

Hitler's War



HITLER'S WAR IS THE AVALON HILL GAME COMPANY'S TRADEMARK NAME FOR ITS WWII CAMPAIGN GAME

INTRODUCTION TO CAMPAIGN GAME III

I purchased *Hitler's War* shortly after the Avalon Hill edition was released, and it quickly became one of my favorite games. It was fast-playing, packed with unique game mechanisms, allowed players to explore many strategy variations... and it was just plain fun to play.

Yet the game never quite seemed to work quite right; it just wasn't able to recreate certain historical events accurately enough to be truly satisfying. I spent a lot of time trying different mixes of the optional rules, searching for that elusive perfect combination, before finally giving up and putting the game away for good. The game remained unplayed – but not forgotten – throughout a 10-year period in which I played no boardgames at all.

When I finally got it out to try another playing, after all those many years, I was struck by how obvious the flaws, and their solutions, now seemed to be. As I started to work on these ideas, I was excited by the prospect of finally getting *Hitler's War* to play as I thought it should. Not, of course, as an intense, detailed simulation like *World in Flames*, *Third Reich*, or even *Europe Engulfed*, but as it was meant to be: a fast, fun, free-wheeling game that successfully captures the feel and sweep of World War II in Europe.

Campaign Game III does add many new rules and some additional complexity, but it does not noticeably increase the playing time, and it does not force the players to follow any predetermined historical script (except for the initial German attack on Poland that started World War II).

The biggest problem with *Hitler's War* was, of course, the morale rules, which made it far too easy to bomb a country into submission... something that in reality has only happened once, and then only with the use of atomic weapons. But the published morale rules were woefully underdeveloped, ignoring many things that influenced a country's morale and will to fight. The revised national morale rules in CGIII turns *Hitler's War* into a morale-driven wargame, and they also provide many unexpected benefits.

A case in point is the war in Russia. If a wargame on the Russian theater allows the German player to play intelligently once the initiative passes to the Soviets, the result-

ing game will be far different from history... but if you use "Hitler was an idiot" rules to force the German to play historically, the German player will be frustrated, feeling that he is playing a script and not a game. Neither situation is good. But CGIII's morale rules will tempt the German player into making the same questionable moves that were made historically, without actually forcing him to do so. If he takes a chance and gets burned, he will have only himself to blame... but if he avoids temptation and conducts a skilled strategic retreat, he will then have to deal with the growing unrest at home as the Red Army approaches Germany.

The most difficult aspect of designing CGIII was finding a way to handle the battles in North Africa. If you had to choose the worst possible turn length, map scale, and combat mechanisms for recreating the desert battles, you would pretty much choose what *Hitler's War* uses. It's all completely wrong for the desert. The desert campaign was a joke in Campaign Game II: Britain could send troops to Africa faster than the Axis could, and had a two-turn head start; it was as much a lost cause for the Axis as France was for the Allies.

I spent an inordinate amount of time trying and discarding all sorts of ideas to bring the desert theater to life before I finally found something that works. The new desert warfare rules in CGIII are probably overly complex and fiddly, but the feel of the war in the desert is now there.

CGIII has many adjustments that bring it more in line with history. To name just a few: U-boats are now effective in 1940, Norway can be invaded, Mediterranean convoys can be attacked, and research on missiles and atomic bombs is handled more reasonably. All of the CGIII rules include extensive notes to explain the rationale behind them. But many other historical events had to be ignored, because they just don't work with the level of abstraction in *Hitler's War*. The entire Battle of Britain, for instance, lasted for only about 1/2 of a single game turn and, if added to the game as a special rule, would be little more than one die roll for each side. The Dunkirk evacuation, and the British interventions in Norway and Greece, are other examples of

historical events that are simply not worth incorporating as special rules.

My design philosophy here has been very much “design for effect.” Consider Crete: historians are seemingly unanimous in declaring that Crete had no military value, so the German airborne invasion was just a waste of lives and material. This causes a dilemma for the game designer: if he assigns no military value to Crete, so that the German player never invades it, the game is not doing a good job of recreating history, but if the German player is forced to invade Crete anyway to recreate history he will then complain of being forced to play to a script.

I therefore chose to assign a military value to Crete, even though I cannot justify it in terms of historical analysis. It’s a minor value, and most German players will probably choose to ignore Crete... but the fact that the German player has to at least consider invading Crete makes the game feel right.

In a similar fashion, CGIII gives both sides a reason to conduct morale attacks (a euphemism for the terror bombing of civilians) because both the Axis and the Allies made such attacks during the war. The question of whether or not such attacks had any actual effect on the course of the war, and whether or not such attacks are morally defensible, is not the issue here. CGIII tries to recreate the ambience of World War II, and terror bombing was a part of that.

Another good example of “design for effect” is the addition of a paratroop strength point to the Axis starting forces. At the start of the war the German paratroop force was approximately the size of a regiment, and it is difficult to argue that a single regiment deserves to appear as strength point at the scale of *Hitler’s War*. But paratroops are expensive to build, and often in my games the German player would not purchase any in 1939 or 1940. The game just didn’t feel right without German paratroops participating in the 1940 battles. Adding one point of paras to the Axis start forces was a simple change that does not greatly affect the flow of the game, but the game now feels far more realistic because of it!

I added a fort in the Crimea to the Soviet start forces for a similar reason. No sane Soviet player would ever build a fort there... but it was the site of a major fortress battle, and with the fort provided in the game set up, the Soviet player might well decide to position three or four points of infantry there, forcing the Axis player to divert fair-sized army to eliminate it. So again a minor change to the starting forces provides a big boost to the historical feel of the game.

Players may wonder about the possibility of an German invasion of England. CGIII makes such an invasion almost impossible for two reasons: (A) The consensus among historians seems to be that such an invasion probably could not have succeeded; the actual German preparations for the in-

vasion are viewed as “saber-rattling” to try to convince Britain to agree to accept a negotiated end to the war, rather than as serious preparations for an actual invasion attempt. (B) CGIII does such a good job of recreating the desperate situation of Britain after the fall of France that it would be far too vulnerable to an invasion under the CGII rules.

Players should note that Campaign Game III is a far more difficult game than the previous versions of *Hitler’s War*. Not more difficult in terms of rules or game mechanisms, but more difficult in terms of simply deciding what to do. The British and German players will both find themselves in desperate need of building new units, without having the production points necessary to do so. Both may have turns early in the game in which they might spend little or nothing on research... something that would be almost unheard of in the previous versions of *Hitler’s War*! There are many hard choices to be made. The Axis player, in particular, must decide on a strategy and then map out a production plan that will allow him to carry out that strategy... it’s very easy, when playing as the Axis, to arrive in 1941 and find yourself unable to invade the Soviet Union because you haven’t built enough mech points to launch an effective invasion.

In summary, Campaign Game III is the version of *Hitler’s War* that I always wanted to play. I hope that you enjoy it as well.

– Jay Richardson

DESIGN CREDITS

Original Game Design for Metagaming: Keith Gross

Game Development for Avalon Hill: Mick Uhl

Campaign Game III Design: Jay Richardson

Campaign Game III Playtesters: (*to come*)

CAMPAIGN GAME III SET-UP AND SPECIAL RULES

AXIS	Unit	Location	Inf	Mech	Tac Air	Para	Fort	
	Army Group North	Q13	2					
	Fourth Army	P11	2	3	1			
	Army Group South	N12	3	7	1			
	Army Group West	N9	4			1		
	Italian Army	L9	4	1				
	Panzer Armee Afrika	D12	1					
	Fort No. 1	N9					1	
	German fleet raiding – 1							
	German fleet in port – 1							
German fleet construction – 1 (6 production points remaining)								
Italian fleet in port – 3								
U-boat in port – 2								

AXIS-FRIENDLY AREAS AT START

Germany (morale 10)

AXIS PRODUCTION AT START

16 points

SOVIET	Unit	Location	Inf	Mech	Tac Air	Fort
	Moscow District	Q17	2	2	1	
	Leningrad District	T15	3		1	
	White Russian Front	R14	4	2		
	First Ukrainian Front	P14	4	2		
	Siberia	Siberia	2	3		
	Fort No. 1	K17				1
	Soviet fleet in port – 1					

SOVIET-FRIENDLY AREAS AT START

Soviet Union

SOVIET PRODUCTION AT START

8 points (of 15 total points)

ALLIED	Unit	Location	Inf	Mech	Tac Air	Amph	Fort	
	Britain	P7	2	2	1	1		
	French First Army	O8	5	2	1			
	U.S. Army	U.S.	8	3	1	1		
	Fort No. 1	N8					7	
	Fort No. 2	M9					7	
	Fort No. 3	H4					2	
	Fort No. 4	G11					1	
	British fleet in port – 8							
	British fleet construction – 2 (6 production points remaining on each)							
French fleet in port – 5								

ALLIED-FRIENDLY AREAS AT START

France and Allies (all countries in green), Great Britain (morale 10) and Allies (all countries in brown)

ALLIED PRODUCTION AT START

23 points

All Campaign Game II rules are used except as amended below.

GAME LENGTH

Two Players: Winter 1939 to Spring 1945

Three Players: Winter 1939 to Summer 1945

Axis moves first, Soviet moves second, Allied moves last.

VICTORY CONDITIONS

Two Players

The Allied-Soviet player wins immediately upon capturing Berlin (hex P10) on or before the Spring 1945 turn. Otherwise, the Axis player wins.

Three Players

1. The three player game ends immediately when Berlin is captured. If this does not occur, it ends upon the conclusion of the Summer 1945 turn.

2. At the conclusion of the game, victory will be determined by a production point comparison. Each player counts the total production controlled by his side, even including the devastated points. Then each side compares his amount to the sum of the other two. For example, at the end of the game, the Axis player has 10 production points, the Soviet player has 30 production points, and the Allied player has 50 production points. The Axis ratio would be 10:(30+50) reduced to 1:8, the Soviet ratio would be 30:(10+50) reduced to 1:2, and the Allied ratio would be 50:(30+10) reduced to 5:4.

3. The Axis player is given no production points if Berlin is captured. The Soviet side still counts what it retains after a Soviet Union surrender.

4. The following chart explains the winning ratios.

AXIS

Marginal Victory – 1:3 or less but Berlin is still Axis

Substantial Victory – greater than 1:3

Decisive Victory – 1:1 or more

SOVIET

Marginal Victory – 1:2 or more

Substantial Victory – 1:1 or more

Decisive Victory – 3:2 or more

ALLIED

Marginal Victory – 1:1 or more

Substantial Victory – 3:2 or more

Decisive Victory – 2:1 or more

5. The player with the highest level of victory wins the game.

RECOMMENDED OPTIONAL RULES

Campaign Game III works best if the following optional rules are used:

- Unaligned Forces
- Italian Army
- Naval Action
- Ship Builds

If the Italian Army optional rule is not used, remove the infantry strength point assigned to Panzer Armee Afrika.

If the Naval Action optional rule is not used, use the fleet point strengths given for Campaign Game II.

NOTE: The Leaders optional rule is fairly neutral, but seems to be more trouble than it is worth. The Aircraft Carriers optional rule favors the Allied side and probably should not be used in order to keep Campaign Game III balanced. Aircraft carriers had such little effect on the war in Europe that there seems to be little need to have them appear as separate strength points.

INITIAL TURN

During the Axis Movement Phase of the Winter 1939 Axis turn, only U-boat and fleet strength points may be moved.

NOTE: This prevents an attack on France on the first turn (which gives the Germans too much of an advantage if they succeed) and forces the Germans to attack Poland from their historical setup. Strategic Warfare is not skipped, allowing the German surface raider to attack Allied shipping if the Naval Action optional rule is being used.

UNALIGNED COUNTRY SUPPLY

When an unaligned country containing a capital is attacked, its hexes (and its defending infantry if the Unaligned Forces optional rule is being used) can trace supply either to the country's capital or to a friendly production point. Regular armies, even if they are in a friendly unconquered country, must trace supply normally.

NOTE: The primary purpose of this rule is to prevent the Allied player from capturing Iraq and Iran simply by declaring war on them. There is usually no way for these two countries to trace a line of supply back to an Axis controlled production point.

ITALIAN PRODUCTION

While Italy is at war, the Axis player may build strength points in Italy as well as in Germany. If the Naval Action optional rule is being used, Italian fleets may also be built in Italy (German fleets may only be built in Germany). If the Ship Builds optional rule is being used, use a "2" number marker to represent a partially-completed Italian fleet strength point.

NOTE: This rule is required by the regular game's Italian Army optional rule and Campaign Game III's Mediterranean Shipping rule.

DEFENDING FRANCE

Allied strength points cannot be moved out of France except by combat advance. After France surrenders, this rule is no longer in effect and the normal rule, Activity Limitations #2, takes over. If you are using the Naval Action optional rule, French fleets may leave France at any time.

NOTE: At the time, no one realized that France was doomed, so the Allied player is not allowed to abandon France. This rule means that there is no chance of a Dunkirk-like withdrawal if Britain sends troops to reinforce France. This is unfortunate, but rules to allow such a withdrawal are just more trouble than they are worth at this level, with turns four months long. And really, Dunkirk was truly a miracle: the British forces should have been destroyed in France... which is exactly what will happen in the game if any forces are sent from England to France.

DEFENDING ENGLAND

1. On the first turn of the game, Winter 1939, Allied sea transport may only be used in the Atlantic Ocean.
2. On the second turn of the game, Spring 1940, Allied sea transport through the Mediterranean Sea and through the Persian Gulf-Red Sea may only be used for infantry strength points.

NOTE: Africa was not a theater of war until Italy's entry into the conflict. Britain was entirely focused on fighting Germany in Europe, and would have sent troops to Africa only for garrison purposes. This is a "hindsight" rule: the players know that Italy will declare war and get the Germans to help in an attack on Egypt... but in 1939 the British did not know this.

U-BOAT FIREPOWER

The firepower of German U-boats is dependent upon the Allied ASW level:

- ASW of 0, 1, or 2: U-boat firepower is tripled
- ASW of 3, 4, or 5: U-boat firepower is doubled
- ASW of 6 or more: U-boat firepower is normal

NOTE: Germany had only a small U-boat fleet at the start of the war, but the 1940 U-boat campaign was highly successful due to the lack of effective countermeasures. This rule recreates that situation. It also helps to prevent players from using their hindsight to just wait with ASW & U-boat purchases until research brings the cost down... which is very unhistorical. Now the Allied player has to purchase ASW early or the U-boats will hammer his economy, and an Axis player who wishes to pursue a U-boat strategy will probably purchase them right from the start, because they are so effective.

U-BOAT PORTS

The ports in O6 and U10 are potential U-boat ports. If either of these ports are Axis-controlled, the Axis player may subtract one from each U-boat attack die roll. If both ports are Axis controlled, the Axis player may subtract two from each U-boat attack die roll.

NOTE: This recreates the historical importance of the U-boat bases in France and Norway.

GERMAN FLEET MOVEMENT

German fleets may operate normally in the Baltic Sea. If port U10 is Axis-controlled, German fleets may also move to it normally. German fleets cannot move directly to any other port outside of Germany, Norway, or the Baltic; they must first move to the Raid Box. German fleets in the Raid Box may return to any Axis-controlled port that can be reached via a sea route.

NOTE: For example, if port O6 in France is captured by the Axis, German fleets may not move directly to it from Germany. They would have to move to the Raid Box first, with the chance of Allied fleets intercepting them, and then "return" to O6 on the next turn. German fleets in O6, however, may move directly to ports in Germany, Norway, or the Baltic without any interception (as in the famous "Channel Dash").

GERMAN IMPROVISED AMPHIBIOUS ASSAULT

1. Once per game, during any 1940 turn, Germany may convert five infantry strength points to amphibious strength points and immediately use them to conduct an amphibious invasion. All five amphibious points must be assigned to the same army.
2. The sea route of the amphibious invasion is restricted to the Baltic Sea.
3. At the conclusion of the Axis turn, any of these five amphibious strength points that survived must revert back to infantry.

NOTE: This represents loading infantry onto destroyers and other assorted ships as was done in the invasion of Norway, as opposed to building true amphibious strength points that are specially trained and equipped. It worked, once, probably because no one expected it... although the Norwegian coastal batteries did score some kills.

INVADING ENGLAND

If the Axis attempts an amphibious invasion of England, Allied fleets in the Atlantic will fire on the invading armies with double firepower. If the target hex of an Axis amphibious invasion is adjacent to an Axis-controlled hex, 1 Allied fleet factor must be lost for every 4 Axis strength points destroyed by naval fire.

Note: The Campaign Game III rules recreates the desperate situation that Britain faced in 1940, which leaves it highly vulnerable to an Axis invasion... if the Axis can get ashore in strength. This rule accounts for the furious battle that would result from the Royal Navy charging into the English Channel to engage the invading forces at point blank range.

NORWEGIAN SURRENDER

If an invader captures hexes T10 and U10, Norway will immediately surrender, exactly as if a capital had been captured. Neither hex is considered a capital for any other purpose.

NOTE: This rule prevents the German conquest of Norway from ei-

ther dragging on for many turns or requiring a huge commitment of mech strength points, neither of which is historical.

ing, and so benefit from the lack of effective opposition; attacks on morale do not require precision bombing.

FRENCH SURRENDER

1. When France surrenders, any French fleet located in French Africa remains there under Allied control. It cannot leave French Africa until the Allies succeed in recapturing another French port.

2. Any other French fleet not located in French Africa is immediately placed in the port in G6 and becomes neutral. If an army captures G6, roll one die. On a roll of "1" or "2" all French fleet strength points in G6 are destroyed by scuttling. If the fleet is not scuttled, it is captured by the army. If captured by the Allies, the fleet remains French. If captured by the Axis, the fleet strength points must immediately be assigned to either a German or Italian fleet (in G6).

NOTE: The Naval Action rules do not explain how to handle fleets when their country surrenders. Most of this rule was provided by Avalon Hill in a Question Box for Hitler's War published in their magazine, THE GENERAL.

BRITISH SURRENDER

1. If Britain surrenders, all British fleets are immediately placed in Canada. The Axis gains a sea transport capability of three strength points per turn in the Atlantic Ocean, and can freely trace supply routes through the Atlantic even without a fleet at sea there.

2. After Britain surrenders, all new Allied production can be placed only in the United States. The Allies may no longer build strength points in England, even if they later recapture it.

3. The provisions of the Invading England rule do not apply after Britain surrenders. Any subsequent amphibious invasions of England, by any side, are handled normally.

NOTE: The Royal Navy will escape in order to fight on, but the loss of the naval facilities in England means that it cannot effectively interdict German shipping while operating from ports in North America. For the sake of simplicity, this will not change even if the Allies recapture any ports in England.

A German occupation of England, even a brief one, would likely see the wholesale destruction of Britain's military and naval installations, which would severely limit a liberated Britain's ability to wage war as an equal partner with the United States, thus the requirement to place all future Allied production only in the U.S.

BOMBER FIREPOWER

The firepower of bombers attacking production points is doubled if the defender's air defense strength is less than 3. Bomber firepower is never doubled when attacking morale.

NOTE: This is another hindsight rule, intended to prevent players from putting off purchases of air defense until research brings the price down. Attacks on production points require precision bomb-

MEDITERRANEAN SHIPPING

1. The sea transport limit for the Mediterranean Sea is increased to three strength points per turn for both the Axis and the Allied players. Axis control of Malta does not affect this limit, but if Italy surrenders the Axis limit becomes zero and the Allied limit becomes unlimited.

2. Once Italy enters the war, strength points that move through the Mediterranean Sea may be fired upon. Only capital ship strength points may participate in these attacks, even if the Aircraft Carriers optional rule is being used. Capital ship strength points fire at ½ firepower (drop fractions).

3. At the end of any Axis movement phase in which the Axis player has moved at least one strength point through the Mediterranean Sea, the Allied player gets one attack with his fleets at sea in the Mediterranean. Each loss removes one transported strength point of the Axis player's choice. If the Allied player controls Malta (G11) his total firepower is increased by 2. If the Allied player does not control Malta, he may not attack.

4. At the end of any Allied movement phase in which the Allied player has moved at least one strength point

SEA TRANSPORT CAPABILITIES		
	Location	Sea Movement
AXIS	Baltic Sea	1 s.p. per turn
	Mediterranean Sea	3 s.p. per turn if Italy has not surrendered 1 s.p. (non-mech) per turn via air transport if Italy has not surrendered
	Atlantic Ocean	3 s.p. per turn if Britain has surrendered
	All other areas	Movement is prohibited
SOVIET	Black Sea	1 s.p. per turn
	Caspian Sea	1 s.p. per turn
	All other areas	Movement is prohibited
ALLIES	Atlantic Ocean	Unlimited (but only 3 s.p. per turn to and from US/Canada)
	Mediterranean Sea	3 s.p. per turn if Gibraltar or France is Allied Unlimited if, in addition, Italy has surrendered
	Persian Gulf-Red Sea	1 s.p. per turn

through the Mediterranean Sea, the Axis player gets one attack with his fleets at sea in, or in a port adjacent to, the Mediterranean. Each loss removes one transported strength point of the Allied player's choice. If the Axis player controls Sicily (H10) his total firepower is increased by 3, if he controls Malta (G11) his total firepower is increased by 2, and if he controls Crete (G14) his total firepower is increased by 1.

5. An attack on Mediterranean shipping can never be more than 6 firepower in strength, regardless of the number of capital ship strength points that are present, and only one attack may be made per turn per side. This attack cannot be used against an amphibious invasion, but attacking Mediterranean shipping does not prevent a fleet from also supporting or attacking amphibious invasions.

6. If the Naval Action optional rule is not being used, the attack strengths are figured as follows: The Allied player gets a 5 point attack if he controls Malta. The Axis player gets a 1 point attack if Italy has not surrendered, 3 additional points if he controls Sicily, 2 additional points if he controls Malta, and 1 additional point if he controls Crete.

7. In addition to his sea transport, the Axis player may air transport one non-mech strength point per turn through the Mediterranean. This air transport works exactly like sea transport, except that it cannot be fired upon. Axis air transport is lost when Italy surrenders.

EXAMPLES:

A. Three Italian capital ship points in port or at sea attack with a strength of 1 ($3/2=1.5$). Control of Sicily adds 3 for a total strength of 4, and control of Crete would add 1 more for a total of 5. If the Axis wanted to use the maximum firepower of 6, they would need to build one additional Italian capital ship strength point while controlling both Sicily and Crete, or build three additional capital ship strength points while controlling Sicily.

B. Four British capital ship points at sea attack with a strength of 2 ($4/2=2$). Control of Malta adds 2 for a total strength of 4. If the Allies wanted to use the maximum firepower of 6, they would need eight capital ship strength points at sea in the Mediterranean.

NOTE: This rule makes the Mediterranean/Africa part of the game a lot more interesting, and presents the Allied player with an interesting problem in how best to deploy his fleet. He has to protect England from invasion, keep the surface raiders bottled up, and try to harass Axis activity in the Mediterranean.

This is a very abstracted rule, as Mediterranean convoys were attacked by land-based airpower and submarines in addition to the surface fleets. But since the Med fleets normally just sit around and do nothing in the game anyway, this rule gives them an important role to play, and the abstraction seems to work well. I did consider letting tac air points in Malta and Sicily attack shipping, but that messes up the game too much, because tac air is so vital to ground combat. Letting the fleet strength also represent air and submarine elements is much simpler.

The Axis fleets are allowed to remain in port so they are not forced to come out and fight an often superior Allied fleet.

Aircraft carriers are not allowed to participate in these attacks for two reasons: it helps to keep the game balanced regardless of whether aircraft carriers are being used or not, and aircraft carriers were not very effective weapons in the European theater.

The Axis air transport is not entirely historical: troops were indeed transported by air, but heavy equipment such as vehicles and artillery still had to come by ship. It does help to balance the Allied ability to move one strength point per turn safely to Africa via the Persian Gulf-Red Sea.

DESERT WARFARE

1. The following countries are considered deserts: Morocco, Spanish Africa (G4 & G5), Algeria, Tunisia, Libya, Egypt, Palestine, Lebanon-Syria, Trans Jordan, Iraq, Iran, Kuwait, Qatar, and hex B20.

2. The stacking limit in desert hexes (including mountains) is five ground strength points and one tac air strength point. This desert stacking limit may be ignored by an army invading a desert hex via an amphibious assault from a non-desert hex, but the overstacking must be corrected in that army's next Movement Phase.

3. Each turn, the Axis player may assault and advance with only one of his desert armies (if he has more than one army in the desert). If Malta is under Axis control, he may assault and advance with two desert armies each turn. All of his desert armies may move and defensive assault each turn.

4. Each turn, the Allied player may assault and advance with only one of his desert armies (if he has more than one army in the desert). He may assault and advance with a second army only if that army can trace its line of supply overland back to a friendly hex on the coast of the Atlantic Ocean (D2, E3, F3, or G4). All of his desert armies may move and defensive assault each turn.

5. When an army attacks a desert hex from another desert hex, the attacker makes his assault *before* the defender may make his defensive assault.

6. When an army assaults a desert hex from another desert hex, subtract 2 from the die roll on the Firepower Table. This subtraction does not apply to air attacks.

7. When an army attempts to advance into a desert hex from another desert hex, add 3 to its mech strength point total, even if it has no actual mech strength points. This mech bonus never applies to assaults, and does not apply to an amphibious advance into a coastal desert hex. Air superiority never applies to advances into desert hexes.

8. At the end of each Combat Phase, any desert army that advanced during that Combat Phase temporarily loses its mech strength points to supply exhaustion. Turn these exhausted mech points face down; they cannot defensive assault or defend against advance, but they can be taken as

casualties. At the start of the next friendly Movement Phase, return them to play by turning them face up. An army whose only ground strength points are exhausted mech points defends against advance with a strength of 1.

9. If a desert army ends its advance in D15 (the Suez Canal), it does not suffer supply exhaustion; its mech strength points remain in play.

10. Forts in desert hexes cannot be built stronger than one fort strength point.

NOTE: Hitler's War does a poor job of recreating the war in the desert. The four month turns, and the game mechanics, simply aren't suited to the desert theater. This rule tries to recreate some of the desert action within the framework of the existing rules. The war in the desert featured relatively small, highly mobile forces operating at the extreme limits of supply.

The change in combat procedure that allows the attacker to assault before the defender recreates the effect of wide outflanking maneuvers aimed at the enemy's rear areas. Few desert offensives were frontal attacks against prepared positions.

Mech supply exhaustion represents a successful attack outrunning its own supply lines. An offensive could drive the defender halfway across North Africa, but the attacker would often be left with only a handful of functioning tanks and few supplies. This outrunning of supply is also why air superiority does not apply in the desert: tactical airpower required large amounts of supply to be effective.

Supply exhaustion does not occur at the Suez Canal, as this was the main supply center for the British, and if the Axis capture it they will also capture much of the stockpiled supplies. This rule is necessary to give the Axis some chance of actually holding Suez should they capture it!

FINLAND SUPPLY LIMIT

The Axis can supply a total of only 10 strength points with supply routes that trace supply to or through Finland.

NOTE: The Finns were somewhat reluctant allies of Germany. Their only interest was in recapturing their territory that had been lost to Russia in the 1939 Winter War. Politically, they would not have accepted a huge German presence in Finland, and the available shipping in the Baltic Sea possibly could not have supported a huge German army operating in or out of Finland.

This rule is necessary to avoid a very unhistorical situation: because Campaign Game III allows a German conquest of Norway, the Axis could then attack and capture Sweden, providing a direct link to Finland. With both Norway and Sweden under Axis control, the entire German army could be moved into Finland to attack the Soviet Union from there, capturing Leningrad and the northern lend-lease depot on the very first turn!

MISSILE AND ATOMIC BOMB RESEARCH

1. At the start of the research phase, the Missile and Atomic Bomb research items move one space along the Research Track at no cost.

2. After these free research moves are completed, either of these items may be moved a second space along the Research Track, at a cost of two production points for each such move.

3. These free research moves are available only while an item is at a prohibited level.

NOTE: The original game's research rules were flawed in that players almost never researched missiles or the atomic bomb. Both of these items were too expensive to develop, and the chances of success were too uncertain. Historically, however, these were completely new weapon systems of unknown – but possibly tremendous – potential, and no major power would have willingly refused to research them.

Giving them a free research move each turn represents the basic research that the scientific communities of each respective power would normally make in these areas. Research on the other items in the game represents progress in terms of mechanical design and/or training: progress that does not occur without a specific program to implement it.

This rule change does not allow these items to be researched any faster than in the original game, but it may make them cheaper to research... and it increases the possibility that they will play some role in the game.

MISSILE TARGETS

In addition to attacking production points and making morale attacks, missiles may also be used to attack army counters during the strategic warfare phase. Missiles may not be used to attack fleet, fort, or missile counters, or garrison points. (All of these items can be attacked by a missile armed with an atomic bomb).

NOTE: The Allies feared that the Germans would use their new missiles to attack the men and material concentrated throughout southern England in preparation for the D-Day invasion of France, and the Germans apparently had plans to do just that, but the missiles did not become operational until about 10 days after the invasion took place.

This is another hindsight situation: missiles were apparently never used to attack troop concentrations, they were never used in great enough numbers to be truly effective terror weapons, and they did not have enough accuracy to target industry. But, at the time, their true potential was unknown, and the Allies expended a lot of effort to try to knock out missile launch sites and manufacturing facilities.

Giving missiles capabilities in excess of what they actually had in real life recreates the proper historical tension in the minds of your opponents if you do decide to start producing missiles, but the high cost of actually producing them should keep them from having too much impact on the course of the game. And, of course, had missiles been developed earlier, manufactured in greater numbers, and had more research breakthroughs been made, missiles might well have been much more effective in their actual use.

ATOMIC BOMB PRODUCTION

Once a country has researched the atomic bomb, only one atomic bomb strength point may be built each turn.

NOTE: This is a play balance rule, but it is also based on history. The two atomic bombs used against Japan were the United State's entire stockpile at the time, and it is not clear how soon more could have been constructed. The exotic materials required to construct an atomic bomb were not readily available, and the bombs were built by hand – not by mass production. In addition, even

though the United States might well have been able to produce atomic bombs faster than either Germany or the Soviet Union, it is likely that the Allies would have been very reluctant to use atomic weapons against European cities.

THE AURA OF INVINCIBILITY

If a country's morale reaches 18 or 19 points, that country may subtract one from all of its attack die rolls. Axis units in Russia never receive this bonus during winter turns.

NOTE: Overwhelming success on the battlefield will not only lead to your own troops believing themselves to be invincible... but your opponents will start to believe it as well! This is why Churchill demanded offensives in the desert: he desperately wanted to prove to the British people that the Germans were not invincible.

This rule gives Britain and Germany a positive reason to try to build up their morale (and a reason to use terror attacks to knock down their opponent's morale). If things aren't going well for the Germans late in the war, and Allied morale is increasing, they might decide it is worthwhile to build missiles and fire them at London... just as happened in the actual war.

NATIONAL MORALE CHART

1. The following chart replaces the one in the rulebook.
2. Hexes are not counted as lost unless they were friendly prior to the start of the Combat Phase. Hexes captured as a result of a country's surrender are counted as hexes gained.
3. Successful attacks or surface raids are ones that actually cause damage.
4. A successful invasion is one that captures the invasion hex. A country may gain a morale benefit from a successful amphibious invasion only once per calendar year.
5. Morale items marked with an asterisk may occur only once per game.
6. Attacks against morale made by bombers can never lower the target country's national morale to less than 5 points. Morale attacks using missiles and atomic bombs can reduce the target's national morale to less than 5 points, possibly causing the country to surrender if the national morale reaches 0 points.

EXAMPLES:

A. If the Axis captures Poland in Winter, 1939:

Gain of 6 or more hexes, +1 Germany
Axis capture of a capital city, -1 Britain

Total for example A: -1 Britain, +1 Germany

B. If the Axis conquers France:

Loss of 5 or more hexes, -1 Britain
Gain of 6 or more hexes, +1 Germany
Axis capture of a capital city, -1 Britain
France surrenders, -1 Britain, +2 Germany

Total for example B: -3 Britain, +3 Germany

NOTE: The national morale rules were the biggest problem of the

original game, but also one of its most innovative features. The problem was caused not because of a flaw in the rules, but because the game did not take into consideration everything that can affect a country's morale. This expanded list of national morale effects solves the problem: now terror bombing will only play a small part in determining a nation's morale level, and bombing alone cannot force either Britain or Germany to surrender.

This list is not based upon military effectiveness, but upon what had an effect on the English and German populations. For example, the German battleships Bismarck and Tirpitz were of no real military consequence (the Germans would probably have been better off building more U-boats instead), but they were a direct challenge to Britain's view of itself as the world's premier naval power. Successful raids by them would have been far more damaging to British morale than to the actual war effort.

The homeland propaganda represents a wide variety of things: from the impassioned speeches of Churchill and Hitler exhorting their countrymen to fight on to victory... to the relief efforts directed at the thousands of civilians left injured or homeless from bombing raids.

The +2 for actually building a missile represents the population's belief that new secret wonder weapons (of all types) will quickly end, or turn the tide of, the war.

Missile attacks against morale are allowed to reduce the target's national morale to less than 5 points, possibly to the point of surrender (0 points), because there is no defense against missiles, and there is no prior warning of an incoming missile attack (this is assuming the use of V-2 class ballistic missiles). Had they been manufactured in large numbers, and fired around-the-clock at their target, WWII missiles could well have been truly terrifying weapons. Keep in mind that morale surrender does not mean the collapse of the entire country; it instead implies that something like the assassination of Hitler has occurred.

NATIONAL MORALE

Loss of 5 or more hexes in a combat phase:	-1
Gain of 6 or more hexes in a combat phase:	+1
Successful amphibious invasion:	+1
Successful surface raid:	-1 Britain, +1 Germany
Surface raider strength point destruction:	+1 per point, Britain
* Britain's first successful strategic bombing:	+1 Britain
* Germany's first successful strategic bombing:	+1 Germany
Morale bombing hit:	-1 per point, but national morale cannot be reduced to less than 5
Morale missile hit:	-1 per point
Each successful morale attack (missile or bombing) against an opponent:	+1
Allied attack on a neutral country other than Morocco, Algeria, or Tunisia:	-2 Britain
Axis capture of a capital city:	-1 Britain
Allied or Soviet liberation of an Axis-controlled capital city:	+1 Britain
* Axis capture of Suez Canal (D15):	-1 Britain
* Axis capture of Gibraltar (H4):	-1 Britain
* Allied capture of last Axis-controlled hex in Africa:	+1 Britain
* Allied capture of first hex in Germany:	+1 Britain
* France surrenders:	-1 Britain, +2 Germany
* Britain surrenders:	+2 Germany
* Soviet Union surrenders:	-1 Britain, +2 Germany
* United States joins Allies:	+2 Britain
* United States joins Axis:	-4 Britain
* Italy surrenders:	+1 Britain, -2 Germany
* Britain builds a missile for the first time:	+2 Britain
* Germany builds a missile for the first time:	+2 Germany
Atomic bomb hit:	-4
Spend 3 production points on homeland propaganda:	+1
No more than 6 production points may be spent on homeland propaganda each turn. Homeland propaganda may be purchased only if national morale is less than 10.	
British defiance:	+1 Britain
Received at the end of each Axis turn in which Britain does not surrender. Starts the turn after the surrender of France, ends upon the entry of either the US or the Soviet Union into the war.	
Failure to counterattack the Axis:	-1 Britain
If the Axis control at least one desert hex, and Britain controls both Gibraltar (H4) and the Suez Canal (D15), this penalty is received at the end of each Allied turn in which an Allied army does not capture an Axis-controlled desert hex. Starts the turn after the surrender of France.	
* Failure of the Blitzkrieg	-3 Germany
If the Axis attacks the Soviet Union, this penalty is received at the end of the Axis winter turn if the Axis has failed to capture Moscow by the end of the year in which they first attacked the Soviet Union.	
Failure to defeat the Soviet Union:	-2 Germany
If the Axis attacks the Soviet Union, this penalty is received at the end of each Axis turn in which the Axis does not capture a Russian-controlled production point hex.	
Liberation of France:	-1 Germany
This penalty is received at the end of each Axis turn, after the surrender of France, in which at least one hex of France is Allied-controlled.	
Failure to defend Germany	-1 Germany
This penalty is received at the end of each Axis turn in which at least one hex of Germany is Soviet-controlled.	

TIME RECORD

SUMMER 1945		U.S. production +1
SPRING 1945		U.S. production +1
WINTER 1944		U.S. production +1
SUMMER 1944		U.S. production +1
SPRING 1944		Soviet production increases to full strength if on limited war footing. U.S. production +1
WINTER 1943		U.S. production +1
SUMMER 1943		U.S. production +1
SPRING 1943		Siberian production increases to 12 points. U.S. production +1
WINTER 1942		U.S. production +1
SUMMER 1942		U.S. production +1
SPRING 1942		Soviet production increases to full strength if not at war. United States joins the Allied side.
WINTER 1941		Siberian army becomes available.
SUMMER 1941		Finland (3 inf), Hungary (1 mech, 1 inf), Rumania (1 mech, 2 inf), and Bulgaria join the Axis side.
SPRING 1941		
WINTER 1940		
SUMMER 1940		Allies may not build fort strength points in France this turn.
SPRING 1940		Allies may not build fort strength points in France this turn. Italy joins the Axis side, but not until the production phase.
WINTER 1939		Allies may not build fort strength points in France this turn.

SIBERIAN PRODUCTION

Siberian production becomes available the turn after the 8 production point limit is removed.

RUSSIAN WINTER COMBAT

1st winter: +4 to all Axis attack rolls

2nd winter: +2 to all Axis attack rolls

other winters: +1 to all Axis attack rolls

US TECHNOLOGY

P2 - Atomic Bomb research level

9 - Capital Ship production cost

FLYING RANGES

4 hexes - Strategic Bombing

2 hexes - Missile Attacks

UNALIGNED FORCES

Finland	4
Low Countries	2 (1 point Fort in 09)
Norway	3
Rumania	3
Poland	4
Spain	6
Sweden	6
Turkey	6
All Others	2 (except Italy and USA)

NATIONAL MORALE LEVEL

18 - 19 -1 to all attack rolls

6 - 17 normal

1 - 5 +1 to all attack rolls

0 Surrender

Playtest Results to Date:

Playtesting has concentrated on the years 1939-1941 to check if the game is able to recreate the actual events of the war if the players choose historical strategies. I am satisfied that the game is working well in this regard.

Here's a typical timeline for a historical game:

- Winter 39: Germany captures Poland
- Spring 40: Germany invades Norway, captures Denmark,
Britain sends Inf to Egypt and Malta
- Summer 40: Germany attacks Low Countries and France,
captures Norway, air transports Inf to Libya,
Britain reinforces Egypt/attacks Libya
- Winter 40: Germany captures France, attacks Yugoslavia,
reinforces Libya
- Spring 41: Germany captures Yugoslavia, attacks Greece,
desert battles continue
- Summer 41: Germany attacks Soviet Union,
desert battles continue

This order of events can be changed around somewhat, and things can happen faster if Germany has good die rolls, but, given the scale and abstraction level of Hitler's War, this seems to be a reasonable recreation of the actual events of WWII.

When historical strategies are used, German morale will reach 18 or 19 points sometime in 1941, giving them the beneficial combat bonus. Playtesting shows the Soviet Union probably cannot survive if Germany keeps this combat bonus, so the "Failure of the Blitzkrieg" event will usually take it away from them.

Providing a combat bonus for high morale seems to work quite well in game terms. Without it much of the morale system would be kind of pointless, and the game would not be nearly as interesting. The morale incentives make it difficult for a player to just "play it safe."

ITEMS THAT NEED TO BE PLAYTESTED:

- * Overall Game Balance: is the Axis player too likely to win, or too unlikely to win?
- * Non-historical Strategies: are there any non-historical strategies that are too effective?
- * Finland Supply Limit: is allowing 10 Axis strength points in Finland (assuming that the Axis captures both Norway and Sweden) too much?
- * Late War Morale Modifiers: there are a number of items that will drive down German morale if they are on the defensive, with the Allies and the Soviet Union advancing towards Germany... are these morale values too much, too little, or just right?