

CORRECT THIRD REICH

by Stuart Smart

Stuart Smart is one of those incurable THIRD REICH enthusiasts whose love affair with the game is only slightly, marred by its abominable rules. So great is his attraction to the game that he has organized and played through several postal multi-player games. In an effort to clean up the most commonly questioned points he has submitted the following clarifications for publication with a plea that we make them official. Consider them "official" but in the interests of fair play, make sure your opponent has access to the article before starting.

Despite the clarifications brought out in the Second Edition rules players of this game are sometimes forced to deal with hazy situations not adequately covered in the rulebook, thanks to the designer's inclusion of so many possible strategies and tactics. This article is intended to be a summary of various addenda, changes and rulings that I hope will reduce the number of shouting matches caused by disputes about the game's finer points.

2.4 Dover/Great Yarmouth and Batum/Y42 should be added to the list of unconnected hexes. Also, the Gulf of Aqaba (hexside NN32/NN33) is treated like the Suez Canal; it may be crossed by normal land movement and triples a defender's combat value.

2.6 Defending units are tripled on either side of a Crossing Area AND when they are ON a Crossing Arrow (e.g. D27).

2.7 To repeat the 2nd Edition rules: Defensive benefits are not cumulative; a mountain behind a river is tripled, not quadrupled. Hexsides NN25/JNN26 and MM26/NN26 are the only ones affected by the Quattara Depression rule.

2.9 A player's naval units need not be initially deployed in the same port. Nor must one strictly adhere to the Deployment Limitations for the 1942 and 1944 scenarios. A unit of greater strength may be substituted for the listed unit. In the '42 Scenario, for example, a Free French 2-3 satisfies the 1-3 in Syria requirement.

3.2 There has been some confusion about Attrition attacks across Front boundaries. The ruling is that the attacker can include any of his units that are adjacent to enemy units located in the Front being attacked. That is, French units in T21 would count in a French Mediterranean Attrition attack if there were Axis units in Turin. The same Axis units would count toward an Axis West Front Attrition attack, even though they are not in the West Front themselves.

3.312 The defender forced to retreat a unit may not retreat into a hex the attacker occupied prior to advance, nor into a hex occupied solely by an enemy airbase or air/naval unit.

3.313 Involuntary BRP losses, such as enemy capture of a conquered Minor, do not affect the amount of BRPs a nation may spend per turn (except by reducing the number available). The rule does not spell it out, but no units may perform their intended functions on the turn of construction, including Sea Escort. They are free to be Strategically Redeployed, of course.

3.314 SR cannot be performed if the unit in question starts the Phase or would end the Phase adjacent to an enemy ground, air or naval unit, unless separated by a lake / sea/ ocean or all Quattara hexside.

No naval unit may move through the Dardanelles or past Gibraltar unless these areas are in friendly hands. If Gibraltar is under friendly control, SR into or out of the Med is not obstructed by an enemy unit in an adjacent hex.

An air unit can SR over an unlimited number of sea hexes as long as it can touch down at a friendly base at least every eight hexes. A possible SR path would be from Athens to Benghazi to Malta to Tunis to Corsica (if no French are present) to Vichy to London, with no S6a Escort required. The path would have to avoid enemy-controlled islands or coastal hexes.

3.32 Missions that require Offensives on two Fronts can be conducted as long as the Offensives are paid for. A German fleet based in F. Prussia may use Naval Transport to carry a ground unit from Leningrad to Danzig, after which the unit may take part in an attack on Berlin. The Transport mission and the final ground attack would each require an

Offensive. If the unit had been carried to Kiel only one Offensive would have been needed.

3.321 If the French are deliberately trying to lose their fleet due to the imminent fall of Paris, the German player may choose to ignore any called-for French losses. The combat takes place but the French units remain intact.

3.4 It is not necessary to end the turn with a unit in an enemy capital to accomplish Conquest. If the German moves units through Paris and then prevents the French from reoccupying it, France falls.

3.51 The colonies and conquests of a fallen Major power (not including France) become neutral until occupied by some other player using either Offensive or Attrition option movement, No declaration of war is necessary.

3.52 When Paris has been taken by Axis troops the French may only initiate combat if there is a chance to retake the capital. This means that the French must be able to mount a 1:2 or better attack against Paris, taking into account Axis Defensive Air Support. If they can only achieve 1:3 odds, France will automatically fall without combat of any sort by the French, including Attrition attacks.

After the Combat Phase ends the German player removes half of the French infantry in France, half of the armor, half of the Replacements, half of the airbases, half of the air FACTORS and half of the naval units, rounding down (half of 3 is 2). Fleets are built up to the fewest and strongest units possible before halving. Corsica becomes German with France, but is considered a colony for the purpose of basing fleets. Any and all fleets must move to Marseilles prior to halving,

British units in the Vichy areas must SR out immediately or declare war in the next turn. If caught behind German lines they may surrender (returning to the Force Pool) to avoid having to declare war. German control of Unoccupied France is not implemented until the end of the Allied turn so British units may traverse French territory during the SR Phase in order to leave the country. If they choose to remain in France, they may not move.

Once the New Order is established the German player may move the Vichy fleets to Vichy colonies or rearrange the ground/air units as he sees fit, placing

them in Vichy, France or in the colonies. All this would take place on subsequent Axis turns by game-legal mechanisms.

3.53 If Leningrad or Moscow changes hands several times, the Soviets do not lose fifteen BRPs with each Axis occupation. The loss is a once-per-game event. Moscow never functions as an Axis supply source. Remember that the Axis forces inside Russia must outnumber the Red Army for surrender to occur, including the air and naval forces of both sides.

3.57 If France and Britain cooperatively conquer Libya either one may elect to take zero BRPs. If France is subsequently conquered, the total BRP value goes to Britain. The rules governing Cooperative Conquest also apply to cooperative Intervention.

3.581 If Russia invades a German Minor Ally while Germany and Italy are not allied Italy can intervene against Russia, making the invaded country an Italian Minor Ally, using the same rules Germany would have.

3.582 The Axis side may only have twenty German factors in an Inactive Minor Ally. When the Minors are activated all restrictions are lifted.

3.583 Germany does not lose BRPs if a Minor Ally is conquered prior to activation.

3.6 A neutral Russia cannot invade a Vichy colony, even though Russia can normally invade a neutral adjacent to Russian territory. The capture of Finland would put Russians adjacent to both Norway and Sweden. The capture of Turkey by France and/or Britain would not allow neutral Russian fleets or ground/ air units to pass through the Dardanelles or enter Turkey. Russia may not undertake Cooperative Conquest with the Allies until actively allied with them.

As stated in the 2nd Edition rules, a Major power's naval forces may intercept an enemy sea invasion of a Minor at any time.

3.7 When a Major power declares war on a Minor in the second half of a Game-turn, the Minor's first move would take place in the first half of the following Game-turn, moving before the invader even if he is taking two turns in a row due to a BRP advantage.

When more than one neutral has been attacked on the same Front and no Intervention has occurred, the

Minors would conduct separate attacks against the invader. An attacking Major power may never make more than one Attrition attack per Front.

A Minor's air units may not conduct missions outside their own borders, except for German Minor Allies.

3.71 Intervention is accomplished by moving a ground, air or naval unit into the invaded Minor by Amphibious Assault, Naval Transport, regular ground/air/ naval movement or SR. If a unit cannot be moved into the Minor, Intervention cannot occur. If Intervention cannot occur, the Minor is on its own regarding Attrition losses IF the invader's forces on the Minor's Front are not in contact with the forces of an opposing Major power. For example, the Germans could invade Sweden from Norway with an Attrition option while Russia is neutral. The British or French could not get a unit into Stockholm and there would be no active Allied troops in contact with Germans on the East Front, so any Attrition losses must be taken from the Swedes. If the British then landed in Bergen and Germans were not adjacent to either Bergen or Stockholm during the SR Phase, a British air unit could be SR'ed to Sweden, constituting Intervention. Any future Attrition losses would still be taken from Sweden until British ground units appeared on the East Front.

3.8 Either player may SR Lent Italian Forces. When Italy is conquered the forces are removed.

4.2 Zones of Control do not extend across lake/sea/ocean or Quattara hexsides.

4.3 The only supply bases in the game are the capitals of Major powers and Minors which have military forces, Libya (for the Axis only), Egypt (Allies only) and the east edge of the board in Russia (Soviets only). The French colonies do not qualify as supply bases so that units which start a turn in these areas must trace a supply line through Jordan and Palestine to Egypt or by sea back to France, in which case naval factors must be assigned to carry the supplies (one factor per unit). Similarly, the Italian unit in Albania and Allied units on Malta and other islands must be supplied by sea. To repeat 3.314, units which start the player-turn out of supply may not use SR nor advance after combat. If still isolated at

the end of the player-turn, the units are returned to the Force Pool (after the SR Phase).

4.4 A neutral Italy may conduct Amphibious Assaults but cannot place a Bridgehead on the invaded beach. Only active Axis or Allied powers may do so. This means that the only practical invasions a neutral Italy or Russia could make would be ones that involved immediate capture of a port or capital, using Exploitation if necessary.

Up to the maximum of five units stacked on a Bridgehead may participate in an Attrition attack on the Bridgehead's Front (or into an adjacent Front if enemy units across the boundary contact the BIT).

A nation may not "invade" a friendly beach and place a Bridgehead for the purpose of maintaining supply or building a defensive redoubt. The beach hex must be under enemy control.

Bridgeheads represent massive buildups of men and supplies in a key position where enemy counterattack is imminent. Once the danger has passed, the position is normally abandoned as the supply lines shift to captured ports. Therefore, when a Bridgehead is not threatened by enemy attack and is not required to provide supply, it should be removed to prevent its unintended use as a defensive bastion in future turns.

4.5 (clarification) An attacker must attack all GROUND units defending in a hex together. Air units in a hex under attack are not required to fly Defensive Air Support in that hex.

4.53 A player who has achieved a Breakthrough may pile any number of armored units (that were adjacent to the original attackers) onto the Breakthrough hex and may then attack an adjacent hex with as many of them as he wishes, but stacking limitations must be met by the end of the turn. If stacking has not been brought down to legal limits by the end of the Combat Phase the player must remove the excess by SR (if not adjacent to enemy units) or eliminate units of his choice until only two non-airborne ground units remain in the hex.

The two-hex chain concept deserves clarification. Each Exploiting unit is moved individually and must end its movement within two hexes of either the Breakthrough hex (occupied by armor or infantry that advanced after the Breakthrough combat) or another

Exploiting unit. The first unit to leave the stack must remain within two hexes of the rest but it may 'cut an arc' with a two-hex radius, establishing control over several hexes, assuming it has the required movement points. The next unit must remain within two hexes of the Breakthrough hex or the first unit, though it may zigzag a bit before reaching its final position. This pattern continues until all Exploitation movement is finished. In reality the unit which ended up the farthest away from the Breakthrough hex would have been the first to breach the line. The others would have been involved in mop-up operations on the flanks of the main advance, finally returning to safeguard the primary supply line.

Exploiting armor may not advance after combat if it would exceed the two-hex chain requirement; nor may the unit make an attack on another Front unless an Offensive was taken on that Front.

4.8 A Fortress is never isolated. A unit which starts its turn in a Fortress hex may always perform the functions a normally-supplied unit could. A supply line, however, may not be traced from a Fortress to, an adjacent hex that would otherwise be isolated.

4.91 A fleet may not provide Sea Escort and Intercept enemy fleets in the same Game-turn. It may Escort in the second half of a Game-turn and intercept in the first half of the following Game-turn, though.

Naval units may not break down into smaller independent units. One naval unit, however, may perform more than one mission in the same target hex as long as no factors are used twice. Specifically, one 9-factor fleet could carry a 1-3 infantry unit to an invaded beach and conduct Shore Bombardment with the six unused factors, for total attack strength of three. Similarly, a fleet may transport a unit to a friendly port and then bombard an adjacent hex in a subsequent attack with the extra factors.

4.914 A German fleet may change base from Danzig to Kiel and then execute a naval mission on the West Front in the same turn (an Attrition or Offensive option must be taken on the East Front). A British fleet may NOT move from England to Gibraltar and perform a naval mission in the Med in one turn.

4.915 A ground unit may not move by sea in the SR Phase unless it is able to reach a port occupied by the required 9-factor fleet prior to the actual sea movement. This means that the French infantry units that start the Campaign Game in the colonies may not return to France until a French fleet has been based in Africa or Lebanon, except by Amphibious Assault or Naval Transport.

4.916 An enemy fleet conducting a mission or changing bases may be intercepted before it joins fleets from other ports performing the same mission. Any fleet which is intercepted and takes losses may return to base, continue the original mission or set a new destination where the same mission is to be executed, all of which options are still subject to interception by unused opposing fleets. Being Strategically Redeployed in the owner's player-turn does not prevent a fleet from intercepting enemy activity in the enemy player-turn.

4.9171 Shore Bombardment may never be directed across an all-land hexside.

4.9172 Paratroops can not drop onto a vacant enemy port and open it up to friendly Naval Transport on the same turn. Transport may only carry units between ports controlled by the player at the beginning of the player-turn.

4.9173 A unit which lands on an undefended beach may not then attack an adjacent hex, unless it's an armored unit exploiting off a beach initially occupied by another armored unit.

Copenhagen may be invaded from any Baltic base.

4.921 Airbase counters may be placed during the initial set-up or at any time during a subsequent friendly player-turn and may be placed in any controlled hex, even one adjacent to an enemy armor unit. Once placed, they must remain on the game-board and are subject to all normal SR rules. If occupied by the enemy on the same turn the friendly capital is taken, the airbase counter is permanently removed from the game.

An air unit displaced by enemy movement is moved by the owner to the nearest friendly base. If there is no such base within eight hexes, the air unit is eliminated. Displacement does not affect an air unit's capabilities.

4.923 It was the designer's intent to have air units operate in groups of five factors. Smaller units can be used independently, but new units cannot be built unless they can immediately form a 5-4, either by joining with other factors already in the home country or by being Strategically Redeployed to the overseas/overland base where the other factors are.

4.9251 The number of air factors used by a player in a Counterair mission must equal or exceed the number of UNUSED air factors in the defender's base. If a base contains ten factors and four have been used in the Game-turn, the six remaining factors are all that need to be attacked.

4.9253 To quote the 2nd Edition again: "Total air strength involved in any Ground Support Mission may not exceed three times the number of attacking ground factors."

4.9254 A DAS mission may be intercepted anywhere between and including its base and the hex under attack. Unlike Counterair, the Intercepting player does not have to equal or outnumber the defender.

5.3 A Replacement unit does not count in an Attrition attack nor can it advance if a hex is won, but it can be retreated by an enemy Attrition attack. 5-4 The Allies may lend BRPs to a neutral Russia. A neutral Italy may lend BRPs to Germany and vice versa. France may not lend BRPs to Russia or any Allied power before 1942.

5.61 The presence of an air unit of any size on Malta prevents the movement (by Staging or by SR) of any other air unit to the island, even if the owner intends to combine them into one unit.

5.7 Partisans do not need to be supplied and supply cannot be traced through them if they occupy an enemy-controlled hex. That is, Partisans can never change the ownership of a hex, even temporarily. They do block enemy supply and the enemy cannot use SR in hexes adjacent to them. Partisans cannot operate in the Nazi-Soviet Pact Area.

5.8 Sub/ASW factors are exchanged in the Murmansk Convoy Box each turn that a convoy's passage is contested. Units may leave the Box only during Spring turns; they may enter it in any SR Phase (for the Allies) or Movement Phase (for the Germans).

5.9 If the Allies control Turkey, the Lend Lease route need not go through Persia. Any Allied controlled route into Russia can be used, as long as all other provisions of the rule are met. If the Persian route is opened by the Allies, the Axis may then invade Persia without first declaring war.

6.1 Italians do not count toward the 25-factors required for the East Front garrison. The garrison must be in place at the end of each German player-turn until Russia and Germany are at war. Units in Kiel do not count.

6.2 Intervention does not apply to the Pact Area. Control must be established by holding all of the involved cities at the end of a Game-turn and the area is then held until all cities are lost. Russian units cannot be built in the Pact Area.

6.3 No British ground, air, naval or airbase counters may ever be in the same hex as French ground, air, naval or airbase counters. Nor may British units move into or fly missions over Paris or the Maginot hexes. British and French ground units may attack the same hex (as long as only one side advances after combat) but they can not fly joint air missions or DAS for each other. British/ French naval units may not intercept or conduct naval missions in the same hex. They could both bombard the same hex, but the fleets would have to be in different hexes when it occurred. Either player's fleets could provide supply for the other's units (say, on a Beachhead). If France makes it into 1942, 6.3 is no longer in effect.

6.4 This rule does not apply to units in the Nazi-Soviet Pact Area.

8.2 The West Wall appears in the Spring '44 turn of the Campaign Game.

8.3 This rule applies to the entire Campaign Game.

8.5 Does not apply to the Campaign Game.

9.3 New fleets must be built in units of nine factors; partial strength units cannot be built to "fill out" units with less than nine factors. The new units would appear in the fourth Unit Construction Phase following the Construction Phase in which payment was made.

9.4 This rule is suspended while Axis supply can be traced through Turkey (or via Russia / Persia / Iraq / Jordan / Palestine / Egypt).

9.5 For the purposes of this rule, Gibraltar is not a Bridgehead on the Continent. A Bridgehead on the Portuguese or Spanish beaches would be.

There must be no Axis units in Africa at the time of the die roll for the -1 modification to apply.

9.6 Units on Malta count toward the limit of eight units, despite the Fortress. If both entrances to the Med are lost, Malta is out of supply. Gibraltar can always be Amphibiously Assaulted IF there is no 9-factor fleet present in the Fortress.

9.8 Axis Variants

- **#1;** Iraqi units may leave their home country, just like any other German Minor Ally.
- **#2;** Units in Ireland can be “rotated” with other units as long as ten factors are stationed there at the beginning and end of each British Phase.
- **#4;** This variation can only be played in the ‘39 Scenario and the Campaign Game.
- **#7;** If played at the start of a ‘42 Scenario, the German may add the thirty Turkish BRPs to his At Start total.
- **#9;** The extra units must be built; they are not added to the At Start Force Pool.

9.8 Allied Variants

- **#3;** The French fleets are halved before they go over to the British.

10.2 In a multi-player game, a player may not SR through an ally’s territory without his permission.

10.3 Objective hexes always belong to the original conqueror. A player may not take away an ally’s Objective unless the ally is conquered.

Miscellaneous

1. Ground units are allowed to enter Great Yarmouth from J25 only.
2. The island in H36 is owned by Sweden.
3. K30 can only be invaded from the Baltic.