

Step 3) Ground Combat Only: If both sides committed an air unit, temporarily stop the ground combat sequence. Resolve an air combat (5.2) between the air units to determine which side might apply the Air Support ground combat DRM. The ground combat attacker is also the attacker in the air combat.

After the air combat has been resolved, continue the ground combat with Step 4.

Step 4) Each side determines *its own* die roll modifiers as per the Die Roll Modifiers list for the type of combat fought.

After adding all modifiers for a side, the maximum DRM that can be applied to that side is + or – 10.

Do not combine both sides' modifiers and apply the result to only one side.

Example*: If the attacker has a +2 DRM and the defender has a –1 DRM, it is not applied as a +1 DRM. The reason is because CRT results are not linear.*

Step 5) Each side rolls one die and applies its own DRM to the result to determine its "modified die result".

Each side then looks at the *"After Rolling Combat Die…"* section of the respective Die Roll Modifiers list to see if its modified die result is divided by two (possibly more than once).

After applying all adjustments, each side has determined its "final value". A final value less than one is changed to one.

Step 6) On the Combat Results Table, cross-reference the attacker's final value across the top with the defender's final value down the side. *The CRT's shaded areas are a visual reference highlighting similar results. They serve no other purpose.*

Look up the CRT result on the respective Combat Results list for the type of combat and apply that result. After applying all results, the combat is over.

Combat Resolution Sequence Example:

A German tank unit initiates an Assault attack against a reduced strength British infantry unit in a city hex affected by Poor weather. Each side has several air units (all with less than 6 Sorties) within five hexes of the defender's hex.

Step 1) *The German tank unit is the Primary Attacker.*

Step 2) *Each side takes a Will Commit/Will not Commit marker. The Axis faction wants to commit the air unit so it secretly places the Will Commit side face up and covers it with his hand. The Western faction wants to commit an air unit and a Tanks event marker, so it does the same thing with its Will Commit/Will not Commit marker. Together, they both reveal their markers.*

The Axis faction starts by declaring it is committing an air unit. The Western faction does likewise. At this point, no more air units can be committed because only one per side is allowed in a combat.

The Axis faction then says it is not committing. The Western faction then commits the Tanks event marker. The Axis faction could now commit an event marker but chooses not to and states so. The Western faction also states it is not committing. Since both sides did not commit consecutively, no more commitments can be made.

Step 3) *Because both sides committed an air unit, an air combat is fought between the air units (with the Axis unit being the attacker in this battle as well). The air combat goes through its own Combat Resolution Sequence to determine the number of Sorties added to each air unit and which side receives the Air Support ground combat DRM. For this example, the air combat resulted in both sides receiving the Air Support ground combat DRM.*

Step 4) *Each side determines its own applicable ground combat die roll modifiers.*

The final Axis DRM is +2 (+2 Germany unit, +1 Tank unit and defender's hex is affected by Poor weather, +1 Air Support and defender's hex is affected by Poor weather, –1 Attacking a defender's hex affected by Poor weather, and –1 Attacking a hex containing a city).

The final Western DRM is +1 (+1 UK unit, –2 Reduced strength, +1 Tank unit [due to the Tanks event marker] and defender's hex is affected by Poor weather, and +1 Air Support and defender's hex is affected by Poor weather).

Step 5) *The Axis faction's die roll result was 2, to which it adds the Axis +2 DRM (for a modified die result of 4). The Western faction's die roll result was 6, to which it adds the Western +1 DRM (for a modified die result of 7).*

Each side looks at the "After Rolling Combat Die…" section of the Ground Combat DRM list. None of its three bullets applies so no other adjustment is made to their modified die results determined above.

Step 6) *The attacker's final value of 4 is found across the top of the Combat Results Table and then cross-referenced down the column with the defender's final value of 7. The combat result is AS+2. Since it is a ground combat, the "+2" part of the result is ignored. The result is AS. The AS result is then located on the Player Aid Sheet's Ground Combat Results table.The AS or "Attacker Stopped" result ends the German tank unit's activation for the turn. The combat is over and the British beat back the German panzers.*

5.2 Air Combat

An air combat is fought between air units. It occurs in the Operations Phase due to the following Actions: Air Strike (6.2.2) or Air Support (6.2.3). The combat is resolved using the Combat Resolution Sequence (5.1).

5.2.1 Air Combat Results

After determining the CRT result, perform the two steps listed on the Player Aid Sheet's Air Combat Results list. Step one will add Sorties to the attacking and defending units. Step two determines the Effect on the Action that initiated the combat, e.g., if both sides committed an air unit to a ground combat, which sides receive the Air Support DRM.

An Air unit cannot be eliminated due to an air combat. Once it is marked with 6 Sorties, it remains on the map but adds no more Sorties (1.5).

Air Combat Example:

A ground combat is being fought between German and French armies. The Axis faction commits the 3 Luf fighter to provide the Air Support ground combat DRM to the combat. The Western faction commits the French 1 Air fighter to do the same. Since both sides committed an air unit to the ground combat, an air combat is fought first (per Combat Resolution Sequence, Step 3).

The German fighter is the attacker because it initiated the combat. After following the Combat Resolution Sequence and rolling the dice, the CRT result is DR+2.

On the Air Combat Results list, the DR result is found under Step 1: Sorties. The DR result (as well as a DD or DE result) states the attacker adds one Sortie and the defender adds Sorties equal to the +# part of the CRT result. The German fighter adds one Sortie (bringing its total to 1). The French fighter adds two Sorties (bringing its total to 2).

After applying the Sorties, the factions look at Step 2: Effect. Since the combat was due to both sides committing an air unit to a ground combat, the second bullet applies. It states look below at the "Air Support" section. The DR result states each side will receive the Air Support ground combat DRM in the ensuing ground combat.

If the CRT result had been DD+3, then the French fighter would have added 3 Sorties, the German fighter would have added 1

Sortie, and only the attacker (i.e., the German) would receive the Air Support ground combat DRM.

5.3 Ground Combat

Remember USWC *is an abstract simulation. An army may fight many times and not be reduced in strength. That does not mean it suffered no losses. It did, but not at a level that was significant enough to reduce combat effectiveness at the game's scale.*

A ground combat is fought between ground units. It occurs in the Operations Phase when the phasing faction initiates a Mobile attack or initiates a designated Assault attack. The combat is fought using the Combat Resolution Sequence (5.1).

An Assault attack is a set-piece attack that may involve multiple armies attempting to capture a main objective or put a hole in a defensive line. A Mobile attack represents an army operating relatively independently and in response to enemy resistance.

So, which one should you use?

A single unit with a positive combat DRM (e.g., a German Panzer unit in Fair weather has a +4 DRM) is more successful with Mobile attacks because it can move and fight multiple times in a single activation. The same army can attack multiple enemy units and/or capture several cities.

With no positive combat DRM (e.g., a Belgian infantry army), extra armies in an Assault provide a positive combat DRM. The disadvantage of an Assault is that a unit attacks only one time, so it only affects one enemy unit and hex.

5.3.1 Ground Combat Prohibitions

- A unit cannot designate an Assault attack and conduct a Mobile attack in the same phase. *It is one or the other.*
- A unit cannot conduct a Mobile attack against an enemy ground unit *occupying* a fort. A unit can only Assault it.
- A unit cannot conduct a Mobile attack against an enemy ground in a hex affected by Poor or Severe weather. A unit can only Assault it.

5.3.2 Mobile Attack

If a Mobile attack is initiated during a unit's ground movement, it is immediately resolved. After resolving the combat, if the attacker's activation has not ended; it may continue moving and initiate more Mobile attacks (even against the same enemy unit). *Remember to pay all the movement costs for each Mobile attack (4.2.3.3).*

A Mobile attack against a unit defending in a hex already designated as the target of an Assault attack receives no benefit from, nor gives any benefit to, any Assault against that hex.

5.3.3 Assault Attack

An Assault attack is designated during a ground unit's movement by placing one Assault marker on the phasing unit and pointing the Assault marker's arrow at the defending unit. *Remember to pay all the movement costs to designate the Assault (4.2.3.3).*

Placing the Assault marker on a phasing unit ends that unit's activation. *Therefore, it cannot continue moving and initiate a Mobile attack that phase.*

A phasing faction may initiate and resolve a designated Assault at any point during its Operations Phase.

[***Exceptions:***

- An Assault cannot be resolved during a unit's activation.

  Example: *The German 1Pz tank unit moves two hexes and enters a British infantry unit's EZOC. The Axis faction cannot temporarily stop 1 Pz's move to resolve a designated Assault somewhere else on the map and then continue to move 1Pz again.*

- An Assault due to an Amphibious Invasion must be resolved at the time of the invasion.]

After an Assault is resolved, remove the Assault markers from the attackers involved in that combat.

All Assaults do not have to be resolved at the same time.

Example: *The Western faction has five units marked to Assault several hexes. After resolving an Assault involving three of those units, it activates an Air unit. It then later resolves another Assault.*

No matter how many Assault markers are pointing to the same hex, an Assault can only have up to three attacking units in a single combat resolution. *This restriction is to put a limit on DRM and represents the difficulty of battlefield coordination.* Other units designated to Assault may resolve their own separate Assault against that hex. The phasing faction decides how many and which units are involved in each Assault.

A designated Assault attack does not have to be initiated and resolved. The phasing faction may choose not to initiate an Assault combat. At the end of the phasing faction's Operations Phase, remove any remaining Assault markers on the map.

An Assault can be resolved against an enemy ground unit that was not in the hex at the time the Assault was designated.

Because an Assault may be resolved after it was designated, the unit intended to be attacked may not be there due to other combats against it and a different enemy unit may have retreated into the hex.

An Assault can be resolved against a hex that no longer contains an enemy ground unit. No combat is fought, but the phasing faction may use Advance after Combat (5.3.7) to move one of the attackers into the hex. After it is done, remove the associated Assault markers.

5.3.4 Ground Combat DRM Special Cases

Air Support: A unit's Sorties or Supply State does not affect the value of this DRM.

Assault Attack: For an Assault, the attacker's DRM is based on the unit that is declared the Primary Attacker, i.e. applicable DRM listed under "Primary Attacker". In addition, other attacking units involved in the Assault apply the "Additional Attackers" DRM as listed on the Ground Combat DRM list.

Example: *One German full-strength tank and two German reduced strength infantry units marked with Assault markers attack a French infantry unit in Poor weather. The German infantry units are across a river, but the tank unit is not. The Axis faction declares the tank unit as the Primary Attacker and the two infantry units as Additional Attackers. The Axis combat DRM is +4 (+2 Germany unit, +1 Tank unit and defender's hex affected by Poor weather, –1 Attacking a Poor weather hex, and +1 for each infantry unit who apply the Additional Attacker of any unit type). The –1 DRM for attacking across a river does not apply because the tank unit (the Primary Attacker) is not attacking across the river. Also, even though the German infantry units are reduced, the –2 DRM for being a reduced unit does not apply because neither unit is the Primary Attacker.*

Event Markers: An Event marker (13.0) may be committed to a combat if the defending unit or any involved attacking unit allows the marker to be played.

Example: *British and French infantry units resolve an Assault against a German infantry unit in Paris. The British unit is the Primary Attacker. The Western faction could commit a British Tanks marker and a French Tanks marker.*

Isolated: A defending unit is considered Isolated if it has no eligible hex it can retreat into (5.3.5) and it is not adjacent to a friendly: city, fort, or ground unit.

Nearby support alleviates the "We're surrounded!" feeling, even if there is nowhere to run to.

A unit is *not* Isolated if it is in a hex along the map edge that has land touching the map edge.

Example: *On the France map, a unit in hex 3815 cannot be Isolated because its southwest hexside has land touching the map edge. A unit in hex 3816 can be Isolated because neither of its map edge hexsides has land.*

The above exception represents the possibility that a retreat path or supporting unit may be present in a hex just beyond the map edge.

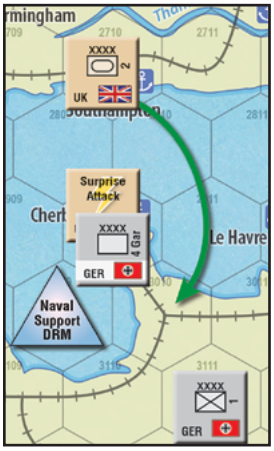
An event marker, e.g., Naval Evacuation, cannot be used by the defender to avoid being Isolated.

An adjacent city, fort, or ground unit cannot be used by the defender to avoid being Isolated if the hexside between it and the defender is a ground movement prohibited hexside.

Example: *A German ground unit in hex 3717 attacks a French ground unit in hex 3816. The French unit cannot use the adjacent city of Marseille to avoid being Isolated because the hexside between the French unit and Marseille is a water hexside.*

A defender with no adjacent support that is in a city or occupying a fort can be considered Isolated.

Amphibious Invasion Assault: If an Assault is fought in a coastal hex as part of an Amphibious Invasion (6.3.2), the attacker applies the Naval Support DRM. The defending hex does not have to be the invaded hex.



Example: *A German infantry is in Cherbourg and another is in hex 3111. A UK ground unit invades hex 3010. If it attacks the German unit in Cherbourg, the Western faction can apply the Naval Support DRM. If it attacks the German unit in 3111, it cannot apply the Naval Support DRM since it is not a coastal hex.*

5.3.5 Retreat

A combat result may state the defending ground unit must retreat.

A retreat is a *one hex move in total.* The unit is not considered activated because of it.

A unit that retreats moves one hex away from the attacker, and it must put a one hex gap between the attacker and defender.

[***Exceptions:*** A one hex gap is not required for the following.

- The only attacking ground unit is performing an Amphibious Invasion Assault.
- The hex retreated into and the attacker's hex share a ground movement Prohibited hexside.]

Example: *A USA ground unit in hex 3817 attacks a German ground unit in hex 3717. The German unit can retreat into hex 3816 because the hexside between the USA unit and 3816 is a water hexside.*

The defending faction chooses the hex a unit retreats into.

In an Assault, the retreat is away from any one of the attacking units. The defending faction chooses which unit it is moving away from. It cannot choose an attacking unit that would prevent the defending unit from retreating due to Retreat Prohibitions (5.3.5.1). If a retreat path is available, the defender *must* retreat.

Unless otherwise prohibited, a unit can retreat into a hex containing an enemy air unit, causing it to move as per Air Displacement (4.2.3.7).

An Airdrop or Partisans marker does not affect retreats into or out of its hex. Also, that marker stays in its hex.

A full-strength unit *occupying* a fort is not required to retreat. However, if it chooses to retreat, retreat rules apply to it.

A unit may retreat into a hex containing a fort, but cannot occupy that fort.

This simulates the offensive or defensive posture of the army for the month. If you want to hold a fort, occupy it first. Having an adjacent fort (like having an adjacent city) provides some benefit as it prevents the defender from being Isolated.

5.3.5.1 Retreat Prohibitions

- A unit cannot retreat into an enemy: city or fort.
- A unit cannot retreat into a hex containing an EZOC unless it contains a friendly: city or fort, *and* the unit is also putting a one hex gap between it and the attacker.
- The retreat cannot violate ground movement prohibitions or stacking limits.

5.3.5.2 Cannot Retreat

If a reduced unit cannot retreat, eliminate it.

If a full-strength unit cannot retreat, or chooses not to retreat because it is *occupying* a fort, leave it in its hex and flip it over to its reduced side.

5.3.6 Unit Elimination

A ground unit may be eliminated in combat due to the combat result or because it cannot retreat.

Put an eliminated unit in its Faction Card's Eliminated box and check the Player Aid Sheet's National Will Effects table to see if its country loses National Will.

Example: *A French field army is eliminated while defending in combat. The Western faction puts it in its Faction Card's Eliminated box and reduces France's National Will by one.*

If a defender is eliminated in a Mobile attack, put a No EZOC marker in the defender's hex.

All No EZOC markers placed are removed at the end of the *moving unit*'s activation. *Therefore, only the currently activated unit can take advantage of the negated EZOC.*

5.3.7 Advance after Combat

If a defending unit is eliminated or retreats out of its hex, the attacking unit may choose to enter the defender's hex at that time. If it was an Assault, only one of the attacking units can advance (attacker's choice).

There is no movement cost to Advance after Combat. *The cost was paid when the attack was initiated.*

If a unit does not Advance after Combat, it may continue moving provided it performed a Mobile Attack and has movement points remaining. If it is in an EZOC, see EZOC Restrictions (4.2.3.1).

If a unit does Advance after Combat, the advancing unit ignores all EZOC in its current hex and then enters the defender's hex. After it is in that hex, it may continue moving provided it performed a Mobile Attack and has movement points remaining. If it is in an EZOC, see EZOC Restrictions (4.2.3.1).

If the attacker enters a hex containing an enemy air unit, the enemy unit is moved as per Air Displacement (4.2.3.7).

If the attacker enters a hex containing an Airdrop or Partisans, that marker stays in the hex.

6.0 Actions

An Action allows a unit in a hex to move and/or fight. It may also put an Airdrop or Partisans marker in a hex.

Unless stated otherwise, each Action is declared and resolved before another Action is declared.

Example: *The Axis faction declares and resolves one Air Strike before declaring another.*

The Actions listed below may be performed in any order. However, certain procedures within them may have a strict order.

Example: *The Axis faction activates an air unit to perform an Air Strike Action against an enemy air unit. It then activates a ground unit for a Ground Action. This is followed by an Airdrop Action to place an Airdrop marker and then by another Air Strike Action.*

Unless stated otherwise, one unit's Action must be completed before another unit is activated.

Example: *The Axis faction cannot temporarily stop moving a ground unit in the middle of its Ground Action; activate an air unit to perform an Air Rebase Action; and then continue moving that same ground unit.*

Actions and Conditional Events:

At some point during a unit's Action, a Conditional Event (12.0) may be triggered. If that happens, immediately check that event's rules.

6.1 Special Marker Action

Important: Unlike other Event markers (13.0), an Airdrop, Partisans, or Surprise Attack marker cannot be placed *during* a unit's activation, nor can it be committed in Step 3 of an air or ground combat.

Example: *The Axis faction cannot move a ground unit, initiate a Mobile attack with it, place an Airdrop marker, resolve that attack, and then continue moving that same ground unit.*

At any point during its Actions Sub-Phase (***except*** as noted above), the phasing faction may take an Airdrop (13.1), Partisans (13.6), or Surprise Attack marker (13.9) from its Faction Card's Events box and use it as per its rules.

Example: *The Axis faction activated and completed the actions of three ground units within France. Before it activates its next unit, it puts the German Airdrop marker in Paris. It then activates its next unit.*

Only one of each marker may be placed in the same hex.

For each marker's placement, effects, and removal rules, see its specific entry in the Event Markers (13.0) section.

6.2 Air Actions

Only an air unit can be activated to perform an Air Action.

Air Actions are Air Rebase (6.2.1), Air Strike (6.2.2), Air Support (6.2.3).

Important: An air unit with 6 Sorties cannot be activated. Check a unit's Sorties each time you want to activate it. *Note that Air Displacement (4.2.3.7) does not involve activation. The air unit must move, even if it has 6 Sorties.*

Activating an air unit does *not* cost production points.

Activating an air unit does *not* add Sorties to its total. However, performing the Action will add Sorties as indicated in each Action rule. *So do **not** add one Sortie for activating the unit and then add more Sorties based on what it did.*

More than one air unit can be activated in a phase.

An air unit can perform only one Action per activation.

An air unit can be activated multiple times in a phase.

An air unit can perform the same Action multiple times in a phase.

6.2.1 Air Rebase

A phasing air unit can activate to move (4.2.2). When the movement is done, the unit's activation ends.

Sorties: When the air unit's activation ends, add one Sortie to its total.

6.2.2 Air Strike

A phasing fighter or bomber unit in a hex can activate to attack an enemy air unit within a 7-hex range of the phasing air unit.

An Air Strike's purpose is to inflict Sorties on an enemy unit. This is a way the phasing faction can attempt to suppress an enemy air unit before it starts land operations.

The 7-hex range allows striking at enemy air units far behind front lines. If limited to five hexes (the range for Air Support), an enemy air unit that was six hexes behind its lines would be immune to attack, but still able to provide Air Support to its ground units.

The phasing faction declares the enemy unit to be attacked and traces an air movement path from activated air unit to the defender. There is no physical movement of the air unit's counter; it stays in its hex.

To resolve the Air Strike, conduct an air combat (5.2). When the combat is done, the phasing unit's activation ends.

Sorties: When the air unit's activation ends, no Sorties are added to its total. *It already added Sorties due to the combat.*

6.2.2.1 Air Strike Special Notes

An enemy unit can be the target of more than one Air Strike in a Phase

A phasing unit can perform more than one Air Strike against the same enemy unit. Each Air Strike requires a separate activation.

6.2.3 Air Support

During a ground combat, a phasing or non-phasing faction may activate *one* of its fighter or bomber units within a 5-hex range of the defending unit to attempt to provide Air Support to the combat. Air Support is a DRM on the Ground Combat DRM list.

The air unit must be in a hex and of the same nationality as the defending unit or one of the attacking ground units.

The owning faction declares the unit it is using and traces an air movement path to the defending hex. There is no physical movement of the air unit's counter; it stays in its hex.

If only one side commits an air unit, that side automatically receives Air Support and the air unit's activation ends.

If both sides commit an air unit, then in Step 3 of the Combat Resolution Sequence conduct an air combat. The ground combat attacker is also the air combat attacker.The final result of the air combat will determine whether either or both sides receive Air Support for the ground combat. When the air combat is done, each air unit's activation ends.

Sorties: When the air unit's activation ends, if it did not fight an air combat, add one Sortie to its total. If it did fight, no Sorties are added to its total. It already added Sorties due to the combat.

6.3 Ground Actions

Only a ground unit can be activated to perform a Ground Action.

Ground Actions are Army Operations (6.3.1) and Amphibious Invasion (6.3.2).

To activate a ground unit (regardless of its strength), its country must spend its production points. This cost is paid one time at the start of the ground unit's activation.

- A Leg unit costs 1 production point to activate.
- A Mobile unit costs 2 production points to activate.

A ground unit can activate only once in a phase.

***Tip:** When a unit's activation ends, use some method (such as rotating it or putting a small item on it, like a bead) to remind you it cannot be activated again that turn.*

More than one ground unit can be activated in a phase, but not at the same time.

6.3.1 Army Operations

A phasing ground unit can be activated to move (4.2.3). During movement it may initiate a Mobile attack (5.3.2) or designate an Assault attack (5.3.3).

6.3.2 Amphibious Invasion

After a Surprise Attack marker is put into a port hex, a phasing ground unit in a different port can activate to invade a coastal hex that contains, or is adjacent to, that Surprise Attack marker. *A friendly port can be invaded; it is a way to get more troops there quickly*

An Amphibious Invasion and the hex being invaded are declared and resolved immediately after a phasing faction puts a Surprise Attack marker in a hex with a port (6.1).

The invaded hex may contain an enemy unit or EZOC.

After declaring the invaded hex, the phasing faction activates the ground unit and resolves the Amphibious Invasion (6.3.2.2). There is no physical movement of the ground unit before resolving the invasion; it remains in its hex or Map Box.

6.3.2.1 Amphibious Invasion Prohibitions

- The invasion hex cannot contain a friendly ground unit.
- The invasion hex cannot be affected by Severe weather.

- A coastal hex without a port cannot be invaded if that coastal hex and each adjacent port hex share a ground movement Prohibited hexside.

Example: *A German unit cannot invade hex 1622 because it and Oslo (the only port adjacent to 1662) share a water hexside.*

- A phasing faction cannot declare the same hex for invasion more than once per Actions Sub-Phase. It can put another Surprise Attack marker in the same port hex to perform another Amphibious Invasion, but the invaded hex must be different.
- Hex 2617 (near Amsterdam) cannot be declared the invasion hex.

6.3.2.2 Amphibious Invasion Resolution

To resolve the amphibious invasion, do the following.

- If there is *no* enemy ground unit in the invasion hex, put the phasing ground unit in that hex.
  - ◊ If the invading ground unit is not in an EZOC, it may move into an adjacent hex and its activation ends. This move cannot violate ground movement prohibitions or stacking limits.
  - ◊ If the invading ground unit is in an EZOC, it must either end its activation or immediately resolve an Assault against an enemy ground unit in an adjacent hex. After the combat, its activation ends.
- If there is an enemy ground unit in the invasion hex, it must immediately resolve an Assault against that unit. *Note the invading ground unit is still in its original hex at this point, so it is not exerting an EZOC into or around the defending hex.*
  - ◊ If the Assault does not clear the hex of the defender and the invading ground unit survives, its activation ends. *Since it has not moved yet, it stays in its current hex.*
  - ◊ If the Assault clears the hex of the defending ground unit, the phasing ground unit must be put in the defending hex (even if it attacked with other units) and its activation ends.

Surprise Attack: Immediately after resolving the invasion, a German or UK Surprise Attack marker is removed from the scenario; a USA marker is put four turns later on the Turn Track.

Mulberry: After an invading UK or USA ground unit's activation ends, if it is in a coastal hex with no port and the Mulberry marker is in the Western Faction Card's Events box, the Western faction may put the Mulberry marker (14.7) in that hex.

6.3.2.3 Amphibious Invasion Special Notes

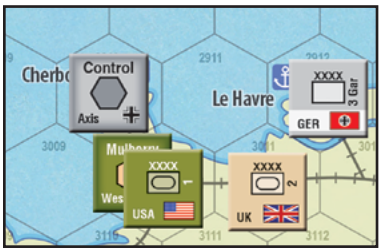
An Amphibious Invasion Assault may be combined with other units marked to Assault the invaded hex. The invading ground unit is the Primary Attacker. *This can only occur if the other units were marked to Assault the hex before the Invasion was performed.*

Amphibious Invasion Example: *D-Day, June 1944, Fair weather: The UK 2 army is in Southampton and USA 1 army is in Plymouth. The German 4 Gar army is in Cherbourg and the 3 Gar is in Le Havre. The Western faction puts the USA Surprise Attack marker in hex 2910, which contains the Cherbourg port. The Western faction declares it is performing an Amphibious Invasion and that the invaded hex is 3010, southeast of Cherbourg. Because the invaded hex does not contain an enemy unit, USA 1 is put in hex 3010. Alternatively, USA 1 could have invaded the Cherbourg hex. However, if the Assault combat failed to cause the retreat or elimination of the German defenders, USA 1 would remain in Plymouth rather than in France.*

After being put in 3010, USA 1 is now in an EZOC. The Western faction must either end its activation or attack an adjacent enemy unit. Because of that EZOC, it does not have the option to move into an adjacent hex. The Western faction decides to attack the 4 Gar in Cherbourg. (Note: Even though there is a Surprise Attack marker is in the hex, the Western faction does not get a +1 DRM for the marker because it doesn't apply in an Amphibious Invasion Assault. It does get the +2 DRM for Naval Support because the combat is in a coastal hex and it also gets the +2 DRM because the German unit is Isolated.)

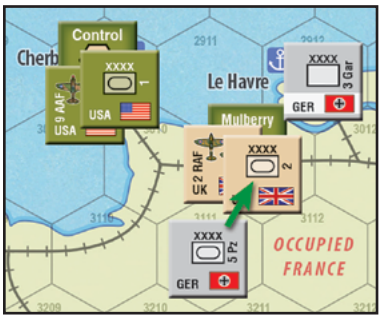
The Assault combat result is DD, which eliminates the German unit. Instead of advancing after combat into Cherbourg to take the hex, the Western faction leaves USA 1 in hex 3010 and ends its activation. (Note that even though the German army was eliminated, Cherbourg remains under Axis control because the USA 1 did not move into the hex.) Now that USA 1 has ended its activation and is in a hex without a port, the Western faction puts the Mulberry marker in the hex. A Western port is now in that hex. Finally, it removes the USA Surprise Attack marker from its hex as that specific invasion is done.

The Western faction then puts the UK Surprise Attack marker in hex 2910, which contains the Le Havre port. It declares an Amphibious Invasion and that the invaded hex is 3011, southwest of Le Havre. Because there is no enemy unit in the hex, UK 2 is put in the hex. (Note: The Surprise Attack marker could have been put in Cherbourg again. However, hex 3010 could not be declared as the invaded hex for two reasons: there is a friendly unit in the hex and the same hex cannot be invaded more than once in an Actions Sub-Phase.)



UK 2 attacks 3 Gar in Le Havre and gets a No Effect result. The combat is over, and the UK Surprise Attack marker is removed from its hex. The D-Day landings are done with the Western armies adjacent to each other and the Mulberry port. However, Cherbourg is still an Axis controlled port. In the ensuing Supply Check Sub-Phase, the Western armies can trace supply to the Mulberry port, which can provide Full Supply to up to two units (7.3.1).

Alternatively, the Western faction could have made the following choices. Instead of remaining in hex 3010, USA 1 advances after combat into Cherbourg. This puts the city under Western control. Also, because UK 2 ended its activation in a hex without a port, the Mulberry marker in put in its hex. With two ports under Western control, the Western faction rebases air units to the respective hexes because it can now supply up to four units.



While this situation allows the Western faction to project air power deeper into France, there is a gap between the armies. On the following turn, the Axis player exploits this by moving the German 5 Pz army into hex 3111 and attacks UK 2, which is now Isolated due to having no retreat path and not being adjacent to a friendly city, fort, or ground unit.

7.0 Supply

The Supply State of a unit affects its movement and combat capabilities. Without supply, a unit will eventually be eliminated.

A unit is either considered supplied or unsupplied based on its Supply State (7.1). If a unit's Supply State matters for a rule, it will include one of the following terms.

Supplied: A unit is *supplied* if it has a Full or Low Supply State.

Unsupplied: A unit is *unsupplied* if it has a No Supply State.

7.1 Supply State

There are three Supply States: Full, Low, and No. When the Supply State of a unit is determined for the turn, it maintains that state until the next turn's supply check.

A unit with a Full Supply State is not marked with a Supply counter. If it has a Low or No Supply State, it is marked with the respective Low Supply or No Supply counter.

7.1.1 Low Supply / No Supply Effects

- A unit with Low Supply has a combat –2 DRM applied to it (Player Aid Sheet: Combat DRM lists).
- A unit with Low or No Supply has reduced Movement Points; i.e., four for Leg units and five for all other units (Player Aid Sheet: Movement).
- A unit with Low or No Supply cannot be improved in the Replacements Phase (8.1).
- A unit with No Supply is reduced in the No Supply Phase (7.5.1).
- A unit with No Supply may be voluntarily eliminated in the No Supply Phase (7.5.2).
- A unit with No Supply has its combat modified die result divided by two. Round up (Player Aid Sheet: Combat DRM lists). This applies to the attacker in an Assault if at least one of its attacking units has No Supply.

7.2 Supply Check

In the Supply Check Sub-Phase, the phasing faction determines the Supply State for each friendly unit in a hex by tracing a supply line (7.4) *from* the unit's location to a friendly Supply Source (7.3).

A supply check is not mandatory. The phasing faction may choose not to supply any of its units (even if a unit attempted a supply line trace earlier in the Sub-Phase, is in a Supply Source location, or is otherwise exempt).

The phasing faction chooses the order in which units are checked and the supply line path traced for each unit.

A unit makes all its supply checks before another unit is checked.

A unit can make more than one supply check in the Sub-Phase to see if it can trace a supply line.

If a unit traces a supply line to an Unlimited Supply Source, it has a Full Supply State. Remove any Low Supply or No Supply marker on the unit.

If a unit traces a supply line to a Limited Supply Source, it has a Low Supply State. Place a Low Supply marker on the unit.

If a unit cannot trace a supply line after all its supply checks or its faction chose not to supply it, that unit's Supply State is immediately reduced as follows.

- If it has *no* Low Supply or No Supply marker on it, put a Low Supply marker on it.
- If it has a Low Supply marker on it, flip it to its No Supply side.
- If it has a No Supply marker on it, leave the marker on it.

7.3 Supply Source

There are two types of Supply Sources: Limited and Unlimited.

A Limited Supply Source can supply up to two units, giving each a Low Supply State. *Remember Limited = Low.*

An Unlimited Supply Source can supply any number of units, giving each a Full Supply State. [***Exception:*** A Western friendly port outside of the UK can supply up to two Western units.]

7.3.1 Limited Supply Source

Each of the following is a Limited Supply Source (LSS).

- A friendly capital in a conquered country is an LSS for the controlling faction's units.

  Example: *France is a conquered country and Paris has an Axis Control marker in it. Paris is an LSS for two Axis units.*

- A friendly capital without a port in a Western country is an LSS for a UK or USA unit.

  Example: *France is a Western country and Paris is Western friendly. Paris is an LSS for two UK units.*

7.3.2 Unlimited Supply Source

Each of the following is an Unlimited Supply Source (USS).

- A friendly country's city is a USS for that country's units.
- A friendly UK city is a USS for a USA unit.
- A Western friendly port outside of the UK is a USS for up to two Western units. That is two units per port. This capacity cannot be increased or reduced. *There is no bombing of port facilities.*

  Example: *Cherbourg has a Western Control marker in it. Cherbourg can provide Full Supply for up to two UK units, or two USA units, or one unit of each country.*

  This port limitation does not impact the number of units a home country city can supply.

  Example: *France is active and Calais is Western friendly. Calais can provide Full Supply for up to two UK units and any number of French units.*

7.4 Supply Line

A supply line is traced from the hex occupied by the checking unit to a friendly Supply Source for that unit.

Each unit traces its own supply line.

More than one unit can use the same path to trace a supply line.

All hexes that are traced out of, into, or through are considered part of the supply line.

Supply Line Prohibitions

- A supply line trace cannot include a hex containing an enemy: city, fort, unit, or ZOC.
- A supply line trace cannot violate movement prohibitions.

[***Exception:*** Ignore all EZOC in a hex containing a friendly: city, fort, or ground unit.]

7.4.1 Supply Line Trace

From the checking unit, trace a ground movement path up to two hexes to a hex containing a Transport Line or friendly Supply Source for that unit.

If the hexes traced into did not contain a friendly Supply Source, continue tracing the path along a connected Transport Line back to a friendly Supply Source. *So the **first** hex of a supply line does not require a contiguous Transport Line, but the rest do.*

Supply Line Example:

A French unit in hex 3216 can trace a supply line into hex 3316 and then into Vichy because it is a Supply Source for French units. Alternatively, it can trace into hex 3316 and then 3416, which contains a Transport Line. From 3416, it can then trace along a contiguous Transport Line back to any friendly city in France. It cannot trace into hex 3215, 3214, and then 3114 because the second hex (3214) in the path does not have a Transport Line.

7.5 No Supply Phase

In the No Supply Phase, the phasing faction performs Unsupplied Attrition (7.5.1) followed by Voluntary Elimination (7.5.2)

7.5.1 Unsupplied Attrition

If a phasing unit has a No Supply marker, do the following.

Step 1) If it is a reduced strength ground unit, remove it from its location and put it in its Faction Card's Eliminated box.

Step 2) If it is a full strength ground unit, reduce it.

Step 3) If it is an air unit, remove its Sorties and put the unit in its Faction Card's Eliminated box.

7.5.2 Voluntary Elimination

The phasing faction may eliminate a friendly ground unit that has a No Supply marker. The phasing faction may also eliminate a supplied or unsupplied friendly air unit.

An eliminated unit is placed in its Faction Card's Eliminated box. If it is an air unit, also remove its Sorties.

National Will is not lost if a unit is eliminated due to Unsupplied Attrition or Voluntarily Elimination.

8.0 Unit Logistics

In the Replacement Phase, a unit in a hex or Map Box may receive replacements. In the Mobilization Phase a unit on its Faction Card may be mobilized into a hex or Map Box. *Pay attention to the order they are performed in the Sequence of Play because it affects what can be done to a unit.*

8.1 Replacements

The Replacements Phase only deals with units already in a hex or Map Box. It is not when a unit is put into a hex. That happens in the Mobilization Phase.

In the Replacements Phase, the phasing faction may improve the condition of a friendly unit in a hex or Map Box. ***Tip:*** *Do not forget a unit stacked under another counter.*

A friendly unit may be surrounded by enemy units by the time a faction gets to this Phase. Such a unit can be improved. This represents replacements that made it through before the unit was cut off.

To improve a unit, its country pays the production point cost listed on the Player Aid Sheet's Production table to do the following.

- Flip over a friendly, reduced field ground unit to its full side.
- Remove up to two Sorties from an air unit.

8.1.1 Replacements Restrictions

The unit receiving replacements must be in Full Supply and cannot be marked with a Strategic Move marker.

A faction may spend as many production points as it has remaining, but a unit can be improved *only one time per turn.*

Example: *A German air unit with 4 Sorties can remove only two of them, even if there are more production points available.*

8.2 Mobilization

The Mobilization Phase only deals with placing new or eliminated units into a hex or Map Box. It is not when units already on the map are improved. That happens in the Replacements Phase.

In the Mobilization Phase, the phasing faction may mobilize a unit that is in its Faction Card's Mobilization box.

To mobilize a unit, its country pays the production cost listed on the Player Aid Sheet's Production table to do the following.

- Mobilize a reduced ground unit.
- Mobilize an air unit marked with 4 Sorties.

A unit that is mobilized is placed in a Mobilization Location (8.2.1). If the location contains a fort, the unit can occupy it.

Placement can be in an EZOC.

Placement cannot violate stacking limits.

8.2.1 Mobilization Location

- A unit can be put in a friendly city in its country.
- A USA unit can be put in a friendly city in Great Britain.
- A UK or USA unit can be put in a Map Box that states it is a Mobilization Location.

8.2.2 Mobilization Special Notes

A unit is put into its Faction Card's Mobilization box from its Faction Card's Eliminated box (in the End of Turn Phase), from the Turn Track, or per scenario setup or special rules.

In most cases, this means an eliminated unit cannot be mobilized in the same turn it was eliminated. Also, due to the order of Phases, a unit ***cannot*** *receive replacements on the same turn it is mobilized.*

9.0 Economy

Each turn, a country receives a number of production points that it may spend to do certain activities such as move ground units. All activities that require production points and their respective costs are listed on the Player Aid Sheet's Production table.

The points received represent an estimate of the effort available for the scenario, not necessarily a country's entire economy.

Prod Markers: A country's production and expenditures are tracked using Prod markers on the Faction Card's National Will & Production Track.

A Prod 1s marker starts in the 0 box of the Ones row. A Prod 10s marker (if any) starts in the 00 box of the Tens row.

After determining a country's production points for the turn, its Prod markers are moved on the Track accordingly. As a faction spends a country's production points, it subtracts the amount spent from that country's current total on the Track. *If you forget to do that and cannot easily fix it, just play on and have fun.*

Important: Production points are not saved from turn to turn; unused points are lost. *USWC* has a "Use it or lose it" economic system. This makes for easier accounting and prevents hoarding production for unrealistic activity. There is no deficit spending.

Production points cannot be transferred from one country to another country.

9.1 Economy Phase

In the Economy Phase, the phasing faction determines how many production points are received by each of its active countries (9.1.1).

9.1.1 Production Points

Scenario rules list how many production points each country receives each turn. This amount may be modified by scenario special rules.

If a scenario states a country's Production is "NA", that country has an unlimited number of production points and so does not track its expenditures throughout the scenario.

If a country's production is a stated number that is not based on friendly factories, its production points are *not* modified if that country loses any of its factories.

Example: *A scenario states Germany receives 24 production points per turn. If Aachen, a German factory, becomes enemy controlled. Germany still receives 24 production points per turn.*

A scenario may state a country receives a number of production points per friendly factory within that country.

Important: A country does not count friendly factories in a different country, even if it occupies those hexes.

If a country's production is based on friendly factories, losing or regaining control of a country's factory does not affect the number of production points that country has already received that turn.

Example: *In the Jun-40 Economy Phase, France receives two production points per friendly factory. During the Jun-40 Opera-*

tions Phase, Lille, a French factory, becomes enemy controlled. France's production points are not reduced by two. The impact of the factory loss will be felt when calculating production in the Jul-40 turn.

10.0 Weather

Weather represents climate and ground conditions. There are not many weather specific effects, but they have a significant impact on combat and operations.

There are three types of weather: Fair, Poor, or Severe.

After the weather is determined, it applies to all hexes on the map for the rest of the turn.

10.1 Weather Phase

In the Weather Phase, the Axis faction determines the weather affecting the whole map. The Western faction skips this phase.

The Axis faction rolls one die for the weather. It finds the result on the Player Aid Sheet's Weather table based on the scenario map and the turn's month. It then puts a Weather marker in the respective box on the Weather Track.

Example: *The scenario used the Balkans map and the turn is May-40. The Axis faction rolls a die and gets a 4. On the Weather Table, it looks on the May line under the Balkans section and finds the result listed is Fair.*

When rolling weather for the Jun or Nov turns, use the row on the Weather Table that matches the prior month's weather. *The location of the Weather marker on the track will remind you what it was.*

10.2 Poor/Severe Weather Effects

- A ground unit cannot conduct a Mobile attack against an enemy ground unit in a hex affected by Poor or Severe weather. A unit can only Assault it.
- It costs *two* (instead of one) additional movement points to initiate a ground combat against a unit in a hex affected by Poor or Severe. Otherwise, movement is *not* affected by weather.
- A ground unit has a combat –1 DRM if attacking a unit in a hex affected by Poor.
- The Tank unit, Air Support, and Naval Support ground combat DRM is +1 (instead of +2) if defending in, or attacking a unit in, a hex affected by Poor.
- An air unit has a combat –2 DRM if defending in, or attacking an air unit in, a hex affected by Poor.
- An Amphibious Invasion cannot be performed in a hex affected by Severe.
- There is no Tank unit or Air Support ground combat DRM if defending in, or attacking a unit in, a hex affected by Severe.
- A faction's modified die result is divided by two (round up) if defending in, or attacking a unit in, a hex affected by Severe.

11.0 Turn Completion

11.1 Victory Check Phase

Check if a faction has achieved the scenario's victory conditions. Unless the scenario states otherwise, victory can occur in any turn.

11.2 End of Turn Phase

Step 1) Advance the Turn marker on the Turn Track to the next turn. If a counter is in the entered Turn Track box, put it in its respective location on the map, on a Track, or in a Faction Card box as per its rule or its Location listed in the scenario setup. *A marker is usually put in its Faction Card's Events box. A unit is usually put in its Faction Card's Mobilization box.*

Step 2) Move all counters in a Faction Card's Eliminated box to its Mobilization box.

12.0 Conditional Events

USWC *has only one Conditional Event.* USE *has more.*

While playing, the following event may occur when its trigger condition happens. If an event's trigger condition happens, immediately check its rule and perform the listed actions.

If a conditional event or event marker requires an action that is impossible to complete, ignore that specific action.

Example: *If an event requires the removal of a country's units from the map, but there are none on the map, this is skipped and play continues.*

If a Conditional Event is triggered during a unit's activation, resolve the Conditional Event first and then continue with the unit's activation, provided the Conditional Event did not end the unit's activation.

Example: *After expending five movement points, a German ground unit moves into Paris and causes the collapse and conquest of France. After performing the steps of Conquered Country (12.1.2), the German ground unit can continue moving.*

12.1 Country Collapse

A country immediately collapses if its National Will drops to zero or all of its cities are under enemy control. A country that collapses without being conquered remains an active country (2.1.1).

When a country collapses, if at least one of its cities is under enemy control and there is an enemy ground unit in any hex of that country, the country is conquered. If a country is conquered, see Conquered Country (12.1.2)

An active country can collapse multiple times, but it can be conquered only once.

Each time a country collapses without being conquered, do the following.

12.1.1 Country Collapse Procedure

Step 1) Each of its reduced ground units in a hex or Map Box is put in its Faction Card's Eliminated box. Then, each of its full-strength ground units is reduced. Also, each of its air units in a hex or Map Box has its Sorties removed and is put in its Faction Card's Eliminated box.

Step 2) Reset its National Will to one half of the value shown for that country in the scenario setup. Round up.

12.1.2 Conquered Country

When a country is conquered, remove all the conquered country's counters from the scenario.

After a country is conquered, it becomes inactive and is considered conquered for the rest of the scenario.

This is true even if the faction it belongs to retakes all its cities. You can still feel proud for liberating your ally.

Important: Until an enemy unit moves into a conquered country's city, that city is still friendly to the faction that controlled it at the time the country collapsed. Occupation takes soldiers and time.

13.0 Event Markers

Event markers can be looked up as needed rather than memorized.

This section lists Event markers and their specific rules.

An Event marker is set up as per scenario instructions. If not listed in a scenario, that Event marker is not used.

Important: An Event marker in its Faction Card's Events box is available for use by its faction. If located somewhere else during the scenario, e.g., the Turn Track, it cannot be used.

Unless stated otherwise, when an Event marker is removed from the Turn Track, put it in its Faction Card's Events box.

Important: If an Event marker requires an action that is impossible to complete, ignore that specific action.

Marker Return: After being played, a marker might be placed a number of turns later on the Turn Track. If the placement turn is after the last turn of the scenario, remove the marker from the scenario.

13.1 Airdrop

The phasing faction may put an Airdrop marker in a hex by performing a Special Marker Action (6.1). ***Reminder:*** *This marker cannot be placed during a unit's activation.*

This marker can be placed in a hex within a 3-hex range of an air unit of the same nationality. The Western marker may be placed within range of a UK or USA air unit.

The phasing faction traces an air movement path from the activated unit to the placement hex. When the path has entered the placement hex, the marker is put in it.

The air unit is not considered activated and does not add a Sortie to its total.

The placement hex cannot be in a ground movement Prohibited hex, but it can contain an enemy unit.

When the marker is placed if the hex contains

- **An enemy city and no enemy unit,** the phasing faction rolls a die. On a result of 1-3, put a friendly Control marker in the hex. On a result of 4-6, nothing happens. *Local forces hold off the paratroopers.* After rolling, the marker stays in the hex until the end of the Actions Sub-Phase.
- **In all other situations,** nothing happens and the marker stays in the hex until the end of the Actions Sub-Phase.

If an enemy air or ground unit in the placement hex is attacked during the phase, the defending unit applies a combat –2 DRM.

When this marker is removed at the end of the Actions Sub-Phase, roll a die. If the result is 1-5, put the marker a number of turns later on the Turn Track equal to the result. If the result is 6, remove it from the scenario.

This represents disasters, such as at Crete, which suspend major airdrops for the rest of the war.

13.2 Free Forces

This represents troops of conquered countries, such as Poland and France, which continued to fight fiercely afterwards.

The Western faction may play Free Forces in a ground combat involving a Western ground unit.

In the combat, the Western faction applies a +1 DRM.

After combat, roll a die. Put this marker a number of turns later on the Turn Track equal to the result.

13.3 Ground Support

This represents air and tank forces of smaller countries which are too weak to constitute a nationality specific unit or event marker.

A faction may play one Ground Support in a ground combat involving any of its ground units. [***Exception:*** The following countries cannot use the marker for its units: France, Germany, Italy, UK, or USA. *The air and tank forces for these countries are represented by their own counters.]*

Example: *The Western faction has two Ground Support markers in its Faction Card's Events box. It is resolving an Assault ground combat against a Germany infantry army being attacked by a Belgian army and a French army. The Western faction can play one of the Ground Support markers because of the Belgian army. If only two French armies were attacking, it could not play the marker.*

In the combat, the owning faction applies a +1 DRM.

After combat, roll a die. Put this marker a number of turns later on the Turn Track equal to the result.

13.4 Jets

This represents German jet aircraft which were very effective for local support, but too few in numbers to constitute a full air unit.

The Axis faction may play Jets in an air combat involving a German air unit.

In the combat, the Axis faction applies a +2 DRM.

After combat, put this marker on the next turn on the Turn Track.

13.5 Naval Evacuation

This represents the ability of the UK to conduct emergency naval evacuations of ground forces, such as at Dunkirk.

The Western faction may play Naval Evacuation if a UK ground unit is in any coastal hex, there is a friendly port on the map (excluding a port that may be in the unit's hex), and either one of the following applies.

- That UK unit is forced to retreat in a ground combat.
- It is the Western faction's Operations Phase and that UK unit has not yet been activated that phase.

Put that UK ground unit in any friendly port. This placement cannot violate stacking limits. *The 'miracle of Dunkirk' just happens.*

If it is a full-strength ground unit, flip it over to its reduced side. If already reduced, it is not eliminated. *Someone always survives.*

If it is the Western faction's Operations Phase, the unit cannot activate this phase.

After the ground unit has been placed, roll a die. Put this marker a number of turns later on the Turn Track equal to the result.

13.6 Partisans

This represents partisans operating directly behind enemy lines in support of an offensive.

The Western faction may put a Partisans marker in a hex by performing a Special Marker Action (6.1). ***Reminder:*** *This marker cannot be placed during a unit's activation.*

The placement hex must contain an enemy: air and/or ground unit and be within an active or conquered *friendly* country. *So, no placing it in Germany.*

For air or ground combat, if an enemy air or ground unit in the placement hex is attacked, the defending unit applies a –2 DRM.

When this marker is removed at the end of the phasing faction's Actions Sub-Phase, roll a die. Put this marker a number of turns later on the Turn Track equal to the result.

13.7 Rockets

This represents German rockets such as the V-1 and V-2.

The Axis faction may play Rockets in a ground combat involving a German ground unit.

In the combat, the enemy faction applies a –2 DRM.

After combat, roll a die. Put this marker a number of turns later on the Turn Track equal to the result.

13.8 SNAFU

This represents "Situation Normal: All F___ed Up.".

A faction may play a SNAFU in any type of combat.

In the combat, the enemy faction applies a -1 DRM.

After combat, roll a die. Put this marker a number of turns later on the Turn Track equal to the result.

13.9 Surprise Attack

This represents superior planning, intelligence, materiel, etc.

The phasing faction may put a Surprise Attack marker in a hex by performing a Special Marker Action (6.1). ***Reminder:*** *This marker cannot be placed during a unit's activation.*

Even though a Surprise Attack marker has a nationality written on it, its uses and benefits apply to any friendly unit.

Example: *A UK Surprise Attack marker in hex gives a +1 DRM to combats involving USA units or can be used by a USA ground unit to perform an Amphibious Invasion.*

More than one Surprise Attack may be placed in the same Sub-Phase.

After putting a Surprise Attacker marker in a hex, that marker may be used for one of the following.

- **Amphibious Invasion:** If the marker is put in a hex containing a port, the phasing faction may immediately declare and resolve one Amphibious Invasion (6.3.2) into a coastal hex that is in or adjacent to the placement hex. If it does not declare the invasion at that time, that marker cannot be used for an invasion later in that turn. Instead, it remains in the hex and provides the *Hex Effect* per the bullet below.

  The phasing faction cannot declare the same invasion hex more than once per Actions Sub-Phase. It can put another Surprise Attack marker in the same port hex to perform another Amphibious Invasion, but the invaded hex must be different.

  The marker can be put in a hex containing an Inland Port (1.3.3) to perform an Amphibious Invasion, but the invaded hex must be an adjacent coastal hex.

Marker Removal: Immediately after resolving the invasion, a German or UK Surprise Attack marker is removed from the scenario; a USA marker is put four turns later on the Turn Track.

- **Hex Effect:** While in a hex, the phasing faction applies a +1 DRM to any combat against a unit defending in a hex within a 2-hex range of the marker.

  If both sides committed an air unit to a ground combat, this DRM is applied to the air combat if the defending ground unit is within range of the marker.

  [***Exception:*** This DRM is not applied if the marker is being used to perform an Amphibious Invasion Assault.]

  Important: If more than one Surprise Attack marker is on the map, only one +1 DRM per combat is applied from these markers.

  Marker Removal: At the end of the phasing faction's Actions Sub-Phase a German or UK Surprise Attack marker is removed from the scenario; a USA marker is put four turns later on the Turn Track.

13.10 Tanks

This represents tank assets or doctrine sufficient for local support, but too weak to constitute a full tank unit.

In a ground combat, a faction may play one marker per involved ground unit of the same nationality as the marker. [***Exception:*** It cannot be played on a Tank type unit.]

All ground units in the combat do not require a Tanks marker played for them.

For each Tanks played, that unit is considered to be a tank unit for ground combat DRM purposes. It retains all other designations.

Example: *A French infantry unit is attacked in Fair weather and the Western faction plays a French Tanks event marker. Its combat DRM is +3 (+1 for a France unit and +2 for a Tank unit in Fair).*

After combat, put this marker on the next turn on the Turn Track.

13.11 ULTRA

This represents the superior UK and USA intelligence operations.

The Western faction may play one ULTRA in any type of combat involving the Western faction.

For air or ground combat, the Western faction applies a +1 DRM.

After combat, roll a die. Put this marker a number of turns later on the Turn Track equal to the result.

14.0 Tracking Markers

This section lists Tracking markers and their specific rules.

Depending on the scenario played, all markers may not be used.

14.1 +/– DRM [Attacker; Defender]

These markers are used on the Faction Card's DRM Track to track the combat DRM of the attacker and defender.

14.2 Scenario Ends

This marker is put on the Turn Track as per scenario instructions.

Scenario Ends: When the Scenario Ends marker and Turn marker occupy the same Turn Track box, the game ends with the Victory Check of that turn. So, play out that turn.

Example: *The Scenario Ends and Turn markers are in the Sep 1940 box. The scenario ends with the Victory Check made in the Sep 1940 turn.*

14.3 Assault

The phasing faction puts this marker on a unit to designate an Assault against an enemy ground unit in the hex the Assault marker points to.

The marker is removed when the Assault is resolved, or at the end of the phasing faction's Actions Sub-Phase if the Assault is not resolved.

14.4 Control [Faction]

This marker indicates which faction controls a city (2.3.1).

14.5 Fort

This represents extensive fortifications. Only the forts the designer felt had a significant strategic impact are represented.

Only a ground unit can *occupy* a fort. To show a ground unit occupies a fort, put it under the fort marker.

While *occupying* a fort, the following applies to that unit.

- It does not exert any ZOC.
- It cannot designate or initiate an attack.
- It cannot exit and reoccupy a fort within the same activation.
- It can only be attacked by an Assault.
- If it is attacked, the attacker's modified die result is divided by two. Round up (Player Aid Sheet: Combat DRM lists). Round up.
- If it suffers a DR combat result while defending and is at full strength, the unit may suffer a strength loss instead of retreating.
- If an EZOC is exerted into the fort hex, it is considered to be in an EZOC.

If a unit that is *not* occupying a fort is forced to retreat, it *cannot* occupy a fort regardless of whether it started in, or retreated into, the fort hex.

This represents the commitment, or lack thereof, to operate in a strictly defensive manner.

If an enemy unit moves into a hex containing a fort, remove that fort from the scenario.

14.6 Movement Points

This marker is used on the Faction Card's Move Track to track the activated unit's movement point expenditure. *You can count up or count down, just be consistent.*

14.7 Mulberry

This represents the artificial harbors used at Normandy.

This marker is put in a coastal hex with no port that contains a UK or USA ground unit which just ended its activation after performing an Amphibious Invasion (6.3.2.2).

Once placed in a hex, it cannot be voluntarily removed.

While in a hex, that hex is considered to contain a Western port, but not a city.

Example: *A Mulberry marker in hex 3010 can be used for Naval Transport, but it does not prevent an adjacent Western ground unit from being considered Isolated in ground combat.*

If an enemy unit moves into a hex containing a Mulberry, remove the Mulberry marker from the scenario.

14.8 No EZOC

This represents the inability of nearby defending forces to react to a very successful attack.

This marker is put in a hex that was occupied by a defending unit eliminated by a Mobile attack.

While this marker is in a hex, no EZOC is exerted into that hex.

It is removed at the end of the phasing ground unit's activation.

So only the ground unit currently activated can benefit from a No EZOC marker.

14.9 Prod [10s; 1s]

These markers track a country's production points. (9.1.1).

14.10 Sorties [1; 2; 3; 4; 5; 6]

These markers track the total number of Sorties (1.5) a unit currently has. If a unit has no Sorties, do not put a marker on it.

14.11 Supply [Low / No]

This marker indicates if a unit has a Low or No Supply State (7.1).

14.12 Turn

This marker is put on the Turn Track to indicate the scenario's current turn (month and year).

14.13 Will [10s; 1s]

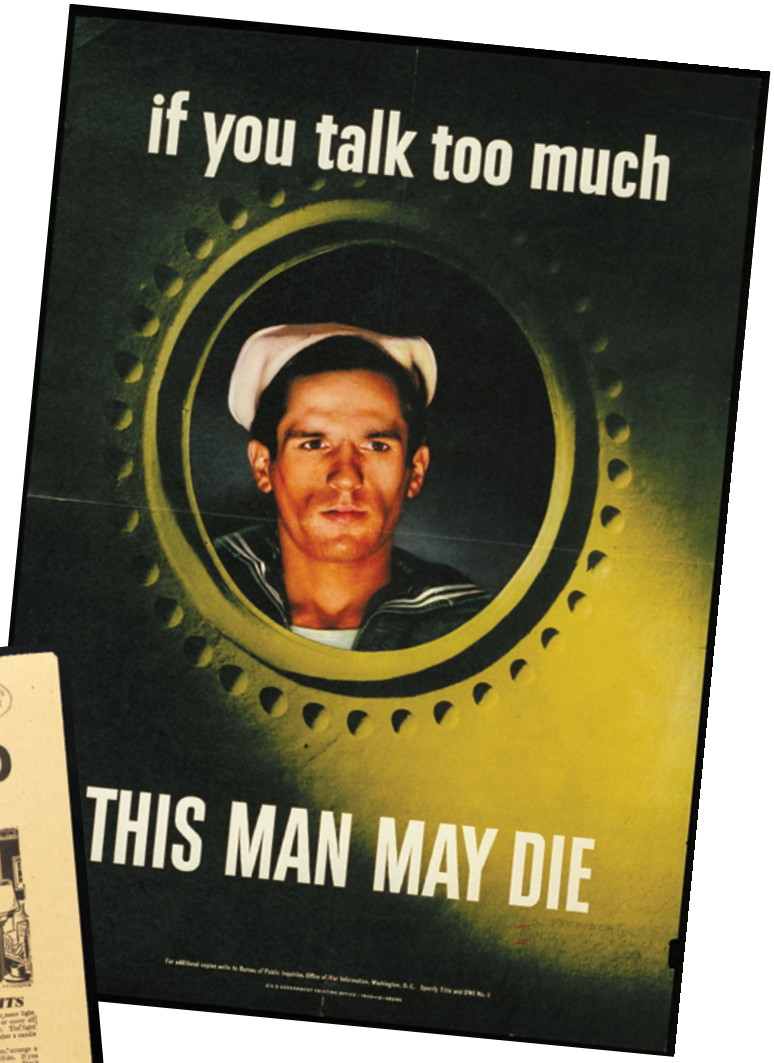
These markers track a country's National Will (2.1.2).

14.14 Weather

This marker denotes weather for the turn (10.0).

14.15 Will Commit / Will not Commit

This marker is used in the Combat Resolution Sequence (5.1) to secretly decide and then reveal if a faction is committing an Event marker to any combat and/or one air unit to a ground combat.



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USE Players: Fast Start

This section summarizes the changes made to *Unconditional Surrender (USE)* for *USWC*. If you already know *USE*, look here to see what is different and start playing *USWC*. Read the *USWC* rules as needed.

Some changes, such as the removal of the Soviet faction, should be expected. Other changes, such as the abstraction of naval operations, may not be expected. Those changes were made for rules simplification and shorter playing time.

Removed

The following were removed in *USWC*. An abstraction or variation of any of these may appear in the rules or scenarios.

- Air/Naval Escort and Interception Actions
- Bombing Run Action
- Conditional Events, except Country Collapse and Conquered Country.
- Factory Count
- Mainland/Overseas Areas
- Naval units
- Politics
- Sea Supply Line
- Sea Zones
- Soviet faction or USSR specific references and rules
- Strategic Warfare
- Upgrades
- Weather Zones

Counter Changes

There following counter changes were made in *USWC*. A list of removed *USE* counters is not provided as there were too many.

- The Surprise Attack marker's 20P and 4T symbols were removed, except for the USA markers which kept 4T.
- The U (Upgrade) symbol was removed.

Rules Changes

Here is how some changed *USE* rules are performed in *USWC*.

Naval:

- There is no escort or interception of naval activity.
- Naval Transport (4.2.4): If a phasing air or ground unit in a port activates to move using Naval Transport, it is put in any other friendly port hex or Map Box on the map. No movement path is traced. Instead take the unit from its current hex and put in the destination hex. When placed in its destination hex, the transported unit's activation ends.

Ground Combat Isolated DRM (5.3.4): A unit cannot be considered Isolated if it is in a hex along the map edge that has land touching the map edge.

Axis unit supply via a port is handled by a scenario's special rules.

Supply (7.3.2): There is no Sea Supply Line trace. Instead, a Western friendly port outside of the UK is an Unlimited Supply Source for up to two Western units. That is two units in total per port. This capacity cannot be reduced. There is no bombing of port facilities.

Production (9.1.1): Production points are often unlimited or a set amount each turn. A few scenarios require a country to determine production points based on friendly factories. Production points cannot be transferred between countries.

Surprise Attack Marker (13.9): This marker is always put in a specific hex. See Amphibious Invasion below for how that is performed.

When this marker is removed from a hex at the end of an Amphibious Invasion or at the end of the phasing faction's Actions Sub-Phase, a German and UK marker is removed from the scenario. A USA marker is put four turns later on the Turn Track.

Amphibious Invasion (6.3.2): To perform an Amphibious Invasion, the phasing faction puts a Surprise Attack marker in a hex with a port and must immediately declare which hex is being invaded.

The invaded hex can either be the hex containing the marker or an adjacent coastal hex.

No movement path is traced and the invasion cannot be intercepted.

Unless stated otherwise by scenario rules, there is no distance limitation between the ground unit performing the invasion and the invasion hex.

After declaring the invasion hex, the phasing faction activates a ground unit in a port and resolves an Amphibious Assault attack per combat rules.

The Naval Support ground combat DRM is automatically received.

Amphibious Invasion Prohibitions (6.3.2.1) are similar to *USE*.