

A CARD CONQUEST SYSTEM GAME

HITLER'S REICH

WW2 in Europe

Two Hours • One or Two Players



Rodger B. MacGowan © 2018



2nd Edition

Rules of Play

TABLE OF CONTENTS

Introduction	3	9.3 Fleet Action	12
About These Rules	3	9.4 Planning Action	12
Important Game Terms and Concepts	3	CONTESTED ACTIONS	13
1.0 Components	4	9.5 Event Action	13
2.0 The Cards	4	9.6 Attack Action	13
2.1 The Conflict Decks	4	9.6.1 Land Attack	13
2.1.1 Conflict Card Hand Size	4	9.6.2 Paratroop Attack.....	14
2.1.2 Suits and Ties	5	9.6.3 Amphibious Attack.....	14
2.2 The Event Decks.....	5	9.6.4 Sea Zone Attack	15
2.2.1 Event Types	5	9.7 Special Historical Operations	15
2.2.2 Event Card Hand Size	6	9.8 Big Push Action.....	15
2.2.3 Event Deck Array	6	9.8.1 Conducting a Big Push.....	15
3.0 The Board	6	9.8.2 Big Push – Event Actions.....	16
3.1 Land Areas.....	6	9.8.3 Big Push – Attack Actions.....	16
3.2 Sea Zones.....	7	9.8.4 Big Push – Special Historical Operations	16
3.3 Islands.....	7	9.8.5 Big Push - Bonus Actions	16
3.4 Straits	7	9.9 Bonus Actions.....	16
3.5 Production Centers	7	9.9.1 Success Bonus Action	16
4.0 The Other Components	7	9.9.2 Blitzkrieg Bonus Action.....	17
4.1 The Markers.....	7	10.0 Conflict Resolution	18
4.2 The Dice	8	11.0 Reshuffling	21
5.0 Victory Conditions	8	11.1 Axis Reshuffle.....	21
5.1 Sudden Death	8	11.2 Allied Reshuffle	21
5.2 Surrender	8	12.0 Year End Procedure	22
5.3 Conquest.....	8	13.0 Special Rules	22
5.3.1 Allied Conquest.....	8	13.1 Paris	22
5.3.2 Axis Conquest	8	13.2 Italy.....	22
5.4 Capitulation	8	13.3 Malta.....	23
5.4.1 Capitulation of the Axis	8	13.4 Straits and Allied FLEET CARRIERS.....	23
5.4.2 Capitulation of the Allies	8	13.5 The Channel and the Mid-Atlantic	24
5.5 End of Game Victories	8	13.6 Nazi-Soviet Non-Aggression Pact.....	24
6.0 Selecting Game Length	8	13.7 Vichy.....	24
7.0 Setup	9	14.0 Special Historical Ops	25
7.1 Board Setup	9	14.1 Operation Barbarossa (Axis Only)	25
7.2 Card Setup	9	14.2 Operation Overlord (Allied Only)	25
7.2.1 The Event Decks Array	10	14.3 Operation Bagration (Allied Only).....	27
7.2.2 Event Deck Draw	10	15.0 Scenarios	28
7.2.3 Pre-Game Events.....	10	15.1 Short Game 1944	28
7.3 The Conflict Decks	10	15.1.1 Card Setup.....	28
7.3.1 Allied Conflict Deck.....	10	15.1.2 The Event Decks Array	28
7.3.2 Axis Conflict Deck.....	10	15.1.3 Allied Events	28
8.0 Playing the Game	11	15.1.4 Axis Events.....	29
8.1 Turn Sequence	11	15.1.5 Allied Conflict Deck.....	29
8.2 Preparation Phase	11	15.1.6 Axis Conflict Deck.....	29
8.3 Action Phase	11	15.1.7 Starting the 1944 Scenario	29
9.0 Actions	12	15.2 Introductory Game: 1941-1942	29
UNCONTESTED ACTIONS	12	15.3 Introductory Game: 1941-1943	29
9.1 Reorganize Action	12	15.4 Tournament Play	29
9.2 Fortify Action	12	Credits	30
9.3 Fleet Action	12	Index	31
9.4 Planning Action	12		

Introduction

Hitler's Reich is the first of the Card Conquest System game series in which players recreate epic military contests of history in short, comparatively simple and easy to learn but hard to master games. Designed to be set up in minutes and played to conclusion in one sitting, these are not simulations but games—albeit ones packed with enough historical flavor, excitement, and decision making to give you the feeling of being there at the highest levels of command.

In *Hitler's Reich*, one side is the Axis of Nazi Germany, Fascist Italy, and their East European minions. The other is the Allies of the United States, Great Britain and its Commonwealth, along with the Soviet Union. It is April of 1941 and Hitler, already master of Europe and much of the Mediterranean, is poised to launch his great march East—Operation Barbarossa, the invasion of Soviet Russia. Unfortunately for his ambitions, his Italian partner is in trouble, so he is faced with pressure to divert forces to drive into the Balkans and commit more troops to the Western Desert.

As the Allied high command, will you succeed in throwing back this onslaught and eventually liberate Europe by a Soviet counter-offensive and Operation Overlord's amphibious inva-

sion of France? Or, as the Axis leadership, will you triumph over all and create the thousand-year empire that would have been Hitler's Reich?

About These Rules

These rules for *Hitler's Reich* are layered. First, we introduce the game components, victory conditions, and set up of the game. Then the core rules will be explained in the same general order they occur during play. An index can be found near the end of the rulebook for quick reference.

Rules are referenced within the text to guide you to the specifics text. A rules references is noted within brackets, such as [10.2], to help you locate the relevant information quickly.

As this is not the original rulebook for this game, any rules references located on the game board, player aids, cards, or within the original Playbook may not align with the rule numbers in this booklet.

These rules explain how to set up and play the full 1941-1945 game of *Hitler's Reich*. Refer to Section 15.0 to learn how to play other shorter scenarios as well as the Playbook for the 1944 scenario and read about any special rules for them.

Important Game Terms and Concepts

There are several game terms and concepts that you should become familiar with in order to better understand the rules that follow.

Acting player: The player currently taking their turn.

Actions: The available options a player may choose for their turn in order to: improve their hand size [Reorganize, 9.1], build defensive fortifications [*Fortify*, 9.2], improve their military situation [*Fleet*, 9.3 and Planning, 9.4], acquire or trigger an Event [*Event*, 9.5], take control of a Land Area or Sea Zone [*Attack*, 9.6], conduct an historic operation [*Operations*, 9.7], or make a concerted effort [*Big Push*, 9.8].

Bonus Actions: When the acting player wins a Conflict Resolution, he earns an additional action which extends his turn. A few Actions automatically provide additional Bonus Actions [9.9] during the turn.

Conflict card hand size: The number of Conflict cards currently available to each player. Hand size will vary from 1 to 12 due to game Actions or Events and is tracked for each player on the board. Whenever hand size changes, the affected player must *immediately* draw or discard [2.1.1] until they have the correct number of Conflict cards in hand. Reduction of a player's hand size to zero results in the opponent winning a Sudden Death Victory [5.1].

Contested Action: An action taken by the acting player which requires a Conflict Resolution. The reacting player is required to play a card during Conflict Resolution [10.0] of a Contested Action.

Control: A player controls a Land Area or Sea Zone containing his faction symbol *and* no enemy control marker or containing

his control marker (despite the presence of an enemy faction symbol). Grey-striped neutral Land Areas (e.g., Switzerland) are never controlled by either side. Other initially-neutral Land Areas may be brought into play by Attack or Event card. The most common way to gain control of an enemy Land Area or Sea Zone is by using an Attack Action [9.6].

Disputed Sea Zone: A Sea Zone controlled by one player but containing an enemy Fleet.

Held Event card limit: During normal play, each player may have a maximum of six Event cards in front of them [2.2.2]. Acquisition of a seventh card by a player will trigger an immediate discard of a held card of that player's choice. *EXCEPTION:* *Year End Event cards* [12.0].

Production Center: A Land Area or Sea Zone containing a  symbol. Control of Production Centers have a direct effect on a player's hand size [2.1.1].

Reacting player: The player opposing the acting player.

Reshuffle: When a player cannot draw enough Conflict cards to refill to their hand size, they must shuffle their discard pile to create a new Conflict Deck. The Conflict Decks serve as a clock for the game. Reshuffling a player's Conflict Deck may advance their year marker one box on the Year Track [11.0].

Uncontested Action: An action taken by the acting player to which the reacting player cannot respond. The action is completed without Conflict Resolution.

Undisputed control: Control of a Sea Zone with no enemy Fleet present.

1.0 Components

A complete game of *Hitler's Reich* includes:

- One mounted 17" x 22" map
- One Conflict Deck: 54 cards
- One Event Deck: 56 cards
- Ten 6-sided dice (5 black, 5 white)
- Assorted wooden pieces:
 - 75 control marker disks (35 black, 25 blue, 15 red)
 - 13 hexagonal pieces (6 black, 2 green, 4 blue, 1 yellow)
 - 3 cylinders (black, blue, and white)
- 10 Fleets (4 black, 6 blue)
- 5 gray cubes
- 6 yellow cubes
- 2 Player Aid Cards for the 2-Player game (PAC #1)
- 1 Player Aid Card for the Solitaire Game (PAC #2)
- One Game Setup card for the 1944 Scenario (PAC #3)
- Rules of Play manual (this booklet)
- Playbook manual

2.0 The Cards

The game engine for *Hitler's Reich* consists of five card decks. There are two **Conflict Decks** (one Axis and one Allied) and three **Event Decks** (one Axis, one Allied, and one Allied & Axis (AL/AX) for both players' use). Understanding how these cards function and interact is the key to the game.

“The Golden Rule”: Whenever the text on a card contradicts these rules, the text on the card takes precedence.

2.1 The Conflict Decks

Hitler's Reich has two Conflict Decks—Axis and Allied—and each deck has two suits.

Axis Conflict cards:

- German (gray with Balkan Cross)
- Italian (light green with fasces)
- DOUBLE AGENT (blue with four symbols, does not count as either suit)

Allied Conflict cards:

- American/British & Commonwealth, collectively known as the “Western Allies” (olive green with white star)
- Soviet (brown with red star)
- DOUBLE AGENT (blue with four symbols, does not count as either suit)



Each suited card has a military rank (the title of the card) and a numerical value 1-13. The two DOUBLE AGENT cards have a value of 10. The SABOTEUR, GENERALS, and DOUBLE AGENT also have special abilities. These cards are used for Conflict Resolution and also act as a timer for the game.

EXAMPLE: In a conflict, your opponent plays a LIEUTENANT-GENERAL. This has the special property of allowing the option to reroll one die; however, they are not required to use the reroll ability.

Both players start the game with a hand of Conflict cards, their own draw deck, and a space for their own discard pile. They will play cards to contest the opponent's Actions and replenish their hands based on their hand size which can fluctuate during the game. When played or discarded, cards will be placed face-up on top of their owner's discard pile which may be examined by the owning player (only) at any time.



EXCEPTION: If a DOUBLE AGENT is played in a Conflict Resolution and that side loses the Conflict, the DOUBLE AGENT card is placed on the opposing player's discard pile instead.

Whenever a player needs to draw a Conflict card and the draw pile is empty, that player reshuffles their Conflict Deck. See [11.0] for reshuffle effects.

Both players will draw or discard, as needed, to their current Conflict card

hand size following every Event Action and Conflict Resolution. At the conclusion of a Reorganize Action, Fortify Action, or Fleet Action, the acting player will refill to their current Conflict card hand size.

2.1.1 Conflict Card Hand Size

Each player's Conflict card hand size is indicated by their marker on the Hand Size track on the board. Players may never draw more cards than their current indicated hand size and must immediately discard sufficient Conflict cards to their new limit if their hand size is reduced. The discarded cards will be the player's choice unless required to be randomly selected, such as due to the Events WOLFPACK or STRATEGIC BOMBING or the Axis loss of Italy or Berlin.

Unless expressly indicated otherwise, if any game activity would increase the hand size beyond 12 Conflict cards, the activity still happens, but the hand size increase is ignored.

The gain or loss of a player's own Production Center [3.5] will have an immediate effect on a player's Conflict card hand size.

When a player must lose a Conflict card from his hand through the loss of their Production Center and/or Capital, or an Event, that loss happens immediately. His marker on the Hand Size track is immediately adjusted as well.

Hand size markers are kept star side up on the track unless adjusted to a value of three or less, when they are turned star side down to indicate that player's vulnerability to a Sudden Death game loss [5.1].

2.1.2 Suits and Ties

The Conflict card suits are:

 **German** - Balkan Cross This is the highest-ranked suit; the Axis always wins ties when playing a Balkan Cross card.

 **American** - white star

 **Soviet** - red star

 **Italian** - fasces This is the lowest-ranked suit; the Axis always loses ties when playing a fasces card.

(All) **DOUBLE AGENT** The DOUBLE AGENT aligns to none of the national suits. The side playing a DOUBLE AGENT loses ties. If both players play *only* a DOUBLE AGENT card, the acting player wins the tie.

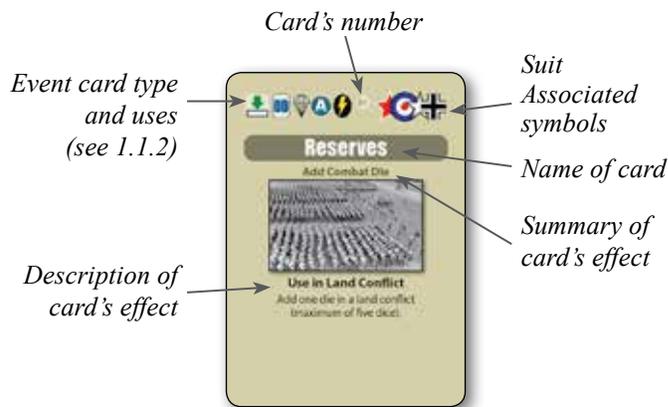
Some Events allow the play of a second Conflict card. If they are of different suits or if one is a DOUBLE AGENT, the higher-ranked suit is counted for breaking the tie.

Note: When Attacks are resolved in Land Areas or Sea Zones involving the Soviets, the Allied player has some restrictions on when the player must use available Soviet Conflict cards [9.6.1]

2.2 The Event Decks

The Event cards (or simply "Events") are based on historical events, persons, weapons, equipment, or other features of WWII. Some Events are hypothetical (e.g., FRANCO: Spain enters the war as an Axis ally).

Event cards are played for various game effects, including triggering particular historical events. Players may begin the game with some Event cards and they can be acquired and/or used during Conflict Resolution.



Note: In these rules and the Playbook, Event card titles are printed in SMALL CAPS.

Event cards can be acquired through the pre-game set-up [7.2.2], by taking an Event Action [9.5], and through the Year End Procedure [12.0]. Each Event will indicate when it can be played, its game effect, and its limitations (if any).

Note: The functionalities of all Event cards are summarized in the BOT Player Aid Card's grid (PAC #2). *The grid's details take precedence over card text in event of any use dispute.*

Hitler's Reich has three Event Decks:

Axis – Axis player only (gray)	
	German
	Italian
Allied – Allied player only (green)	
	Western Allied
	Soviet Allied
Allied & Axis (AL/AX) – both players (tan)	

A reference in the rules to a specific player's Events means the Events marked for that player's side *only*.

2.2.1 Event Types

Within each deck, there are four types of Event cards, marked by these symbols:

 **Reusable** Reusable cards are placed face-up in front of each player in their Held Cards area until used during a Conflict Resolution. After a Conflict Resolution, the winner keeps any of his played Reusable cards played (flipped over and unavailable until their next Preparation Phase) and the loser forfeits theirs [10.0, Step 8].

 **Returnable** Returnable cards are placed face-up in front of each player in their Held Cards area until used during a Conflict Resolution.

These cards are lost after being played but can be reclaimed later through a successful Event Action [9.5].

✗ Removable Removable cards are played immediately when acquired and then removed from the game.

♻️ Recyclable Recyclable cards are played immediately when acquired then temporarily removed from play. Recyclable cards might return to play during a reshuffle [11.0].

Note: Removable and Recyclable Events are resolved immediately upon their acquisition. They never become one of the Events held by a player and thus are not subject to the Held Card limit [2.2.2].

Event cards may also have symbols indicating that a card may be used by the acting player during an **Attack**. These symbols do not apply to defense.



The card can be used during a Paratroop Attack [9.6.2].



The card can be used during an Amphibious Attack [9.6.3].



The card can be used during a Blitzkrieg Attack [9.9.2] or during Operation Overlord [14.2].

These symbols indicate when the card enters the game:



“Original Draw,” the card is part of the setup for scenarios beginning in 1941.



This card that cannot be used until 1942 when both players' year markers are in the *End of 1941* box on the board.

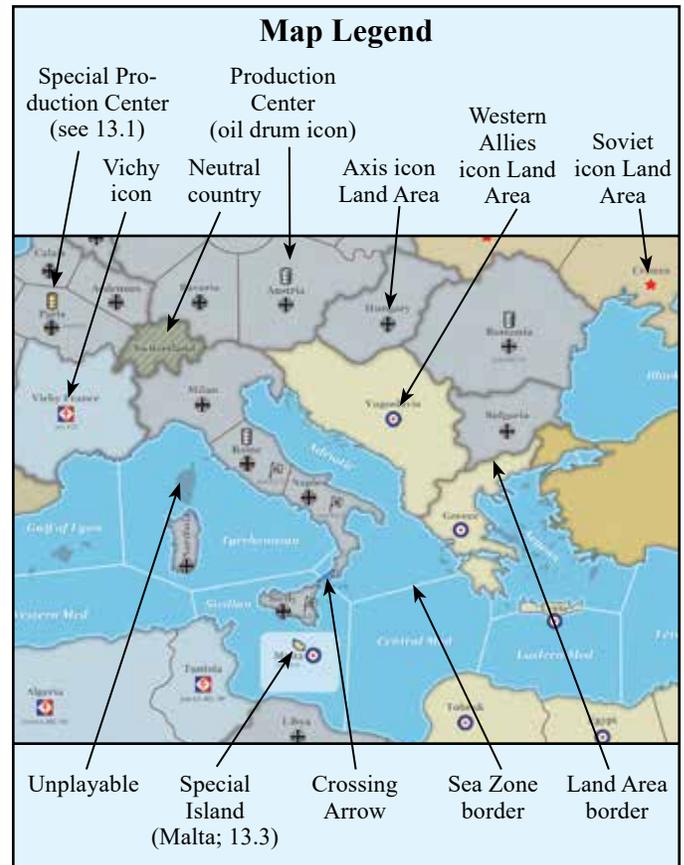
2.2.2 Event Card Hand Size

Each player has a Held Card limit of six Event cards at a time. If you have six holdable Events and receive another, you must immediately discard one Event of your choice.

EXCEPTION: Event cards received as Year End Bonus Events [12.0] may be kept, even in excess of the normal limit. However, as you use or discard Events, the limit is reapplied.

2.2.3 Event Deck Array

For ease of access during the game, the players may want to arrange each type of available Event in an array of face-up Event cards (e.g., the 12 AL/AX cards could be arranged in three rows of four face-up cards each if all were available) and set them near the map.



3.0 The Board

The game board contains a map of the areas fought over in the European theater during WWII as well as several tracks and boxes for game information.

The six boxes in the top left corner of the board indicate the status of special game abilities and effects:

- Blitzkriegs Available
- Bonus Action Earned
- Nazi-Soviet Pact in Effect
- Italian Surrender
- Axis Big Push Available
- Allied Big Push Available

In addition, there are two tracks in the board's upper right corner for each player's hand size and year markers indicating the current status of each condition.

3.1 Land Areas

Land Areas have thick dark gray border lines around each nation and some countries are further divided in smaller areas with thin borders. Most Land Areas begin the game under the control of one of the players as identified by the symbols shown below which indicate who *originally* controlled that area for purposes of future conflicts.



The Area belongs originally to the Western Allies and begins the game under their control.



The Area belongs originally to the Soviet Allies and begins the game under their control.



The Area belongs originally to the Axis and begins the game under their control.

Other Land Areas begin the game neutral and have different symbols.



This symbol indicates a Land Area that is part of Vichy France and its colonies (Algeria, Morocco, Syria/Levant, and Tunisia). These five areas are collectively known as Vichy and have special rules [13.7].



This symbol indicates Spain, which is playable once activated by the FRANCO event.



This symbol indicates Turkey, which is playable once activated by the TURKEY DECLARES WAR! event.

Portugal, Sweden, Switzerland, and Saudi Arabia are always neutral and may never be entered or controlled by either player.

Some Land Areas have special properties [islands, 3.3; straits, 3.4; and the Special Rules, 13.0].

3.2 Sea Zones

Sea Zones are delineated by white borders and begin the game uncontrolled. All playable Sea Zones have a name. An Attack Action [9.6] may be used to establish control of a Sea Zone.

Sea Zones without a name (the Red Sea, the Sea of Azov, and the Caspian Sea) may never be entered or controlled by either player.

3.3 Islands

Islands are Land Areas surrounded by Sea Zones and can only be captured by a successful Paratroop Attack [9.6.2] or Amphibious Attack [9.6.3]. The islands in the game are Ireland, London & Scotland, Sardinia, Sicily, Malta, Crete, and Cyprus.

Note: Malta and Sicily are two separate islands in the same Sea Zone. London and Scotland are two separate Land Areas within one island.

3.4 Straits

Straits are Land Areas with special features. The Straits are Denmark, Gibraltar, Sicily, and Turkey. See section 13.4 for further details.

3.5 Production Centers

Some Land Areas and Sea Zones are Production Centers, as indicated by the  symbol. Production Centers are directly related to the number of Conflict cards players can have in hand. A player's hand size decreases when they lose control and increases when they regain control of one of their original Production Centers [2.1.1]. Also see 9.6.1, Step 7 regarding loss of

Berlin for the Axis player, see 13.1 for rules regarding Paris, and see 13.2 for rules pertaining to Italy.

The Axis Capital is Berlin and the Allies have two Capitals, in London and Moscow. Due to their increased value, these Capitals are identified on the map by having two or three  Production Center symbols. Defense of a Capital from an attack provides the reacting player an extra die in Conflict Resolution.

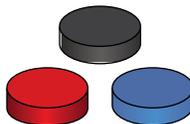
The North Sea and Irish Sea represent crucial Allied Convoy routes to Britain.

Note: The original rules erroneously identified Persia as a Production Center. That should have said Iraq instead.

4.0 The Other Components

4.1 The Markers

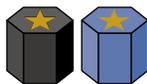
Hitler's Reich uses wooden markers to track game information on the board. Each player has a set of markers, but the sets are not identical.

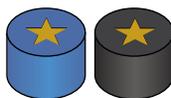
 **Control Markers:** The Axis Player has 35 black control markers. The Allied Player has 15 red control markers for the Soviets and 25 blue control markers for the Western Allies.

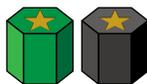
These markers are placed on the map when a player gains control of a Land Area or Sea Zone that did not originally belong to them.

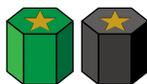
If you need to place a control marker and have none available, you may voluntarily remove one from the board and use it for your current Action. See 9.6.1, Step 6 for limitations on Allied control marker placement.

 **Fleet Markers (or Fleets):** The Allied Player has 6 blue Fleets, while the Axis Player has 4 black Fleets. These pieces may be placed in Sea Zones only.

 **Fortification Markers (or Fortifications):** Each player has 4 hexagonal Fortifications, black for Axis and blue for Allied. Forts are placed in Land Areas to provide extra defense.

 **Year Markers:** These two round markers, black for Axis and blue for Allied, are used on the Year Track to mark the passage of time in the game. They also indicate the availability of the Reorganize Action [9.1].

 **Big Push Markers:** These two hexagonal markers, black for Axis and green for Allied, are used to indicate availability of a Big Push Action [9.8].

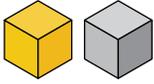
 **Hand Size Markers:** These two hexagonal markers, black for Axis and green for Allied, are used on the Hand Size Track to show each player's maximum Conflict card hand size [2.1.1] as well as their vulnerability to a Sudden Death game loss [5.1].



Bonus Action Marker: This yellow hexagonal marker indicates whether a player has earned a Bonus Action [9.9] for the current turn.



Conflict Marker (Optional): This white cylinder can be used to indicate the target of the acting player's Sea or Land Attack and if a Production Center Capture Event Bonus Action is possible.



Cubes: Yellow and gray cubes are used to mark various things on the board, as described throughout these rules.

4.2 The Dice

Each player has access to five dice, which is the *maximum* a player can roll at one time. When the game calls for Conflict Resolution, each player begins with three dice. They can earn up to two additional dice through play of Event cards and/or the board situation. Card play or game pieces on the board may also give players opportunities to reroll dice or set dice to a certain value.

5.0 Victory Conditions

There are five different ways to achieve victory in *Hitler's Reich*.

5.1 Sudden Death

A player wins immediately if the opponent's Conflict card hand size ever falls to zero or fewer cards.

5.2 Surrender

At the end of either player's turn, a player wins if their Conflict card hand size is 12 and the opponent's hand size is 3 or less.

5.3 Conquest

Capture of an enemy Capital gravely endangers their ability to continue the fight. If not immediately retaken, it could mean the end of the war for them.

5.3.1 Allied Conquest

To set up an Allied Conquest victory, the Allied player must control Berlin at the start of the Axis player's turn. If the Axis player does not retake Berlin by the end of that same turn, the Allied player wins immediately.

5.3.2 Axis Conquest

To set up an Axis Conquest victory, the Axis player must control *both* London and Moscow at the start of the Allied player's turn. If the Allied Player does not retake *either* London or Moscow by the end of that same turn, the Axis player wins immediately.

Note: If the capture of a Capital by one side triggers the end of the game because a Year End procedure puts both Year markers in the *End of 1945* box, there is no chance for the other side to recover its captured Capital.

5.4 Capitulation

Maintaining control of Production Centers and the ability to manufacture materials to support the war effort is critical. If you lose these valuable facilities, defeat is certain.

5.4.1 Capitulation of the Axis

The Allied player wins immediately if he controls all six original Axis Production Centers.

5.4.2 Capitulation of the Allies

The Axis player wins immediately if he controls all six original Western Allied Production Centers *or* all six original Soviet Allied Production Centers.

5.5 End of Game Victories

If neither player has won by the above conditions at end of the game, determine the winner using the following criteria:

- **Axis Substantive Victory:** The Axis Player must have a hand size equal to or larger than the Allied player *and* must control Berlin plus at least two other original Axis Production Centers (Rome, Paris, Ruhr, Romania, or Austria).
- **Axis Survival Victory:** The Axis player must control Berlin plus at least two other original Axis Production Centers (regardless of hand sizes).
- **Allied Notional Victory:** If the Axis player fails to achieve either a Substantive or Survival Victory, the Allied player wins.

6.0 Selecting Game Length

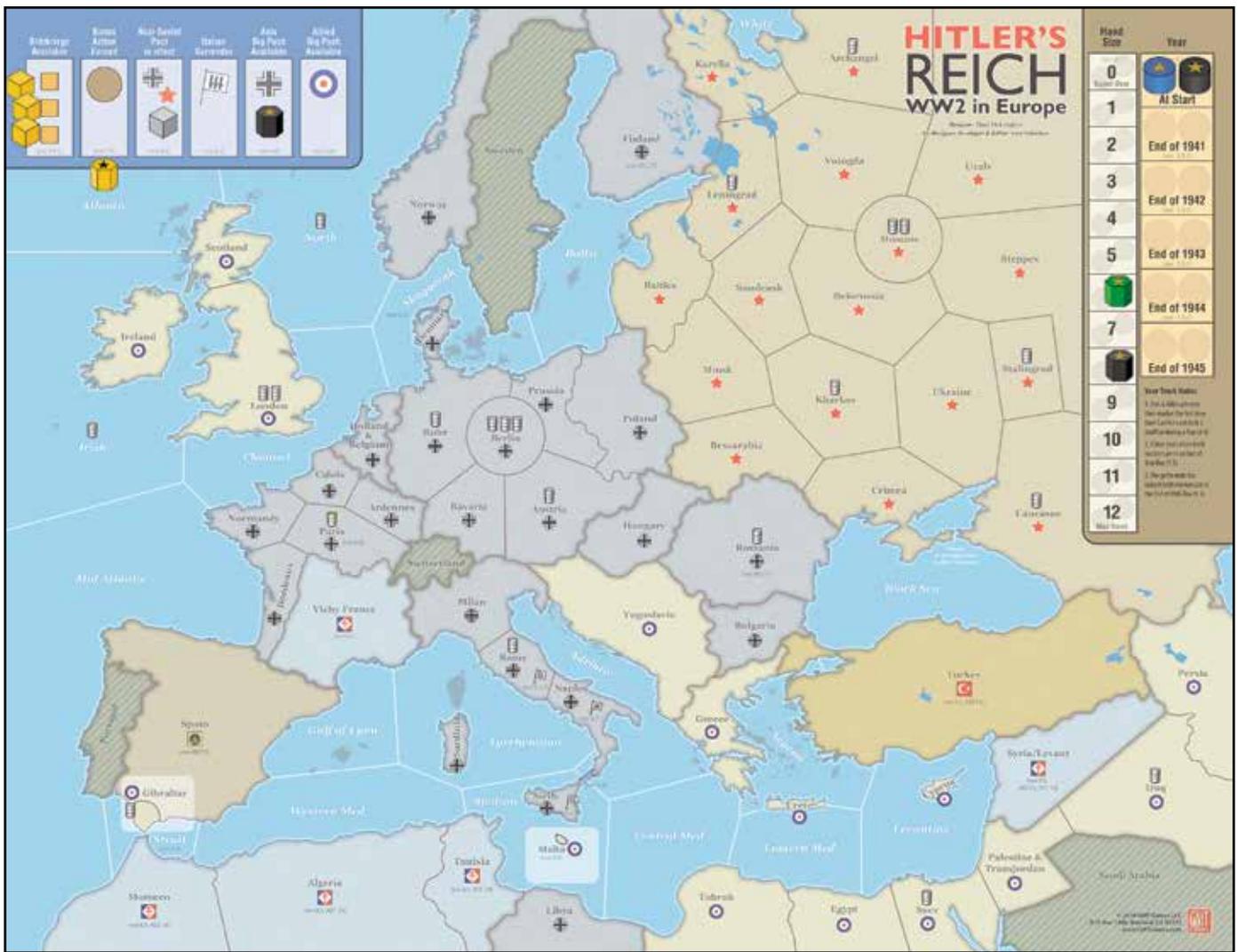
There are two main scenarios in *Hitler's Reich*, the full game 1941-45 and the short game 1944-45 [15.1.7]. Both scenarios use the regular Victory conditions.

In addition, a simpler 1941 Introductory Game with two game-length options [15.2, 15.3] and a tournament version [15.4] are offered.

All scenarios except the 1944 scenario use the same general set-up as the full game.

There is also a solitaire mode available; see #1 Fog of War and #2 Axis Bot in the Playbook.

Note: The Playbook contains further options for customizing your gaming experience, including two ways of playing the game solitaire and with multiple players.



7.0 Setup

7.1 Board Setup

Place the board face-up on the table in easy reach of both players. Place the following components as indicated:

1. Provide each player with a Player Aid Card (PAC #1).
2. Place three yellow cubes next to the Blitzkriegs Available box.
3. Place the yellow hexagonal marker near, but not in, the Bonus Action Earned box.
4. Place a gray cube in the *Nazi-Soviet Pact* box to show the Pact is in effect.
5. Place a black hexagonal marker in the Axis Big Push Available box, star side up. This indicates that Operation Barbarossa [14.1] is available.
6. On the hand size track, place a hexagonal green (Allied) marker on 6 and a hexagonal black (Axis) marker on 8. Both markers should be star side up.

7. On the Year track, place the blue (Allied) and black (Axis) short cylinders in the *At Start* box, star side up. This indicates that both sides have their annual Reorganize Action [9.1] available.
8. Place all other markers near the board.
9. Each player takes the five dice of one color and places them on their side of the board. (Color selection can be determined at the players' discretion.)

7.2 Card Setup

Reserve an area for each player to place held Event cards. Often this is between the edge of board and the table edge nearest the player. Event cards held by each player must be played face-up in this area, visible to both players.

Each player will also need space for their Conflict card discard pile and for their opponent's played Returnable  Events, which they hold until the end of the turn.

7.2.1 The Event Decks Array

Prior to commencing play, separate the three Event Decks. The easiest way to use the Event cards is to display them in an array on the table. Spread out the Axis Event cards next to the board on the side of the table near the Axis Player. Place the cards face-up and group them so cards with the same Event (e.g., WOLFPACK) are together. Make a similar array for the Allied Event cards near the Allied Player. In a neutral area, preferably between the Axis and Allied Event cards, make an array for the AL/AX Event Deck.

Note: Set aside the “42” cards from the decks since they cannot be played until both players’ Year markers are in the End of 1941 box of the Year Track.

7.2.2 Event Deck Draw

Find the cards in each Event Deck marked with the  symbol.

- There will be four cards from the Allied Event Deck, one each of:
 - CONVOY
 - ENIGMA
 - FLEET CARRIERS
 - MONTGOMERY
- There will be six cards from the Allies and Axis Deck, one each of:
 - COUNTERATTACK
 - SPECIAL OPERATIONS
 - MASTER SPY
 - WAR PRODUCTION
 - OUTFOXED
 - RESERVES
- There will be seven cards from the Axis Deck, one each of:
 - GUDERIAN
 - ROMMEL
 - STUKAS
 - THE BISMARCK
 - VON MANSTEIN
 - VON RUNDSTEDT
 - WOLFPACK

First, form a temporary deck using the Allied and AL/AX cards above. Shuffle it and deal three cards to the Allied Player. Return the unselected Allied cards to the Allied Event array. Keep the Allied & Axis AL/AX cards separate.

Next, form a second temporary deck from the remaining AL/AX cards and the seven Axis cards. Shuffle it and deal four cards to the Axis Player. Return all remaining cards to the appropriate arrays.

Design Note: To reflect the Axis advantage as well as the fluid and uncertain situation for both sides during the Spring of 1941, each game begins not only with a different mix of Conflict cards in players’ hands, but also with each player’s Events. This gives the Axis player a notable if fleeting advantage to exploit in seeking a swift victory.

7.2.3 Pre-Game Events

In the order listed below, check to see if the following Event cards were drawn. The player who drew any implements each immediately.

1. Wolfpack
2. War Production
3. Convoy

All three cards are Recyclable  Events, so place them temporarily out of the game once implemented (e.g., into the box top). They may return to the Array later, during Reshuffle.

After checking for pre-game Events, place the remaining Event cards in each player’s Held Cards area.

Note: New Event cards can be obtained from an array by using the Event action. Players’ held cards are played during Conflict Resolution.

7.3 The Conflict Decks

IMPORTANT: The size of each player’s starting Conflict hand may be affected by the pre-game Events listed in 7.2.3.

7.3.1 Allied Conflict Deck

Create the Allied Conflict Deck by adding one DOUBLE AGENT to the 26 Allied Conflict cards. Shuffle the deck and deal 6 cards to the Allied player for a starting hand. Set the remaining Allied Conflict deck face-down near the Allied player as their draw pile.

7.3.2 Axis Conflict Deck

Create the Axis Conflict Deck by adding one DOUBLE AGENT to the 26 Axis Conflict cards. Then remove the German *and* Italian 11 (LIEUTENANT-GENERAL), 12 (FIELD MARSHALL), and 13 (SUPREME COMMANDER) cards, making a mini-deck of six cards. Shuffle the six cards and deal four to the Axis Player. Put the two remaining cards back in the Axis Conflict deck, shuffle the deck, and deal four more cards face-down to the Axis Player, creating a starting hand of eight cards. Set the remaining Axis Conflict deck face-down near the Axis player as their draw pile.



8.0 Playing the Game

8.1 Turn Sequence

Hitler's Reich is played in a series of turns alternating between players. Each turn is divided into phases. One player is the acting player and completes his entire turn with the other player as the Reacting Player. On the next turn, players switch Acting and Reacting roles. Note that this back-and-forth of turns does *not* by itself advance the Year markers.

The Axis Player always takes the first turn, then the Allied Player the second turn, the Axis Player the third, and so on.

Each turn of *Hitler's Reich* consists of a Preparation Phase and an Action Phase.

After a player's Action Phase is complete, the turn passes to the opponent, who becomes the acting player for a new turn.

IMPORTANT: The Action Phase may be interrupted one or more times when a player must reshuffle his Conflict Deck. When reshuffling is necessary, stop the Action Phase and complete the Reshuffle procedure before resuming the Action Phase.

The Reshuffle procedure may also cause a year to end. If so, also perform the Year End procedure [12.0] before resuming the Action Phase.

Play continues with successive game turns until the scenario's game end is triggered. If neither player wins via Sudden Death victory or by the concession of their opponent, the winner is determined based on the scenario's victory conditions [5.0].

Note: Do not advance the Game Turn marker at the end of each game turn. Instead, the passing of time from year to year is triggered and recorded by player Conflict deck reshuffles [11.0]. This may happen at any time during either player's turn.

8.2 Preparation Phase

First, the acting player begins the Preparation Phase by examining any face-down Event cards in his Held Cards area.

- If there are any face-down Reusable  Events, turn them face-up. They are now eligible for use during the turn.
- If there are any face-down Returnable  Events, return them face-up to the proper array of Event cards.

Next, if Malta is controlled by the Reacting Player, check whether it surrenders. For this to occur:

- The acting player must control the Sicilian Sea Zone, and
- There can be no enemy Fleet in the Sicilian Sea Zone.

If Malta surrenders, follow the instructions for Malta in the Special Rules section [13.0]. Malta may switch sides in this manner multiple times throughout the game. See 13.3 for additional special rules regarding Malta.

Then check whether Vichy abandons its neutral status. This occurs when:

- The Allied player first attacks any Vichy land area (Vichy France, Algeria, Morocco, Syria/Levant, and Tunisia) [13.7]. If this occurs, in the first Preparation Phase of the Axis player following the attack place Axis control markers in all Vichy land areas not under Allied control.
- The Allied player plays VICHY DEFECTS! If this occurs, immediately place Western Allied control markers in Algeria, Morocco, Strait, and Western Med. In the first Preparation Phase of the Axis player following the card play, place Axis control markers in Vichy-controlled Tunisia, Vichy France, and Syria/Levant unless already Allied controlled.
- The Allies control Paris for the first time or they launch a successful Operation Overlord [14.2]. If this occurs, place Western Allied control markers in Vichy land areas, the Strait, and the Western Med. (If the Axis regain control of Paris, there is no effect on Allied control of Vichy areas.)

See 13.7 for additional special rules regarding Vichy.

Finally, turn the Big Push marker in the Big Push Available box star side up, if necessary, to indicate its availability.

8.3 Action Phase

After completing the Preparation Phase, the acting player selects one Action to perform for the turn. There are eight Actions available (described in detail below), divided into two types - Uncontested Actions and Contested Actions. A victorious Contested Action by the acting player will earn him a Success Action as well.

Uncontested Actions:

- Reorganize
- Fortify
- Fleet
- Planning

Contested Actions:

- Event
- Attack
- Big Push
- Special Historical Operations

9.0 Actions

UNCONTESTED ACTIONS

Uncontested Actions (Reorganize, Fortify, Fleet, and Planning) are completed without a Conflict Resolution—the opponent cannot stop them. Perform the steps for the Action, apply the result, and end the turn.

9.1 Reorganize Action

The Reorganize Action allows a player to replace cards in their Conflict card Hand. The acting player must choose to either sacrifice their hand size or keep the same while increasing their opponent's to attempt to improve their current hand of Conflict cards. Reorganize may only be used once per game year and only when the acting player's year marker is star side up. To conduct a Reorganize Action:

1. Choose and perform one of the following options:
 - Reduce your hand size by 1 then discard two or more cards.
 - Increase your opponent's hand size by 1 then discard one or more cards. This option is not allowed if your opponent's hand size is currently at 12.
2. Draw from your Conflict Deck to your current hand size.
3. Turn your year marker over star side down to indicate you have used your one Reorganize Action for the year.
4. End your turn.

Note: The use of Reorganize Actions will affect the time limit of the game since that is based on each player's Conflict deck reshuffle [11.0]. That's the two-edged sword nature of this Action. If you try to improve the quality of your hand, you may cut into the amount of time available to employ that newly-found strength. This is particularly so for the Allies late in the game.

9.2 Fortify Action

The Fortify Action allows a player to build a Fortification on a Land Area to improve its defenses. When defending a Land Area containing a Fortification, a player may change the face showing on one of his rolled dice to a 4 in a basic Land Area or to a 5 in a Production Center (this is not a reroll).

Each player is limited to four Fortification markers in the game. If all Fortification markers have already been placed, one may be moved from any controlled Land Area to the Land Area to be Fortified. There may only be one Fortification per Land Area. To conduct a Fortify Action:

1. Discard one Conflict card from your hand.
2. Place a Fortification marker in a Land Area you control not containing one of your Fortifications. If this is a Production Center Land Area (only), place the marker star side up.
3. Draw from your Conflict Deck to your current hand size.
4. End your turn.

9.3 Fleet Action

The Fleet Action allows a player to place a Fleet in a Sea Zone to provide an advantage during Conflicts in that zone. If either player controls a Fleet in the target Sea Zone, that player gains one additional die. Both players are simultaneously eligible for this additional die.

If a Fleet is placed in an enemy-controlled Sea Zone, the control is Disputed. If all of a player's Fleets are already on the board, one may be moved from any Sea Zone. Each player may only have one Fleet per Sea Zone. To conduct a Fleet Action:

1. Discard one Conflict card from your hand.
2. Place a Fleet marker in any Sea Zone not containing one of your Fleets.
3. Draw from your Conflict Deck to your current hand size.
4. End your turn.

Play Tip: Since your opponent does not play a card to counter the one used for a Fortify or Fleet Action, you probably want to use your lowest value card.

9.4 Planning Action

A Planning Action allows a player to attempt to acquire a Big Push marker. If a Big Push Action is available, the Planning Action may not be selected. To conduct a Planning Action:

1. Discard one Conflict card from your hand, noting the numerical value of the card.
2. Roll three dice.
3. Compare the total on the dice with the value of the card. If the total on the dice is less than the value of the card, you have acquired a Big Push Action.
4. If you discarded a Conflict card which provides rerolls (SUPREME COMMANDER, FIELD MARSHAL, or LIEUTENANT-GENERAL), you may reroll dice up to the card's limit attempting to achieve the result needed to acquire a Big Push Action.
5. If you acquired a Big Push, put your Big Push marker star side down in the Big Push Available box.
6. Draw from your Conflict Deck to your maximum hand size.
7. End your turn.

EXAMPLE: If you discard a SUPREME COMMANDER, you need a final dice total of 12 or less to obtain the Big Push marker. Also keep in mind this Conflict card's reroll ability.

Design Note: During 1941, an Axis Big Push marker represents the possibility of launching Operation Barbarossa or a subsequent major operation. During 1943 and 1944, an Allied Big Push marker represents the possibility of launching a major offensive, or as of 1944, Operations Overlord and Bagration.

Play Tip: Since play of an Uncontested Action—Reorganize, Fortify, Fleet, or Planning—ends your turn, it is tactically better to take such an Action as a Bonus Action. Of course, this presumes you win your first Action.

CONTESTED ACTIONS

Contested Actions (Event, Attack, Big Push, and Special Historical Operations) require the acting player win at least one Conflict Resolution against the opponent for the turn to continue. If a turn's first Action is won, a Success Bonus Action [9.9.1] may be earned in the same turn.

9.5 Event Action

The Event Action allows a player to acquire or trigger an Event card. Reusable  and Returnable  Events, if acquired, are placed in your Held Cards area (subject to the Held Card maximum of six cards [2.2.2]). Recyclable  or Removable  Events are executed immediately when acquired and do not impact the Held Card maximum.

1. Select an Event card from the array. You must select a card from your Event Deck or from the AL/AX Deck.
2. Place the white Conflict marker on the card. Announce the card being sought to your opponent (since the array may not be visible to them).
3. Complete a Conflict Resolution [10.0].
4. If you lost the Conflict Resolution, remove the white Conflict marker, leaving the card in the array. Both sides draw or discard, as needed, to their maximum Conflict card hand size. **End your turn with this step.** (*EXCEPTION: Big Push Action, [9.8].*) If not, continued to next step.
5. If you win:
 - If the card is a Reusable  or Returnable  Event, place it face-up in your Held Cards area subject to your current Held Card maximum.
 - If the card is a Recyclable  or Removable  Event, the event triggers immediately.
EXCEPTION: If the targeted Event was AIR SUPREMACY, the player who won the Event Action—regardless of who was the Acting or Reacting Player—may hold that Event card for future use.
6. Both sides draw or discard, as needed, to their current Conflict card hand size.
7. If you won and this was your first Action of the turn, you may conduct a Success Bonus Action [9.9.1].
8. If this was your Bonus Action, **end your turn.**

9.6 Attack Action

The Attack Action allows a player to launch an attack on one Land Area or Sea Zone in an effort to gain control of it and to reduce their opponent's hand size if the conquered area contained the opponent's Production Center or Capital. Conversely, when a player regains one of their enemy-controlled Production Centers, the player's hand size increases.

There are four basic types of Attack Action—Land Attack, Paratroop Attack, Amphibious Attack, and Sea Attack—and two special Attack Actions—Blitzkrieg and Special Historical Operations.

The basic Attack Actions are resolved using the Conflict Resolution procedure [10.0]. The Blitzkrieg uses modifications to the Conflict Resolution procedure (see 9.9.2 for details) and the Special Historical Operations are conducted using their own specific procedures [14.0].

9.6.1 Land Attack

A Land Attack allows you to attack one non-neutral Land Area adjacent to a Land Area you control. *EXCEPTION: The Allied Player may Attack neutral Vichy [13.7].*

To perform a Land Attack:

1. Declare the Land Area you control that is launching the Attack and the target Land Area.
2. Place the white Conflict marker in the target Land Area, star-side up if the Area has a Production Center to indicate its capture will result in an extra Event Action.
3. Complete a Conflict Resolution [10.0].
4. Both sides draw or discard, as needed, to their current Conflict card hand size. **If you lost, end your turn with this step.** *EXCEPTION: Big Push [9.8].* If not, continue to the next step.
5. If you won, remove your opponent's Fortification marker (if any) and adjust control in the target Land Area as follows:
 - If the target Land Area had an enemy control marker, remove it from the board.
 - If the target Land Area was originally enemy-controlled, place your control marker there. For the Allies, if the Attack was launched from a Western Allied-controlled area, then place a Western Allied control marker. If from a Soviet-controlled area, then place a Soviet control marker.
 - If the target Land Area was originally friendly-controlled, it reverts to the control of the original owner.
6. If you took control of one or more Production Centers or Capitals:
 - If the area was originally enemy-controlled, the opponent's hand size is reduced by one for each Production symbol  in the Area. Adjust their marker on the hand size track accordingly. The opponent immediately discards Conflict cards of their choice down to their reduced hand size.
 - ◇ If the Production Center was Soviet, the discarded cards must be Soviet or DOUBLE AGENT cards, if possible. Western Allied cards are then discarded to meet the requirement.
 - ◇ If the Production Center was Berlin, the three discarded cards are *randomly* chosen.
 - ◇ If the Production Center was Paris [13.1] or Rome [13.2], make the adjustments indicated in their special rules.

- If the area you regained was your own previously enemy-controlled Production Center, increase your maximum hand size accordingly (e.g., increase the Allied Hand by two for taking Axis-controlled Moscow) and draw Conflict cards up to your new hand size limit.
 - ◊ If the Production Center was Paris, see [13.1].

OPTIONAL: You may immediately take *one* extra Event Action. If you take this extra Event Action and fail, **end your turn with this step.** (EXCEPTIONS: *Big Push* [9.8], *Operation Barbarossa* [14.1], *Operation Overlord* [14.2] and *Operation Bagration* [14.3].) Otherwise, resume your turn as applicable.

7. Remove the white Conflict marker from the Land Area from the board, placing it back with the other miscellaneous markers.
8. If this Attack was successful and was your *first* Action of the turn, you have earned a Success Bonus Action which can be used for the following: Reorganize, Fortify, Fleet, Planning, Event, or Attack. Place a yellow hexagonal marker in the “Bonus Action Earned” box on the board, star side up.
9. If you are the acting player and won the Attack, you may declare or continue a Blitzkrieg [9.9.2].
10. If you have concluded all Attacks and your turn has not ended due to a failed Conflict Resolution and there is a yellow hexagonal marker in the Bonus Action Earned box, you may conduct a Success Bonus Action [9.9.1].
11. If this Attack was your Bonus Action, **end your turn.**

Notes:

1) If you are the Allied player and you lose control of a Soviet Production Center such as Kharkov, you must immediately discard a Soviet Red Star card (if available) and move your marker on the Hand Size Track to reduce the Allied hand size by one. Therefore, an astute Allied player will not let that one forced discard be a powerful Conflict card such as the red star FIELD MARSHAL or SUPREME COMMANDER. Better to use such a card to defend the Soviet Production Center itself! Having a low valued Conflict card ready for a possible forced discard is a wise precaution.

2) Due to the card discard penalty, a player should be wary when their hand size is at four or less since loss of one or more Production Centers, or reduction of hand size by Event (WOLFPACK or STRATEGIC BOMBING, for example) could result in the opponent’s Sudden Death Victory. Obtaining Events which increase the hand size (WAR PRODUCTION, SYNTHETIC FUEL or CONVOY, for example) provide a cushion for absorbing such losses and are a kind of insurance against this.

3) With the exception of Paris, you never gain cards by taking control of any of your opponent’s Production Centers. Paris is the only Production Center on the map that increases or decreases the hand size of both the Axis and the Allies.

EXAMPLE 1: Egypt has a Western Allied control symbol printed on the map. If the Allied player launches an Attack from Egypt

on Libya and succeeds, the player puts a Western Allied control marker on Libya.

EXAMPLE 2: Caucasus contains an Axis control marker. If the Allied player launches an Attack on the Caucasus from Western Allied controlled Iran and succeeds, the player removes the Axis control marker, but does not put another control marker there. The Caucasus reverts to Soviet control as shown by the control symbol printed on the map.

9.6.2 Paratroop Attack

The acting player must play the PARATROOPS Event card to conduct a Paratroop Attack. Follow the Land Attack procedure for resolution. This attack is subject to the same restriction as the Land Attack except:

- The target Land Area may be up to two spaces away from a Land Area you control. The space skipped over may be a Land Area or Sea Zone.
- You may not declare a Blitzkrieg from a Land Area successfully conquered by a Paratroop Attack.
- See Straits & Allied Fleet Carriers [13.4] for restrictions when attacking to or from Sicily.

9.6.3 Amphibious Attack

The acting player must play the LANDING CRAFT (Axis) or the HIGGINS BOATS (Allied) Event card to conduct an Amphibious Attack. Follow the Land Attack procedure for resolution. This attack is subject to the same restriction as the Land Attack except:

- For the Western Allies, the target Land Area may be an enemy-controlled Land Area or Island adjacent to or within a Sea Zone under your Undisputed control.
- The Axis can only launch an Amphibious Attack from a Controlled Land Area adjacent to the Controlled Sea Zone from which the Amphibious Attack emanates (e.g., from Axis Controlled Norway, across Axis Controlled North Sea, to Attack London).
- You may not declare a Blitzkrieg from a Land Area successfully conquered by an Amphibious Attack.
- See Straits & Allied Fleet Carriers [13.4] for restrictions when attacking to or from Sicily.

Design Note: Historically, the Western Allies could launch an Amphibious Attack from considerable distances, as done for 1942’s Operation Torch invasion of North Africa which saw assault troops arrive from the continental United States. This also provides a means to possibly amphibiously regain an Axis-conquered London, Scotland, or Ireland.

9.6.4 Sea Zone Attack

A Sea Zone Attack allows the acting player to attack (anywhere on the map) one uncontrolled or enemy-controlled Sea Zone or one Sea Zone they control containing an enemy Fleet. It is not necessary to control an adjacent Area or Sea Zone or have a Fleet in the targeted Sea Zone.

To conduct a Sea Zone attack:

1. Declare the target Sea Zone.
2. Place the white Conflict marker in the target Sea Zone, star-side up if the Zone contains a Production Center to indicate its capture will result in a Bonus Event Action.
3. Complete a Conflict Resolution.
4. Remove all Fleets—both friendly and enemy—from the Sea Zone.
5. If you lost, remove your control marker (if any) from the Sea Zone and place your opponent's control marker (if not already there).
6. Both sides draw or discard, as needed, to their maximum Conflict card hand size. **If you lost, end your turn with this step. If not, continue to the next step.**
7. If you won, remove your opponent's control marker (if any) and place your own control marker (if not already there).
 - If the Allied Player takes control of a Sea Zone and either a Soviet (red) or a Western Allies (blue) control marker is adjacent, they must place a control marker of the same color in the newly-conquered Zone.
 - If both Soviet and Western Allies control markers are adjacent, the Allied player chooses which color control marker to place.
 - If there is no such adjacent Area, the Allied player must place a Western Allies control marker.
8. If you took control of a Sea Zone Production Center:
 - As the Axis and the area was enemy-controlled, the opponent's hand size is reduced by one. Adjust their marker on the hand size track accordingly. The opponent immediately discards Conflict cards of their choice down to their reduced hand size.
 - As the Allies and the area you regained was your own previously enemy-controlled Production Center, increase your maximum hand size accordingly and draw Conflict cards up to your new hand size limit.

OPTIONAL: You may immediately take *one* extra Event Action. If you take this extra Event Action and fail, **end your turn with this step.** Otherwise, resume your turn as applicable.

REMINDER: If the area was an uncontrolled Irish Sea or North Sea and the Allies capture it through attacking and placing their control marker before the Axis first captures it, *no optional Event Action is gained* as, although the Sea Zones are uncontrolled, the Production Centers are considered initially controlled by the Allies.

9. Remove the white Conflict marker from the Sea Zone from the board, placing it back with the other miscellaneous markers.
10. If this Sea Zone Attack was successful and was your *first* Action of the turn, you have earned a Success Bonus Action which can be used for the following: Reorganize, Fortify, Fleet, Planning, Event, or Attack. Place a yellow hexagonal marker in the "Bonus Action Earned" box on the board, star side up.
11. If you have concluded all Attacks and your turn has not ended due to a failed Conflict Resolution *and* there is a yellow hexagonal marker in the Bonus Action Earned box, you may conduct a Success Bonus Action [9.9.1].
12. If this Sea Zone Attack was your Bonus Action, **end your turn.**

9.7 Special Historical Operations

As the first Action of a turn, you may launch a Special Historical Operation, if all the requirements are met. See Section 14.0 for details on these special Actions.

9.8 Big Push Action

A Big Push is a single Action which allows a player to conduct a Special Historical Operation or provides two Event Actions or two Attack Actions on your turn. If you lose the Conflict Resolution for the first Action, you still get to perform the second Action. As this is a single Action, it can only generate up to one Success Bonus Action [9.9.1] and up to one Blitzkrieg Bonus Action [9.9.2].

The Big Push cannot be used for either the Paratroop Attack or Amphibious Attack; however, a Big Push is used to launch Operation Overload which *begins* with an Amphibious Attack.

Design Note: During 1941, an Axis Big Push marker represents the possibility of launching Operation Barbarossa or a subsequent major operation. During 1943 and 1944, an Allied Big Push marker represents the possibility of launching a major offensive, or as of 1944, *Operation Overlord* and *Operation Bagration*.

To use a Big Push, the player's Big Push marker must be in the Big Push Available box, star side up. If not available, a player can gain a Big Push for later use by conducting a Planning Action [9.4].

9.8.1 Conducting a Big Push

Declare the Big Push as:

- Two Event Actions,
- Two Attack Actions (Land and/or Sea Zone Attacks only),
- Operation Barbarossa (Axis) [14.1], or
- Operation Overlord/Bagration (Allies) [14.2].

Remove your Big Push marker from the Big Push Available box.

9.8.2 Big Push – Event Actions

Conduct the two Event Actions [9.5], one right after the other, then conduct the Bonus Action if earned. See section 9.8.5 regarding Big Push Bonus Actions.

EXAMPLE: The Allied player starts the turn with a Big Push marker. The first Action of the turn is an Event Action to gain CONVOY. (The Allies card hand size is getting dangerously low). The Allied player wins the first Event Action against the Axis.

For the second Big Push Action, the Allied player tries to gain another CONVOY Event. This Action fails. However, since the first Big Push Action succeeded, the Allied player has earned a Bonus Action. The Allied player takes another Event Table Action as the Success Bonus and gains another CONVOY.

It is possible, with the right Events available and some luck, to increase your Conflict card hand size by three. This could make the difference between defeat and keeping the game going.

9.8.3 Big Push – Attack Actions

Conduct the first Attack Action [9.6], marking any gained Success Bonus Actions or Blitzkriegs Available. Next, immediately conduct any earned Event Bonus.

Then conduct or decline a Blitzkrieg Bonus Attack if earned from a successful Land Attack. If declining a Blitzkrieg Attack, remove the markers from the Blitzkriegs Available box—the option does not carry over and must be earned again through a successful Land Attack.

Then, resolve or postpone the Success Bonus Action if earned.

Following that, conduct the second Attack Action. Again, immediately conduct any earned Event Bonus. A successful second Attack Action does *not* earn a second Success Bonus Action.

If the second Attack was a successful Land Attack and no Blitzkrieg Attacks have been made yet this turn, you may conduct a Blitzkrieg Bonus Attack now. Finally, if the turn has not ended due to a failed Conflict Resolution, resolve any earned Success Bonus Action. See section 9.8.5 regarding Big Push Bonus Actions. Then your turn ends.

REMINDER: Although two Attacks are made, only one Success Bonus Action can be earned and one Blitzkrieg Attack made during a Big Push Action. The Big Push is considered a single Action.

9.8.4 Big Push – Special Historical Operations

See section 14.0 for details on the Special Historical Operations.

9.8.5 Big Push - Bonus Actions

To gain the Success Bonus Action during an Event Action or Attack Action, you need to win at least one of the two Conflict Resolutions during the turn.

During an Attack Action, if you take control of one of your opponent's Production Centers and/or one of your own Production Centers which was enemy-held, you gain an extra Event Action—so a Big Push can gain you multiple extra Event Actions. The Event Action must be taken immediately after you take control of the Production Center. However, any extra Event

Action gained through seizing a Production Center *does not end your turn if it fails.*

During an Attack Action, if you gain control of a Land Area, you may declare a Blitzkrieg, but you must declare it right after gaining the Land Area. You may only declare one Blitzkrieg per Big Push, even if you win both Conflict Resolutions.

Note: Normally, failure of a first Action ends that player's turn, but with a "Big Push" the turn continues. When timed right, this can be a powerful tactic in Hitler's Reich.

Big Push takes one turn to get the Big Push marker and one turn to launch it. Then it gives you two Actions, which may not seem to justify the two turns spent. The great advantage of a Big Push, however, is that your turn does not end if you fail the first Action or any earned Event Actions.

EXAMPLE: The Allied player starts the turn with an available Big Push marker. He chooses to use it as the Allied card hand size is getting dangerously low. The first Action of the turn is an Event Action to gain CONVOY. The Allied player wins the first Event Action against the Axis. For the second Big Push Action, the Allied player tries to gain another CONVOY Event. This Action fails. However, since the first Big Push Action succeeded, the Allied player has earned a Success Bonus Action. The Allied player takes another Event Action as the Success Bonus and gains another CONVOY.

Note: It is possible with the right Events available and some luck to increase your Conflict card hand size by three—with a win on the first Action, a win on the second Action, and a win on the Bonus. This could make the difference between defeat and keeping the game going.

9.9 Bonus Actions

Success in some Actions will gain you the opportunity for a Bonus Action before ending your turn. However, earning a Bonus Action does not necessarily guarantee that you will be able to conduct it. If you undertake an Action after earning the Bonus Action and fail, your turn can end prior to conducting the Bonus Action. Successfully completing all Actions in your turn will allow you to conduct an earned Bonus Action.

9.9.1 Success Bonus Action

Successful Contested Actions provide a Success Bonus Action.

After resolving the Action of your player turn and any optional Event Action, if your turn has not ended, check to see if your marker is in the Bonus Action Earned box. If so, you may conduct one of the following as a Bonus Action: Reorganize, Fortify, Fleet, Planning, Event, or Attack. Remove your marker from the Bonus Action Earned box and follow the steps for the chosen Action as indicated.

If you fail in any Bonus Action, you forfeit all other Bonus Actions earned and your turn ends.

EXCEPTIONS: Big Push [9.8], Operation Barbarossa [14.1], Operation Overlord [14.2] and Operation Bagration [14.3].

9.9.2 Blitzkrieg Bonus Action

The Blitzkrieg Bonus Action extends your turn and can only be used after a successful Land Attack. The Paratroop Attack and Amphibious Attack do not provide Blitzkrieg Attack bonuses. *EXCEPTION: Operation Overlord's Amphibious Attack [14.2].*

A Blitzkrieg allows you to make up to three additional Land Attack Actions in one turn in addition to the Action(s) leading up to the declaration of a Blitzkrieg. If a Blitzkrieg Attack fails, however, your turn ends. *EXCEPTION: If you declare a Blitzkrieg following the first Action of a Big Push, you still get the Big Push's second Action after the Blitzkrieg ends. You always get to take the second Action of a Big Push.*

The acting player can declare one Blitzkrieg (only) per turn. Since a Blitzkrieg can be declared after a successful Land Area Attack, which may also earn an extra Event Action for capturing a Production Center, it is helpful to review the options.

- You can declare a Blitzkrieg after a successful Land Attack, whether the Land Attack was the first Action of the turn, a Success Bonus Action, or part of a Big Push.
- If you gain control of a Production Center in your initial Land Attack, you must complete or decline the optional Event Action before declaring a Blitzkrieg. The failure of an extra Event Action within context of a Big Push does *not* end your turn. You will still be able to declare a Blitzkrieg after a successful Big Push Attack Action.
- If you have a Success Bonus Action available, you may declare and conduct the Blitzkrieg before or after using the Bonus Action, as long as your turn has not ended. If your turn ends, any pending Bonus Action is lost.
- You may *not* use an available Bonus Action between any Blitzkrieg Attacks. Once you start the Blitzkrieg, you must conduct your (up to three) Blitzkrieg Attacks without taking a Bonus Action except extra Event Action(s) for capturing Production Center(s) seized during a Blitzkrieg.

To perform a Blitzkrieg Attack:

1. When you declare your Blitzkrieg Attack, place the three yellow cubes by the Blitzkriegs Available box into the three marked spaces there to indicate the number of potential Blitzkrieg Attacks you may make.
2. A Blitzkrieg Attack is launched from a Land Area just conquered by a Land Attack (only) to an adjacent target Land Area. Mark the target Land Area with a yellow cube taken from the Blitzkriegs Available box.
3. For up to three individual sequential Attacks, complete a Land Area Conflict Resolution with the following changes:
 - For every Blitzkrieg you declare, reduce your hand size by one on the hand size track on the board. Do *not* discard a card at this time. (The Conflict card played will reduce your hand to match the reduced hand size.) *EXCEPTIONS: GUDERIAN, Operation Overlord [14.2] and Operation Bagration [14.3].*
 - The acting player's Reusable  Event cards remain in play from one Attack to the next, as long as the card is utilized and the acting player's Attacks succeed.

Note: A Reusable Event card played during the initial Land Attack may remain in play for the first Blitzkrieg Attack, and thereafter in the next Blitzkrieg. Theoretically, the acting player could use the same Event cards in all three Blitzkrieg Attacks.

Any Reusable Event card played during the first or second Blitzkrieg will likewise carry over to any following Blitzkrieg Attack that turn.

Additional Event cards may be played in each subsequent attack, adding to the Events already in play.

- If a Reusable  Event card used during the turn is *not* used in a subsequent Blitzkrieg Attack, turn it face-down. It is no longer available for use in this series of Blitzkrieg Attacks.
 - Taking control of a Production Center earns an optional extra Event Action.
 - During the Blitzkrieg, failing the Event Action ends your turn. Return the yellow cubes to the Blitzkriegs Available box.
 - Each player may not use more than one GENERAL per Blitzkrieg. However, different GENERALS may be used for individual attacks in a single series of Blitzkrieg Attacks.
4. After Conflict Resolution, both players draw or discard, as needed, to their current Conflict card hand size.
 5. If you lose a Blitzkrieg Attack, ***your turn ends.*** (*EXCEPTION: Big Push [9.8].*) Remove the yellow Blitz cubes from wherever they are on the board and place them next to the Blitzkriegs Available box.
 6. If you win a Blitzkrieg Attack and there are one or more yellow cubes in the Blitzkriegs Available box, you may return to Step 2 above and continue the Blitzkrieg Attack.
 7. If you win a Blitzkrieg Attack and there are no more yellow cubes in the Blitzkriegs Available box or you decline all remaining Blitzkrieg Attacks available, ***your turn ends.*** Remove the yellow Blitz cubes from wherever they are on the board and place them next to the Blitzkriegs Available box.

Note: Blitzkrieg is a potentially rewarding gamble since it allows the player to employ Reusable  Events for more than one Land Attack during a turn. However, it reduces the player's hand size for every Blitz conducted.

Note: Despite the risks, a series of consecutive successful Blitzkriegs can be devastating to the enemy. For example, a successful Axis Attack on Minsk could have its three successful consecutive Blitzkriegs culminate in the capture of Moscow via Kharkov and Belorussia.

10.0 Conflict Resolution

Conflict Resolution is how players determine the result of a Contested Action. A Conflict Resolution is a combination of playing cards, rolling dice, and possibly adjusting the results based on the game's Event cards and pieces. At each step below, the acting player must go before the reacting player except where indicated. The following steps must be completed in order:

- Play Event cards
- Play Conflict cards
- Determine number of dice
- Apply Event and marker effects
- Apply Conflict card abilities
- End of Conflict effects
- Determine Winner
- Clean-up

To complete a Conflict Resolution:

Step 1: Play Event cards. Each player may select to play any number of Event cards for the Conflict with the following restrictions:

- Only *face-up* Event cards in their Held Cards area are eligible.
- Only one GENERAL Event is eligible per Conflict Resolution.
- An Event card that allows play of a second Conflict card during a Conflict Resolution is eligible. However, you cannot then play any additional Events which would allow more than two Conflict cards.

EXAMPLE: The Allied Player cannot play both the OUR FINEST HOUR card and the MAXIMUM EFFORT card during the same Conflict Resolution.

- When defending in or launching an Attack from a Zone or Area under Soviet control, or a space originally Soviet (as indicated by the control symbol on the map), the Allied Player may only use Events marked with the Soviet ★ symbol.

EXCEPTION: If attacking from a Western Allied-controlled area into an Axis-controlled originally Soviet area (e.g., from Persia into Axis controlled Caucasus), the Allied player may use either Soviet or Western Allied Event card(s) but may not match a Soviet-only symbol Event card with a Western Allied Conflict card (or vice-versa).

- When defending in or launching an Attack from a Zone or Area under Western Allied control, the Allied Player may only use Allied Events marked with the ⚙️ symbol.
- Cards marked with *both* Soviet and Western Allied symbols may be used for any Defense or Attack (e.g., T-34S & SHERMANS).
- The cards themselves list other limitations, such as “Use in Land Conflict,” “Use in Event Play,” or “Use Whenever Draw Card.”

Note: It is recommended that each player move their played Event card(s) to an open space in front of them, away from their unused counterparts in the Held Cards area, to make it clear which cards are being used for the current Conflict Resolution.

Step 2: Play Conflict cards. Both players must play one Conflict card face-down from their hands. *EXCEPTION: If a player is required by the ENIGMA or MASTER SPY Event to reveal a Conflict card first, or have it selected at random, the player must do so, and thereafter the other player selects and plays a Conflict card.*

Players may be allowed to play two Conflict cards based on Events from Step 1. If so, the values of their two Conflict cards are added together.

If both Conflict cards are bonus cards, both retain their Special Power. However, you may not use the Special Abilities of two bonus cards to reroll any die more than once.

EXAMPLES: If you play two LIEUTENANT-GENERALS, you may reroll two dice (one for each).

If you have five dice for the Conflict and played two SUPREME COMMANDERS—one by choice, and the other randomly drawn (via MAXIMUM EFFORT, THEIR FINEST HOUR, or DESPERATE GAMBLE Events)—you may only reroll each of those five dice once and the remaining reroll is forfeit.

The Allied Player has restrictions on which Conflict cards he may play during an Attack. The restrictions apply if the Allied Player:

- attacks from a Soviet-controlled space,
- defends in a Soviet-controlled space, or
- attacks a space that was originally Soviet controlled (to recover it from the Axis).

In those three cases, the Allied Player must play Conflict card marked with a ★ symbol or a DOUBLE AGENT card, if there is one in his hand. If not, the Allied Player may play any Conflict card. However, if the attack is upon an originally Soviet-controlled space now controlled by the Axis and is made from a Western Allied controlled area, the Allied player may use either a Soviet or Western Allied Conflict card (e.g., a Land Attack from Western Allied controlled Persia into Axis controlled Caucasus).

EXCEPTION: If an Event such as THEIR FINEST HOUR or MAXIMUM EFFORT allows play of a second Conflict card, the second card does not have to be a Soviet ★ card, since it is randomly selected from the Conflict Deck. The Event card MURMANSK RUN is also an exception to this rule.

Design Note: Although united against a common foe, the Allies did not always work together. This manifestation is represented by the differences among Allied control markers, between Western Allied and Soviet markers, and by the design's limitations on the use of Conflict card suits and Events.

Reveal the Conflict cards simultaneously.

Step 3: Determine Number of Dice. Players begin this step with three dice each and may be able to add one or two more dice, *up to a maximum of five dice per player*, based on effects from played Event cards. Any additional bonuses that would grant more than five dice to a player are ignored.

For a Conflict in a Land Area:

- Both players count the number of Land Areas and Sea Zones they control which are adjacent to the target Land Area, not including the target Land Area itself. If the attacker's total is higher, that player gains one additional die. Otherwise, no additional die is awarded.
- If you are defending your Capital (Berlin for the Axis, London or Moscow for the Allies), you get one additional die.

For a Conflict in a Sea Zone:

- If a player is the sole player to control one or more Land Areas adjacent to or inside the target Sea Zone, that player gains one additional die. (If both players control at least one Land Area in or adjacent to the Sea Zone, neither player gains the additional die.)
- If either player controls a Fleet in the target Sea Zone, that player gains one additional die. Both players are simultaneously eligible for this additional die.

Both players roll their dice.

Step 4: Apply Event and marker effects. Some Events and markers give players the ability to change the result of one or more dice. These effects are cumulative, up to the number of dice rolled. First the acting player applies the effects of played Events and markers (Fortification, [9.2]; Fleet, [9.3]) in the order of his choosing in this step, then the Reacting Player.

Both players may only reroll each die (his own or the opponent's) one time during Step 4.

Note: This means that the acting player could reroll one of his own dice, then the Reacting Player could cause that same die to be rerolled.

Prior to rerolling any dice, the player must announce the number of dice to be rerolled and then roll all of them simultaneously. The player must keep the result of the rerolled dice.

Note: Certain Events, e.g., COUNTERATTACK, can be used after all dice have been rolled.

- Event cards may allow you to reroll your dice or your opponent's dice.
- When defending a Land Area containing a Fortification, you may change the face showing on one of your rolled dice to a 4 in a basic Land Area or to a 5 in a Production Center. This is not a reroll.
- A Fortification or Fleet in the target Land Area/Sea Zone is always considered to take part in the Conflict Resolution, even if its effect is not used.

- When you are conducting an Amphibious Attack and have a Fleet in the Sea Zone from which the Attack was launched, you may reroll one die (yours or your opponent's). The Fleet marker is not removed when this reroll ability is used.

Note: The Allied FLEET CARRIERS Event may be used in an Amphibious Attack. If combined with the use of a Fleet, it allows two rerolls.

REROLL EXAMPLE: The Axis player uses GEN. ROMMEL to reroll one of his dice. When all Axis Event cards are resolved, the Allied player uses the ARTILLERY & PARTISANS Event to reroll that same Axis die.

Step 5: Apply Conflict card Abilities. Some Conflict cards give their player special abilities. Unless one or both DOUBLE AGENT cards have been played in this Conflict, the acting player applies the abilities of his Conflict cards first, then the Reacting Player.

Both players may only reroll each of their own dice one time for Conflict cards during Step 5. Dice rerolled in prior steps are eligible for reroll during Step 5.

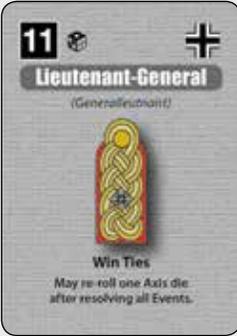
IMPORTANT: Conflict card Special Properties dice rerolling is in addition to any rerolling done during other steps of the Conflict Resolution Procedure. A die rerolled due to an Events Effect may be rerolled again due to a Conflict card's Ability.

- If *one* DOUBLE AGENT card has been played, the owner of the card goes first, followed by the opposing player, when rerolling Conflict dice.
- If *both* DOUBLE AGENTS have been played:
 - The acting player resolves his DOUBLE AGENT card effect, then
 - The reacting player resolves his DOUBLE AGENT card effect, then
 - The acting player resolves any of his remaining Conflict cards, and finally
 - The reacting player resolves any of his remaining Conflict cards.

Note: The third and fourth steps above can occur when two Conflict cards are played by a side by means of an Event card (e.g., MAXIMUM EFFORT) which grants a second Conflict card. Remember that the DOUBLE AGENT card can only affect a *single* opposing Conflict card.

Players decide the order in which to apply the effects of the Conflict card Special Properties. Prior to rerolling any dice, the player must announce the number of dice to be rerolled and then roll all them simultaneously. The player must keep the result of the rerolled dice.

REMINDER: If you played two Conflict cards with rerolls, you may use the rerolls from both cards but you may reroll each die only once.



11 
Lieutenant-General
(Generalfeldmarschall)

Win Ties
May re-roll one Axis die after resolving all Events.

GENERALS (values 11-13): Allow you to reroll one, two or three of your dice, as indicated on the card.

EXAMPLE: In a Conflict Resolution, your opponent plays a LIEUTENANT-GENERAL. This allows the option to reroll one die. The player may, but does not have to, reroll any one of his own dice.

EXAMPLE: If you play a SUPREME COMMANDER, you are not allowed to reroll one die, learn the result, and then choose to reroll one or two more dice.



1 
Saboteur

Reduce one enemy card of your choice to a strength "1" (that card retains all other abilities). Allies must play red star card when attacking/defending from Soviet area.

SABOTEUR (value 1): Reduces the value of one Conflict card played by your opponent to 1. The Saboteur does not affect any other abilities granted by the opponent's Conflict card.

EXAMPLE: Your opponent plays a FIELD MARSHAL. If you play a SABOTEUR, both cards will have a value of 1, but the FIELD MARSHAL still retains the option to reroll one



10   
Double Agent

One enemy 11/12/13 card forfeits all re-roll abilities. Lose Ties to all suits. If both play Double Agent the Active player wins ties. If none, place in enemy's discard.

DOUBLE AGENT (value 10): Cancels the rerolls gained from one Conflict card played by your opponent. However, DOUBLE AGENTS lose all ties. If you lose the Conflict Resolution while playing a DOUBLE AGENT, place the DOUBLE AGENT in your opponent's discard pile.

EXAMPLE: Your opponent has played a FIELD MARSHAL. This allows him the option to reroll one

or two of his dice. If you play a DOUBLE AGENT and target the FIELD MARSHAL, your opponent loses that reroll option.

Step 6: End of Conflict Effects. Check for any Event cards in play that trigger at the end of a conflict and resolve those now. Dice rerolled in prior steps are eligible for reroll during Step 6.

IMPORTANT: The Events COUNTERATTACK and SPECIAL OPERATIONS say "... If any die is rerolled, return card to the Event card deck/array." Only rerolls made by the card's player trigger this condition. If the card's player does not reroll, return the card to his Held Cards area.

Step 7: Determine the Winner. Once all effects have been applied, each player adds up the total of their Conflict cards and dice. The player with the highest total wins the Conflict Resolution. In the case of a tie, the player with the Conflict card of the highest suit wins [2.1.2].

REMINDER: Some Events allow you to play a second Conflict card. If you have played two Conflict cards, add their values together and use the card with the higher suit to break ties.

Step 8: Clean-up. Both players conduct their cleanup in the following order:

DOUBLE AGENT cards used by the player who lost the Conflict Resolution are placed in their opponent's discard pile. Then both players place the remainder of their played Conflict cards on their own discard piles.

If you played any Reusable  Events during the Conflict Resolution:

- and won, turn the card(s) face down in your Held Cards area. They will be flipped face-up and become available again during the Preparation Phase of your next Turn. *EXCEPTION: You may be able to use a card more than once during a turn in which you win an Attack and then declare a Blitzkrieg, or during Operation Overlord or Operation Bagration.*
- and lost, return the cards to the appropriate Array(s).

If you played any Returnable  Event cards during the Conflict Resolution:

- give the card(s) to your opponent, who turns the card(s) face down on his side of the table. They will be flipped face-up and returned to the appropriate array during the Preparation Phase of your opponent's next Turn.

All other Event cards played by either player are returned to the appropriate Array(s). *EXCEPTION: The ENIGMA Event, which the Allied player may retain if victorious and with a successful die roll.*

EXAMPLE: If you played a Reusable Event in a successful Attack, that card will be unavailable to you during your opponent's next turn as it will be face-down in your Held Cards area. It will be available to you again after your next Preparation Phase. If the card was used and your Attack failed, that card would be returned to its Array during the Clean-Up step following the Attack.

Then both players draw or discard, as needed, to their maximum Conflict card hand size.

11.0 Reshuffling

Whenever a player needs to draw a Conflict card and their deck is exhausted, it triggers a Reshuffling Procedure. Only the player who triggers the reshuffle carries out the procedure. Play stops immediately, resuming only when the reshuffling procedure is complete. The Axis and Allied reshuffle procedures are different and are explained separately.

Note: Unlike many other games, you do not advance the game turn marker at the end of each game turn. Instead, the passing of time from year to year is triggered and recorded by player Conflict Deck reshuffles. This may happen at any time in either player's turn.

Note: Do not reshuffle when the last card is drawn from the deck. The reshuffle occurs when a card needs to be drawn but the deck is empty. The difference is that one or more cards may be discarded after the last card is drawn but before the next card is needed to be drawn. Those potential discards may be eligible to return to play under certain circumstances.

11.1 Axis Reshuffle

When the Axis Player reshuffles:

- If the Allied hand size is less than 12, increase it by 1 and the Allied player draws a Conflict card.

Design Note: The gradually growing Allied hand size represents the passage of time and the increasing influence of U.S. industrial might.

- If any WAR PRODUCTION cards are out of play, return one to the Array.
- The Axis Player selects one the following Recyclable  Events, if out of play, and returns it to the Array:
 - WOLFPACK (may only select if all three WOLFPACK cards are out of play)
 - V-ROCKETS
 - SYNTHETIC FUEL
 - SWEDISH TRADE
- If the Allied marker is in the same box or is one box ahead of the Axis marker on the Year Track, move the Axis year marker one box forward.
- If both players' markers are now in the same box on the Year Track, conduct a Year End procedure [12.0].
- The Axis Player reshuffles his discard pile to create a new Conflict Deck and draws a card.
- Resume the current turn.

REMINDER: If Operation Barbarossa has not been launched by the time the Axis player executes the first reshuffle of the 1941 game, then it may no longer be executed.

11.2 Allied Reshuffle

When the Allied Player reshuffles:

- The Allied Player selects one the following Recyclable  Events, if out of play, and returns it to the Array:
 - CONVOY
 - STRATEGIC BOMBING
- If any WAR PRODUCTION cards are out of play, return one to the Array.
- When the Allied year marker enters the *End of 1943* box:
 - The Allied Player may look through all of the Conflict cards in his discard pile and secretly select any number of cards of value 1, 11, 12, or 13.
 - The Allied Player may add any number of the selected Conflict cards to their hand and must discard one Conflict card for each card added, maintaining the same number of cards in their hand.
 - The Allied Player gains a Big Push Available marker, if one is not already available.

Design Note: This special reshuffle at the end of 1943 prepares the Allied Player for Operation Overlord and Operation Bagration, much as the Axis Player started the game with a well-stocked 1941 hand for Operation Barbarossa.

- If the Axis marker is in the same box or is one box ahead of the Allied marker on the Year Track, move the Allied year marker one box forward.
- If both players' markers are now in the same box on the Year Track, conduct a Year End procedure [12.0]. If not, resume the current turn.
- The Allied Player reshuffles his discard pile to create a new Conflict Deck and draws a card.
- Resume the current turn.

Note: The Allied Player should therefore strive to have an as large as possible Conflict card Hand when the end of 1943 looms imminent and this option becomes available. Winning WAR PRODUCTION and/or CONVOY Events can assist in achieving that goal. Conversely, the Axis player should attempt to keep the Allied hand size as low as possible so it cannot absorb all possible card enhancements. This can be accomplished by offensive Actions on the map to seize Allied Production Centers as well as by winning conflicts to enable play of Events such as WOLFPACK and V-ROCKETS.

12.0 Year End Procedure

When both players' year markers are in the same End of Year box for the first time, normal play is immediately paused and both players complete a Year End Procedure.

Design Note: To prepare for the next year's campaigns, both the Axis and Allies would make special preparations. *Hitler's Reich* reflects this through the Year End Bonus Events.

- If both players' Year markers are in the *End of 1941* box, add the "42" cards to the appropriate Event card arrays.
- If both players' Year markers are in the *End of 1945* box, the game ends immediately. Check the Victory Conditions [5.0] to determine a winner.
- If both players' Year markers in the *End of Year* box for 1941 through 1944:
 - Each player takes the  Returnable and Reusable  Event cards from their own Array (not the AL/AX Array) and shuffles them into a face-down deck. The Allied Player includes the Enigma Event if in his Array.
 - Each player deals Event cards from their deck and adds them face-up to their Held Events area:
 - 1941: both players deal two cards each
 - 1942-45: Axis player deals two cards, Allied player deals three cards
 - The Held Cards area may hold more than the usual limit of six temporarily. *However, as Events are used or discarded, the six-card limit is reapplied.*
 - If needed, turn the year markers star side up to indicate the availability of a Reorganize Action.
 - Resume the current turn.

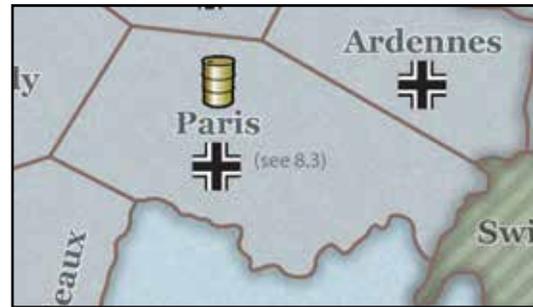
Example: The 1941 game begins with both players' year markers in the At Start box. After the start of the game, when you first exhaust your Conflict Deck and need to Reshuffle, move your year marker to the End of 1941 box. If yours is the only marker in the End of 1941 box, it means the year 1941 has not yet ended. Leave the marker there and wait for your opponent's marker to arrive. As soon as both your and your opponent's Year Track markers are in the End of 1941 box, the year 1941 has concluded.

Note: Once the year-end cards have increased your Held Cards maximum above six, it stays above six until you lose a Conflict Resolution that leaves you with six or less cards in your Held Cards area. While the maximum is above six, you may continue to acquire Event cards but must remain at your new maximum. You cannot raise your maximum again by acquiring more cards, except through another Year End Procedure.

EXAMPLE: After receiving your Year End cards, you have seven Held Cards. You can acquire another Event card for your Held Cards area, but you must discard an Event to stay at the new maximum of seven.

13.0 Special Rules

Certain Land Areas and Sea Zones have special rules to give *Hitler's Reich* a more historical feel. In addition, there are special rules to represent a few key events of World War II.



13.1 Paris

When a player takes control of Paris from the opponent, their hand size increases by one, they immediately draw a Conflict card, *and* the opponent's hand size decreases by one. Adjust markers on the hand size track to record the increase/decrease.

Note: With the exception of Paris, you never gain Conflict cards to increase your hand size by taking control of any of your opponent's Production Centers. Paris is the only Production Center on the map that increases or decreases the hand size of both the Axis and the Allies. See Playbook Section 16.2 for an example.

When the Allied player gains control of Paris for the *first* time, Vichy France also becomes Allied controlled [13.7].



13.2 Italy

Design Note: Italy was Germany's most important partner in the European theater. Shortly after the Allied landings in Sicily and the southern part of the country, Italy surrendered. The following rules reflect this.

Italy surrenders immediately when:

1. The Allied Player takes control of Rome, or
2. The Allied Player takes control of both Naples and Sicily.

If Italy surrenders:

- Place a yellow cube in the *Italy Surrenders* box.
- Reduce the Axis hand size by 2 (one for losing Sicily and Naples, one for losing Rome).
- The Axis Player discards down to the new hand size, *randomly* selecting the Conflict cards to discard.
- If the Allies take control of Naples and Sicily, Rome also automatically falls to the Allies. Place the same Allied control marker on Rome as on Naples and Sicily and remove any Axis Fortification marker in Rome. Since Rome is a Production Center, the Allied Player gets an optional extra Event Action.
- If the Allies take control of Rome, Naples and Sicily also automatically fall to the Allies. Place the same Allied control marker on Naples and Sicily as on Rome. Remove any Axis Fortification markers in Naples or Sicily.

Once Italy has surrendered, it cannot be undone. The yellow block stays in the *Italy Surrenders* box for the rest of the game. However, the Axis Player can retake control of Italian Land Areas as usual. If the Axis Player recaptures Rome, do not return Naples and Sicily to Axis control automatically (or vice versa), but the Axis may take control of them through Attacks. The Axis hand size does not increase if the Axis regain control of Naples and Sicily.



13.3 Malta

Malta was a key point in the logistics and planning for the Mediterranean and North African campaigns. Malta begins the game under Western Allied control but may change hands, without a Conflict Action, several times during a game.

Malta surrenders to a player if they have Undisputed control of the Sicilian Sea Zone in the Preparation Phase of their turn. If Malta surrenders, place an Axis control marker on Malta to record Axis control or remove the Axis control marker to record Allied control. The Surrender of Malta in this fashion is not an Action and therefore does not provide a Bonus Action.

Malta may also be captured via Paratroop or Amphibious Attack.

Note: As a courtesy, if you take control of the Sicilian Sea Zone, remind your opponent of this rule and put a Malta Besieged yellow cube marker beside Malta. This gives your opponent a chance on the upcoming turn to either take control of the Sea Zone back or take an Action to place a Fleet in the Zone.

13.4 Straits and Allied FLEET CARRIERS

The four Straits in *Hitler's Reich* have the following special features:

Area	Special Features
Denmark	Borders the Ruhr Land Area and the Skaggerak Sea Zone. Note: Denmark is not adjacent to Norway.
Gibraltar	Borders Spain and the Strait Sea Zone around Gibraltar. Note: Gibraltar is not adjacent to Morocco.
Sicily	Although also an Island, Sicily is adjacent to the Naples Land Area. Note: : You may not Attack Naples from Sicily (or the other way around) if your opponent controls or has a Fleet in the Sicilian Sea Zone. If you control the Sicilian Sea Zone and either Sicily or Naples, you may conduct a Land Attack from Sicily against Naples (or the other way around) without an Amphibious Attack. You must control Malta <i>and</i> Sicily to launch a Paratroop or Amphibious Attack from the two Islands within the Sicilian Sea Zone. (EXAMPLE: A Paratroop Attack could be launched from Malta or Sicily across the Adriatic Sea Zone against Yugoslavia.) You do not have to control both Islands to Attack <i>within</i> the Sicilian Sea Zone.
Turkey	A single Land Area which is adjacent to both the Black Sea and the Aegean Sea Zones, and Turkey connects them. Turkey is neutral unless and until the TURKEY DECLARES WAR! Event is played. Note: While Turkey is neutral, the Black Sea and the Aegean Sea are not considered to be adjacent. If Turkey is no longer neutral: <ul style="list-style-type: none"> • Whoever controls Turkey may treat the Black and Aegean Seas as adjacent Sea Zones. • Turkey is considered to border Greece and Bulgaria, as well as the Caucasus, Persia, and the Syria/Levant Land Areas.

The Allied player may not use the Allied FLEET CARRIERS Event under certain circumstances involving Straits:

May Not Use Allied FLEET CARRIERS in:	If:
The Baltic Sea	Denmark <i>or</i> the Skagerrak Sea is under Axis control
The Black Sea *	Turkey is under Axis control or Neutral
In any Sea Zone East of the Strait (from the Western Med to the Black Sea, inclusive)	Gibraltar or the Strait is under Axis control
* See map note clarifying that Crimea is not connected to Caucasus. The Black Sea Zone does not extend to be adjacent to Ukraine.	

The Allied player may combine use of Allied FLEET CARRIERS with an Allied Fleet in a single Sea Zone. However, the usual reroll and Bonus Dice rules apply.

13.5 The Channel and the Mid-Atlantic

By 1944, Allied naval and air superiority in the Western Seas was overwhelming. From the time both players' Year markers are in the *End of 1943* box on the Year Track, if the Allies gain Undisputed control of either the Channel or Mid-Atlantic Sea Zones, the Axis may no longer Attack or place a Fleet in that Sea Zone.

EXAMPLE: If the Allied player controlled the Channel but not the Mid-Atlantic, the Axis player could not Attack or Reinforce with a Fleet in the Channel, but would not be so restricted in the Mid-Atlantic until it too became under Undisputed Allied control.

13.6 Nazi-Soviet Non-Aggression Pact

When the war began in 1939, the Nazis and the Soviets operated under a Non-Aggression Pact while they divided conquered Poland between them. The Pact is in effect at the beginning of the game as indicated by a gray cube in the Nazi-Soviet Pact box on the board.

While the Pact is in effect, neither player may:

- Try to gain the TURKEY DECLARES WAR! Event card,
- Place a Fleet in or Attack any Sea Zone adjacent to the Soviet Union,
- Attack any Land Area or Sea Zone that is both adjacent to the Soviet Union and originally Axis controlled (e.g., Romania) or Soviet controlled (e.g., Baltics).

The Pact ends when the Axis Player either:

- Launches Operation Barbarossa, or
- Reshuffles the Axis Conflict deck for the first time.

REMINDER: Operation Barbarossa may no longer be launched after the first Axis reshuffle.



13.7 Vichy

Vichy consists of five Areas: Vichy France, Algeria, Morocco, Syria/Levant, and Tunisia. Vichy begins the game neutral. While Vichy is neutral, the Axis may not Attack any Vichy area. The Allies may Attack Vichy at the cost of Vichy joining the Axis.

Vichy remains neutral until one of the following occurs:

1. The Allied player attacks any Vichy area. *EXCEPTION: If the Axis player plays the IRAQI REVOLT Event card, the Allied player may Attack Syria/Levant (only) without affecting Vichy neutrality.*

When the Allies Attack a neutral Vichy Land Area, complete a Conflict Resolution (10.0) using the following special rules:

- The Axis Player may not play a Conflict card from his hand nor Event cards from his Held Cards area.
- The Axis Player draws the top card from his Conflict Deck and plays it as the Vichy defense.
- The Axis Player rolls three dice for Vichy.
- The Axis Player may apply any special abilities given by the Conflict card.

In the next Axis Preparation Phase, place Axis control markers on all Vichy Areas that are not under Allied control.

2. The Allied player plays the VICHY DEFECTS! Event card.

Immediately place Western Allied control markers in Algeria, Morocco, the Strait Sea Zone, and the Western Med Sea Zone if not already under Allied control.

In the next Axis Preparation Phase, place Axis control markers on Tunisia, Vichy France, and Syria/Levant unless already Allied controlled.

3. Paris becomes Allied controlled for the first time *or* the Allied player launches a successful Operation Overlord [14.2].

Place Western Allied control markers in Vichy Areas not currently under Allied control including the Strait and Western Med Sea Zones. If the Axis regains control of Paris, there is no effect on Allied control of Vichy Areas.

14.0 Special Historical Ops

Hitler's Reich includes three Special Historical Operations—major operations that changed the course of the war. The Axis Player has one: Operation Barbarossa, the invasion of the Soviet Union conducted in 1941. The Allied Player has two: Operation Overlord, the invasion of France, and Operation Bagration, a massive Soviet offensive, both historically conducted during 1944.

Each Special Historical Operation has a unique set of rules to reflect battlefield realities. Each Special Operation can be used only once. The Allied Player must conduct Operation Overlord and Operation Bagration during the same turn and in that order.

14.1 Operation Barbarossa (Axis Only)

Operation Barbarossa represents the tremendous concentration of military power the Axis amassed for the invasion of Soviet Russia. Operation Barbarossa allows the Axis Player to use four designated Attack Actions against Soviet Land Areas in the same turn.

Note: The Axis hand is seeded with high-value Conflict cards at the beginning of the game. It is unwise to squander them all prior to launching Operation Barbarossa.

The prerequisites for Operation Barbarossa are:

- Operation Barbarossa can only be launched in 1941 and *before* the Axis player reshuffles the Axis Conflict deck for the first time in the game.
- The Axis Player must have a Big Push Available.

Note: The Axis player may decide to not take the Operation Barbarossa option and use its marker for a Big Push instead.

When the Axis Player launches Operation Barbarossa:

1. Remove the Axis Big Push marker from its *Big Push Available* box.
2. Perform four Attack Actions, one each against the Baltics, Bessarabia, Crimea, and Minsk Land Areas in the order of the Axis player's choosing. Complete one Attack Action before beginning the next one.
3. If the Axis Player takes control of a Soviet Production Center, he takes the extra Event Action immediately. Losing the extra Event Action does not end the Axis turn.
4. All four attacks are completed, even if the Axis Player loses one or more Conflict Resolutions.

REMINDER: Both players refill their hands after each Conflict Resolution.

5. One Success Bonus Action is earned if the Axis player wins one or more of the four Conflict Resolutions. When earned, place the yellow hexagonal marker in the Bonus Action Earned box as a reminder. The Bonus Action is taken *after* all four Barbarossa Attack Actions are completed.

6. Operation Barbarossa is eligible for a Blitzkrieg Attack which may be declared after any successful Barbarossa Attack Action or after the Bonus Action if it is used for a successful Land Attack Action. Only Soviet-controlled Land Areas may be targeted by a Blitzkrieg Attack during Operation Barbarossa.
7. Remove the marker from the *Nazi-Soviet Pact In Effect* box.

REMINDER: The Axis Player may not use a Paratroop or Amphibious Attack during Operation Barbarossa.

Note: When executing Operation Barbarossa, the Axis player should carefully consider the sequence of their Attacks in an almost Chess-like manner, being fully aware of how the Big Push rules will protect against unanticipated failure. In addition, do not wait too long into the turn and deplete your deck of high-value Conflict cards.

14.2 Operation Overlord (Allied Only)

Operation Overlord represents the D-Day landings in Western Europe, the greatest amphibious attack in history. Operation Overlord provides the Allied player the opportunity to make an amphibious landing in Europe and, if successful, to conduct two additional Land Attack Actions plus take control of Vichy territories all in the same turn. Whether successful or not, this operation is immediately followed by Operation Bagration.

Design Note: A pivotal moment of the Second World War's European Theater was the historically unprecedented amphibious return of the Western Allies to the European Continent by the massive Operation Overlord invasion forever memorialized as D-Day. Equally significant was Operation Bagration—the Soviet 1944 Belorussian Strategic Offensive that drove out Axis forces from there and most Soviet Land Areas formerly under Axis control, while almost completely destroying an entire German army group.

The Allied player, as SHAEF's Eisenhower realized during the historical event, is relying on a single massive throw of the dice with Operation Overlord. *Hitler's Reich* designer Mark McLaughlin, who teaches a seminar on D-Day observed: "*It was an all or nothing Operation Overlord. Had D-Day failed, it would have taken months to reorganize for a second cross Channel invasion.*" In terms of the game, there is no Operation Overlord second chance.

Consequently, it behooves an astute Allied player to amass as large a Hand of "killer" Events as possible in preparation for the Operation Overlord Amphibious Attack. In addition to HIGGINS BOATS, such a collection of six Event cards could include T-34S & SHERMANS, PATTON, AIR SUPREMACY (OR RESERVES), ARTILLERY & PARTISANS (OR COUNTERATTACK). The goal is to roll five Attack dice and be able to play two cards through use of the MAXIMUM EFFORT Event, one of them a chosen FIELD MARSHAL (General of the Army) 12 or SUPREME COMMANDER 13 with its dice rerolls, to resolve the Operation Overlord Amphibious Attack.

Design Note (continued)

Conversely, an able Axis player will seek preparing for Operation Overlord by placing Fortification markers and having powerful Events such as Von Rundstedt, Waffen Ss, and Desperate Gamble available to confront this Allied D-Day onslaught. Also, keep in mind that the Allies automatically get the MAXIMUM EFFORT Event when declaring Operation Overlord, even if it is in Axis possession!

That is the “meet them on the beaches” approach favored by Gen. Rommel. An alternate Axis defense could be to hoard resources for a counterattack to drive the Western Allies back into the sea or to stem the Soviet advance. Which strategy to adopt is one of the fascinating gaming “puzzles” Hitler’s Reich offers its players.

The Soviet Red Army’s four-Attack Operation Bagration, made in proximate time with Operation Overlord, historically swept the Axis from most territory it still retained in Russia. The special treatment of Operation Overlord and Bagration’s Conflict cards, both Allied and Axis, which fully reconstitute both Conflict card decks, is to preserve the game’s pace through card expenditure. Without that rule, the usual card process would result in the game reaching 1945 quicker than the design intends.

The prerequisites for Operation Overlord are:

- Operation Overlord cannot be launched until both Year markers are in the *End of 1943* box or later on the Year Track.
- The Allied Player must have a Big Push Available.
- The Allied Player must have the HIGGINS BOATS card in his Held Cards area.
- The Allied Player must have Undisputed control of either the Channel or Mid-Atlantic Sea Zone. (Undisputed means Allied control and no Axis Fleet in the Zone.)

When the Allied Player launches Operation Overlord:

1. Remove the Allied Big Push marker from its *Big Push Available* box.
2. Take the MAXIMUM EFFORT Event card, even if it is in Axis possession.
3. Play the HIGGINS BOAT Event card.
4. Resolve an Amphibious Attack:
 - If the Allied Player has Undisputed control of only the Channel, the target Land Area must be adjacent to the Channel (Normandy, Calais, or Holland-Belgium).
 - If the Allied Player has Undisputed control of only the Mid-Atlantic, the target Land Area must be adjacent to the Mid-Atlantic (Spain if Axis-controlled, Normandy, or Bordeaux).
 - If the Allied Player has Undisputed control of both the Channel and the Mid-Atlantic, the target Land Area must be adjacent to either Sea Zone.
5. If the Amphibious Attack fails, Operation Overlord ends with this step and Vichy’s status remains unchanged. Launch Operation Bagration.

6. If the Amphibious Attack succeeds:
 - a. Conduct two more Land Attacks using the following special rules:
 - ◇ These are not Blitzkrieg Attacks, so they do not reduce the Allied hand size.
 - ◇ The Allied Player gets both Land Attack Actions, successful or not.

REMINDER: Both players refill their hands after each Conflict Resolution.

- ◇ Unlike Blitzkrieg Attacks, the second extra Attack during Operation Overlord does not have to be launched from a Land Area captured during the first extra Attack. *EXAMPLE: After a successful Amphibious Assault into Holland & Belgium, the first Attack then captures Ruhr’s Production Center and the second Attack changes direction to Attack and capture Calais.*
- ◇ These Attacks may not be Paratroop or Amphibious Attacks.
- ◇ The Allied Player gets no Bonus Actions from these Attacks but does get the usual extra Event Action for taking control of an enemy Production Center. Losing a Conflict Resolution during the extra Event Action for a Production Center does not end the Allied Player’s turn.
- ◇ Berlin may not be the target of an Operation Overlord Attack.
- ◇ Only Event cards with the ⚡ symbol may be played or carried over from the previous Attack.
- ◇ An Event card used during Operation Overlord cannot be used for Operation Bagration.
- ◇ **If an Allied Attack during Operation Overlord succeeds:**
 - i. The Axis Player selects half (rounded down) of his Reusable 🗓️ Event cards used in that Attack and turns them face-down. These cards are retained by the Axis Player and become available as normal at the start of the Axis Player’s next turn. The Axis Player’s remaining Reusable Event cards used in that Attack must be returned to the appropriate Array.
 - ii. Additionally, Allied Reusable 🗓️ Event cards remain in play (optionally) from one Attack to the next, as long as the Allied Player’s Attack succeeds. So a Reusable 🗓️ Event card played during the Amphibious Attack may remain in play for the first Land Attack. If used in the first Land Attack, it may be used in the second Land Attack.

Note: Theoretically, the Allied Player could use the same Event cards in all three Operation Overlord Attacks provided the first two are successful.

◇ **If an Allied Attack during Operation Overlord fails:**

- i. The Allied Player's Reusable  Event cards used during that Attack are flipped face-down. **Do not** return them to the Array. The Allied Player retains these Event cards, which become available as normal at the start of the next Allied Player turn.
- b. After concluding the second Land Attack, whether successful or not, place Allied control markers on all Vichy land areas not already under Allied control, as well as the Strait and Western Med Sea Zones. Remove any Axis control markers, Fortifications and Fleets in those spaces.

Design Note: This represents the historical Operation Anvil/Dragoon, the Allied amphibious invasion of Southern France.

- c. Launch Operation Bagration.

14.3 Operation Bagration (Allied Only)

Operation Bagration represents the Soviets' massive 1944 strategic offensive intended to reclaim all of their lost territory. Operation Bagration allows the Allied Player to use four Attack Actions from Soviet-controlled Land Areas against Axis-controlled Land Areas in the same turn.

The prerequisite for Operation Bagration is:

- Operation Overlord must have been launched this turn (whether the Amphibious Attack during Overlord is successful or not).

When the Allied Player launches Operation Bagration:

1. The Allied Player may conduct up to four Attack Actions, using the following special rules:
 - The Allied Player gets all four Land Attack Actions, successful or not. As needed, mark each completed Attack by placing one of the gray cubes in the target Land Area.
 - The Attacks must be from Soviet-controlled Land Areas into Axis-controlled Land Areas.
 - Berlin may not be the target of a Bagration Attack.
 - The Allied Player selects one target Land Area and resolves the Attack before selecting the next target Land Area.
 - A Land Area may be targeted more than once if previous Attacks fail.

Note: Unlike Blitzkrieg Attacks, the extra Attacks during Bagration do not have to be launched from a Land Area captured during the first extra Attack.

EXAMPLE: The Axis control Minsk, Bessarabia, Crimea and their original 1941 Areas. The first Soviet Bagration Attack from Ukraine seizes Crimea, the second Attack from Crimea captures Romania and its Production Center. The third Soviet Attack is from Baltics to capture Poland and the fourth and final Bagration Attack is from newly Soviet-controlled Poland to seize Austria and its Production Center.

- These Attacks may not be Paratroop or Amphibious Attacks.
- No Blitzkrieg Attacks are allowed during Operation Bagration.
- An Event card used during Operation Overlord cannot be used for Operation Bagration.
- **If an Allied Attack during Operation Bagration succeeds:**
 - i. The Axis Player selects half (rounded down) of his Reusable  Event cards used in that Attack and turns them face-down. These cards are retained by the Axis Player and become available as normal at the start of the Axis Player's next turn. The Axis Player's remaining Reusable Event cards used in that Attack must be returned to the appropriate Array.
 - ii. Allied Reusable  Event cards remain in play (optionally) from one Attack to the next, as long as each of the Allied Player's Attacks succeeds. A Reusable  Event card played during the first Land Attack may remain in play for the second Land Attack. One used in the second Land Attack may be used in the third Land Attack, and so on.

Note: Theoretically, the Allied Player could use the same Event cards in all four Attacks if he won the first three.

- **If an Allied Attack during Operation Bagration fails:**
 - i. The Allied Player's Reusable  Event cards used during that Attack are flipped face-down. **Do not** return them to the Array of Events. The Allied Player retains these Event cards, which become available as normal at the start of the next Allied Player turn.

REMINDER: Both players refill their hands after each Conflict Resolution.

2. Once both Operations Overlord and Bagration have been completed, reconstitute both players' Conflict Decks. Each player shuffles his Conflict card discard piles into their Conflict Decks. This is a special shuffle to reconstitute the full Conflict Decks. It is *not* a Reshuffle Procedure. It *does not* affect the Year marker or either player's hand size.

15.0 Scenarios

Setup for the Full Game beginning in 1941 is described in Section 7.0. There are three additional scenarios: a Short Game beginning in 1944, and Introductory Game covering 1941-42, and an Introductory Game covering 1941-43. There is also a recommended tournament version provided.

Note: The Playbook contains further options for customizing your gaming experience, including two ways of playing the game solitaire and with multiple players.

15.1 Short Game 1944

To set up the Short Game 1944 map:

Place the board face-up on the table in easy reach of both players. Place the following components as indicated:

1. Provide each player with a Player Aid Card (PAC #1).
2. You can refer to PAC #3—map side—for marker placement.

Note: The Blitzkrieg Available markers should be placed near, but *not* in, their box.

3. Place three yellow cubes next to the Blitzkriegs Available box.
4. Place the yellow hexagonal marker near, but not in, the Bonus Action Earned box.
5. Place a yellow cube in the Italy Surrendered box [13.2].
6. Place a green hexagonal marker in the Allied Big Push Available box, star side up. This indicates that Operation Overlord and Operation Bagration are available [14.2, 14.3].
7. On the hand size track, place a hexagonal green (Allied) marker on 9 and a hexagonal black (Axis) marker on 8. Both markers should be star side up.
8. On the Year track, place the blue (Allied) and black (Axis) short cylinders in the *End of 1943* box, star side up. This indicates that both sides have their annual Reorganization Action available [9.1].
9. Place black round Axis control markers in: Baltic Sea, Skagerrak, Baltics, Minsk, Bessarabia, Crimea, Yugoslavia, Greece, and Vichy France.
10. Place blue round Allied control markers in: North Sea, Irish Sea, Channel, Mid-Atlantic, Strait, Western Med, Gulf of Lyon, Tyrrhenian Sea, Naples, Syria/Levant, Central Med, Sicily, Sicilian Sea, Libya, Tunisia, Algeria, and Morocco.
11. Place black hexagonal Axis Fortification markers, star side down, in: Holland & Belgium, Calais, and Normandy.
12. Place one black hexagonal Axis Fortification marker, star side up, in: Rome.
13. Place blue hexagonal Allied Fortification markers, star side up, in: Leningrad, Stalingrad, Moscow, and London.
14. Place black Axis Fleet markers in: Baltic Sea and Skagerrak.
15. Place blue Allied Fleet markers in: North Sea, Channel, Irish Sea, Mid-Atlantic, Tyrrhenian Sea, and Sicilian Sea.
16. Place all other markers near the board.

17. Each player takes the five dice of one color and places them on their side of the board. (Color selection can be determined at the players' discretion.)

15.1.1 Card Setup

Reserve an area for each player to place held Event cards. Often this is between the edge of board and the table edge nearest the player. Event cards held by each player must be played face-up in this area, visible to both players.

Each player will also need space for their Conflict card discard pile and for their opponent's played Returnable  Events, which they hold until the end of the turn.

15.1.2 The Event Decks Array

Prior to commencing play, separate the three Event Decks. The easiest way to use the Event cards is to display them in an array on the table after setting up the opening Held Event cards (see 15.1.3 and 15.1.4 below for details). Spread out the Axis Event cards next to the board on the side of the table near the Axis Player. Place the cards face-up and group them so cards with the same Event (e.g., WOLFPACK) are together. Make a similar array for the Allied Event cards near the Allied Player. In a neutral area, preferably between the Axis and Allied Event cards, make an array for the AL/AX Event Deck.

15.1.3 Allied Events

To set up the Allied Event cards:

- Take both the Allied Only and AL/AX decks.
- Place one STRATEGIC BOMBING Event card in the box top. This Recyclable  Event may return to the Array during a Reshuffle [11.0].
- Remove the VICHY DEFECTS! Event card from the game. It is considered to have been used.
- Place the following Event cards in the Allied player's Held Cards area: HIGGINS BOATS, T34s & SHERMANS, GEN. ZHUKOV, AIR SUPREMACY, and MAXIMUM EFFORT.
- Shuffle the remaining Allied Only Reusable  and Returnable  Event cards and deal three at random to the Allied player's Held Card area.

The Allied player will start the scenario with eight Events in his Held Card area. The Event holding limit is still six cards. The excess should be considered to have come from the 1943 Year End Bonus Event [12.0].

Place the remaining Allied Only and AL/AX Event cards into their respective arrays.

15.1.4 Axis Events

To set up the Axis Event cards:

- Take the Axis Only Event deck.
- Place all WOLFPACK Event cards in the box top. These Recyclable  Events may return to the Array during a Reshuffle [11.0].
- Remove the IRAQI REVOLT AND ALBERT SPEER Event cards from the game.
- Place the following Event cards in the Axis player's Held Cards area: WAFEN-SS.
- Shuffle the remaining Axis Only Reusable  and Returnable  Event cards and deal four at random to the Axis player's Held Card area.

The Axis player will start the scenario with five Events in his Held Card area. Place the remaining Axis Only Event cards into their array.

15.1.5 Allied Conflict Deck

Remove the following nine cards from the Allied Conflict deck:

- LIEUTENANT-GENERAL (Western and Soviet)
- FIELD MARSHAL (Western and Soviet)
- SUPREME COMMANDER (Western and Soviet)
- SABOTEURS (Western and Soviet)
- DOUBLE AGENT

Shuffle these nine cards and then deal six of them, face down, to the Allied player. Add the three remaining cards, unseen, to the Allied Conflict deck and shuffle them together. Deal three cards from the top of the deck for a total starting hand of nine Conflict cards. Place the remaining cards face down nearby to form a draw pile.

Design Note: This construction of the Allied Conflict Deck prepares the Allied hand for the 1944 Historical Operations Overlord and Bagration.

15.1.6 Axis Conflict Deck

Shuffle all Axis Conflict cards together and dealing eight, face down, to the Axis Player to form his starting hand. Place the remaining cards face down nearby to form a draw pile.

15.1.7 Starting the 1944 Scenario

The game begins with the Allies taking an Action, which *must* be Operation Overlord and Operation Bagration, in that order. The Axis player turn is already considered to have occurred and Italy has surrendered.

15.2 Introductory Game: 1941-1942

This two-year scenario begins in 1941 and ends at the conclusion of 1942. Use the standard game set up as described in Section 7.0.

If none of the standard victory conditions are met before the end of 1942, compare the Axis hand size to that of the Allies:

- **Decisive Axis Victory:** The Axis hand size is at least six cards greater than the Allied hand.
- **Substantive Axis Victory:** The Axis hand size is three to five cards greater than the Allied hand. This means the Axis player has done as well or better than historically and thereby retains at least a hope of winning the war.
- **Devastating Axis Defeat & Allied Victory:** The Axis hand size is less than three cards greater than the Allied hand.

15.3 Introductory Game: 1941-1943

This three-year scenario begins in 1941 and ends at the conclusion of 1943. Use the standard game set up as described in Section 7.0.

If none of the standard victory conditions are met before the end of 1943, compare the Allied hand size to that of the Axis:

- **Decisive Allied Victory:** The Allied hand size is at least six cards greater than the Axis hand.
- **Substantive Allied Victory:** The Allied hand size is three to five cards greater than the Axis hand. This means they have done as well or better than the historical Allies and have set the stage for D-Day and Operation Bagration: two campaigns that will eventually bring about the fall of *Hitler's Reich*.
- **Major Allied Setback & Axis Victory:** The Allied hand size is less than three cards greater than the Axis hand. The Axis gains precious time to strengthen its defenses, pursue advanced weapon technology, further test Allied resolve and perhaps even survive past 1945.

15.4 Tournament Play

Tournament version players are encouraged to play either of the Introductory Games twice, each taking a turn as the Axis. The player who does better as the Axis wins the match.

Want More?

For more regarding the *Hitler's Reich* game, including reviews, optional rules, helpful learn-to-play videos, and more, see GMT's site for the game:

<https://www.gmtgames.com/p-511-hitlers-reich.aspx>

A Word About the Game's Box Cover Art

Gamers familiar with WWII history may question the box top image of a Soviet T-34 being destroyed by a German 37mm anti-tank gun. During production prep, designer Mark McLaughlin delighted in advising social media critiques of that image by sharing the story of "Stielgranate" ...the first hollow AT projectile ever created ...and it was made for the 37mm piece, which was the main German AT gun of 1940-41 ...a gun which was useless against the heavier French and British armor in the 1940 campaign, and even more so vs T-34s (although still good to take out armored cars, halftracks, and as an infantry support gun: German infantry called them "door knockers"). The Germans designed a projectile which, while only effective at 300 yards, could penetrate 7 inches of armor... more than any tank built at the time possessed.

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Index

42+	2.2.1	Fleet Action.....	9.3
Acting Player	Terms	Fleet Carriers.....	13.4
Action Phase	8.3	Fortify Action.....	9.2
Amphibious Attack	9.6.3	Hand size.....	2.1.1, 2.2.2, 5.1, 5.2
Array	2.2.3, 7.2.1	Islands	3.3
Attack Action	9.6	Italy	13.2
Bagration.....	14.3	Land Area.....	3.1
Barbarossa.....	14.1	Land Attack.....	9.6.1
Big Push Action	9.8	Malta	3.3, 8.2, 13.3
Blitzkrieg Bonus Action.....	9.9.2	Markers	4.1
Bonus Action.....	9.9	Mid-Atlantic.....	13.5
Capital	2.1.1, 3.5, 5.3	Nazi-Soviet Non-Aggression Pact	13.6
Channel	13.5	Original Draw (OD).....	2.2.1
Cleanup	10.0 Step 8	Overlord	14.2
Component list.....	1.0	Paratroop Attack.....	9.6.2
Conflict card hand size.....	2.1.1	Paris.....	13.1
Conflict card play	10.0 Step 2	Planning Action.....	9.4
Conflict Decks.....	2.1, 7.3	Preparation Phase.....	8.2
Conflict Resolution	10.0	Production Center	3.5, 5.4
Contested Actions	9.5-9.8	Reacting Player	Terms
Control	Terms	Reorganize Action.....	9.1
Discard	2.1.1, 2.2.2	Reshuffling	11.0
DOUBLE AGENT.....	2.1, 2.2, 9.6.1, 10.0	Scenarios	15.0
End of Year.....	12.0	Sea Zone Attack	9.6.4
Event Action.....	9.5	Sea Zone.....	3.2
Event card holding limit.....	2.2.2	Setup	7.0
Event card play	10.0 Step 1	Special Historical Operations	9.7, 14.0
Event Card, Amphibious.....	2.2.1	Straits	3.4, 13.4
Event Card, Blitzkrieg	2.2.1	Success Bonus Action.....	9.9.1
Event Card, Paratroop.....	2.2.1	Suits.....	2.1.2
Event Card, Recyclable.....	2.2.1	Ties.....	2.1.2
Event Card, Removable	2.2.1	Turn Sequence.....	8.1
Event Card, Returnable.....	2.2.1	Uncontested Actions	9.1-9.4
Event Card, Reusable.....	2.2.1	Vichy	13.7
Event card, Year End Bonus	2.2.2, 12.0	Victory.....	5.0
Event Decks	2.2	Year End Procedure.....	12.0



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