

A CARD CONQUEST SYSTEM GAME

HITLER'S REICH

WW2 in Europe

Two Hours • One or Two Players



Rodger B. MacGowan © 2018

Rules of Play

TABLE OF CONTENTS

1.0 Introduction.....	2	7.0 Conflict Resolution Procedure.....	15
2.0 The Map.....	2	8.0 Special Rules.....	18
3.0 Markers.....	4	9.0 Victory.....	20
4.0 Cards.....	5	10.0 Scenarios.....	20
5.0 Sequence of Play.....	8	Credits.....	24
6.0 Actions.....	9		

1.0 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 invasion 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?

1.1 Components

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

- One mounted 17" x 22" map
- One deck of Conflict cards (comprising four suits of 13 cards each plus two Double Agents): 54 total cards.
- One deck of 56 *Hitler's Reich* Event cards
- Ten six-sided dice (five ivory with black pips, five black with ivory pips)
- Assorted wooden pieces:

- **75 Control Marker Disks:** 35 Axis black, 15 Soviet Allied red, 25 Western Allied blue

- **13 Hexagonal Pieces:** 4 Axis black and 4 Allied blue for Fortification markers, the others to indicate the Hand Size for each side (2), Big Push availability (2), and when a Bonus Action is earned (1)

- **3 Short Cylinders:** One blue and one black for use on the Year Track, one white for marking a Land or Sea Conflict, each embossed with a gold star on one end

- **10 Long Fleets:** 6 Allied blue and 4 Axis black



- **5 Gray Cubes** to indicate the initial Axis Operation Barbarossa Attacks (4) and that the Nazi-Soviet Pact is in effect as well as the four Soviet Allied Attacks of the 1944 Operation Bagration



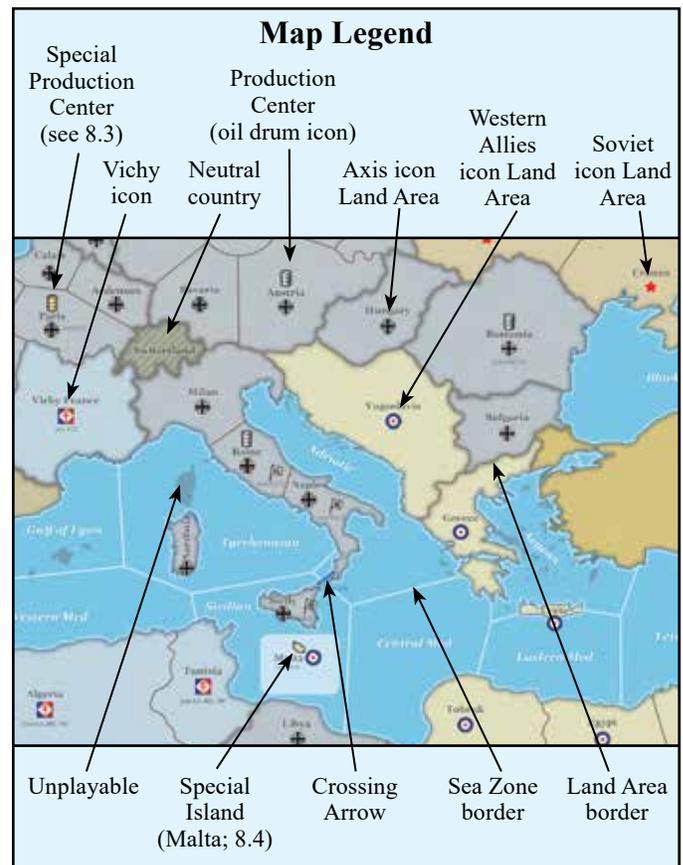
- **6 Canary Yellow Cubes** to indicate...



- Blitzkrieg Attacks (3)
- Italian Surrender
- Malta Besieged
- Spain's temporary value as an Axis Production Center
- 2 player Aid Sheets/Cards (PAC #1; back-printed)
- 1 sheet for the Axis "bot" Solitaire Game (PAC #2; 17"x11", back-printed with a Compendium of the game's Event cards)
- One Game Setup card for the 1944 Scenario (10.3), back-printed with optional six-Month/nine-Game-Turn Record Track (PAC #3; see Playbook, section 13.10)
- Rules of Play manual (this booklet)
- Playbook manual

2.0 The Map

The map is divided into spaces comprising Land Areas and Sea Zones. It includes Islands, Straits, Production Centers and Capitals.



2.1 Land Areas

The map contains the following Land Areas:

Area	Status
Neutral Areas: Portugal, Saudi Arabia, Sweden, Switzerland	Never playable.
Spain, Turkey	Playable once activated by the FRANCO and TURKEY DECLARES WAR! Events, respectively.
Vichy: Algeria, Morocco, Syria/Levant, Tunisia, Vichy France	These five Areas are collectively known as Vichy and are a special case (8.5). See also the VICHY DEFECTS! Event card.

2.2 Islands

Islands are special Land Areas in that they may only be captured by successful Paratroop Attack or Amphibious Attack (6.5.1). The map contains the following Islands:

Island	Description
Ireland	Inside the Irish Sea Zone
Sardinia	Inside the Tyrrhenian Sea Zone.
Crete	Borders the Eastern Med and Aegean Sea Zones.
Cyprus	Inside the Levantine Sea Zone.
London & Scotland	An Island with two Land Areas: London borders Scotland and the North, Irish, and Channel Sea Zones. Scotland borders London and the North, Irish, and Atlantic Sea Zones.
Malta	Inside the Sicilian Sea Zone. Note: Malta and Sicily are two separate Islands in the same Sea Zone. You must Control Malta and Sicily to launch a Paratroop or Amphibious Attack (6.5.1) <i>from</i> the Sicilian Sea Zone. Such Attacks <i>within</i> the Sea Zone do not require you to Control both Islands.
Sicily	Inside the Sicilian Sea Zone. Note: Sicily is also a Strait (2.3).

2.3 Straits

Straits are a type of Land Area, some of which have special rules noted below to reflect their geography. The map contains the following Straits:

Area	Status
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 is Disputing (2.4) the Control of 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 (6.5.1, item #3).
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: (a) Whoever Controls Turkey may treat the Black and Aegean Seas as adjacent. (b) Turkey is considered to border Greece and Bulgaria, as well as the Caucasus, Persia, and Syria/Levant Land Areas.

2.4 Sea Zones

The map includes 19 Sea Zones. Only named Sea Zones (e.g., "Channel") are playable. These do not have printed Control symbols; all are Uncontrolled and up for grabs at the start of the 1941 game. An Attack Action (6.5) may be used to establish Control of a Sea Zone.

Disputed Control. A Sea Zone Controlled by one player but containing an enemy Fleet is a Disputed Sea Zone. Otherwise Control is Undisputed.

2.5 Production Centers & Capitals

 There are 18 Production Centers on the map, each marked with an oil drum symbol. Some have more than one symbol showing their increased value as listed in the table below. The North and Irish Seas represent crucial Allied Convoy routes to Britain.

Production Center	Belongs to	Value	Notes
Austria	Axis	1	
Berlin (Capital)	Axis	3	Provides one bonus defense die when Attacked (7.4.1)
Paris	Axis (at start)	1	Can be a Production Center of Axis or Allies (8.3)
Romania	Axis	1	
Rome	Axis	1	See 8.2 Italy
Ruhr	Axis	1	
Archangel	Soviet Allied	1	
Leningrad	Soviet Allied	1	
Caucasus	Soviet Allied	1	
Kharkov	Soviet Allied	1	
Moscow (Capital)	Soviet Allied	2	Provides one bonus defense die when Attacked (7.4.1)
Stalingrad	Soviet Allied	1	
Gibraltar	Western Allied	1	
Persia	Western Allied	1	
Irish Sea	Western Allied	1	
London (Capital)	Western Allied	2	Provides one bonus defense die when Attacked (7.4.1)
North Sea	Western Allied	1	
Suez	Western Allied	1	

Three of the Production Center Areas are also Capitals.

Losing or regaining Control of one of your own Production Centers and Capitals has special effects described in 6.5.2.1.

2.6 Map Boxes & Tracks

The map contains the following boxes and tracks.

2.6.1 Hand Size Track

  Use that side's short round cylinder markers to indicate the Axis and Allied Hand Size (4.1.4). The Scenario instructions (10.0) specify the starting Hand Sizes for each Scenario. A side's cylinder is placed with its embossed star side *up* until its Hand Size is three or less. It is then turned star side *down* to indicate vulnerability of a Sudden Death game loss (9.1).

2.6.2 Year Track

  Use one Axis and one Allied hexagonal marker to indicate the current Year of play. The Scenario instructions (10.0) specify the starting locations of these markers for each Scenario. A side's hexagonal cylinder is placed with its embossed star side *up* to indicate availability of its annual Reorganize Action (6.1). It is then turned star side *down* to indicate that Action has been taken for that year.

2.6.3 Game Status Boxes

Map-printed Game Status Boxes comprise the following:

- **Blitzkrieg Available.** Use yellow cubes to indicate how many Blitzkrieg Bonus Actions are available (7.9.2).
- **Bonus Action Earned.** Use the designated yellow hexagonal marker that a Bonus Action (7.9) has been earned.
- **Nazi-Soviet Pact in Effect.** Use a grey cube to indicate that the Pact is in effect.
- **Italian Surrender.** Use a yellow cube to indicate whether Italy has Surrendered (8.2).
- **Axis Big Push Marker Available.** Use a black hexagonal marker to indicate whether the Axis has a Big Push (6.3.2 & 6.6) available.
- **Allied Big Push Marker Available.** Use a green hexagonal marker to indicate whether the Allied side has a Big Push (6.3.2 & 6.6) available.

3.0 Markers

Other than previously noted, there are three kinds of markers in *Hitler's Reich*: Control markers (3.1), Fleets (3.2), and Fortifications (3.3).

Voluntary Removal. If you do not have a Fortification or Fleet marker available, you may voluntarily remove one of your own already in play and use it in your Action.

3.1 Control Markers

Unlike many other games, in *Hitler's Reich* there are no combat units for you to use. Instead, you mark the progress of your forces by using wooden disk-shaped Control markers on the different Areas/Zones of the map.



35 Axis



15 Soviet



25 Western Allied

If you do not have a Control marker available, you may voluntarily remove one of your own already in play and use it in your Action. For details about Allied limitations on placing Control markers, see 6.5.3.1.

3.2 Fleets

Each player has a finite pool of long wooden Fleets representing naval-related efforts to seize or defend the seas.



4 Axis

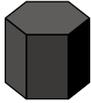


6 Allied

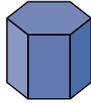
You may never have more Fleets than the number you start the game with. When you use a Fleet marker, you take it from your pool and put it on the map. Each player may only place a single Fleet in each Sea Zone.

3.3 Fortifications

Each player has a finite pool of hexagonal-shaped Fortification markers.



4 Axis



4 Allied

You may never have more Fortification markers than the number you start the game with. When you use a Fortification marker, you take it from your pool and put it on the map. Each player may only place a single Fortification in each Land Area. When placing a Fortification marker on a *Production Center* Land Area, have its embossed star face-up. Have the embossed star face down if placed in any other Land Area.

4.0 Cards

There are two types of cards in *Hitler's Reich*, Conflict cards (4.1) and Event cards (4.2).

4.1 Conflict Cards

The Conflict cards in *Hitler's Reich* are based on those used in a standard playing card deck with unique *Hitler's Reich* symbols which constitute Suits (4.1.2). Each Conflict card has a Value and some have Special Properties (4.1.3).



4.1.1 Using Conflict Cards

Conflict cards are available in Suits (4.1.2) and dealt to the players at the game start (5.1). Conflict cards are used in Conflict Resolutions.

4.1.2 Suits

The four Conflict card suits are:



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



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



American White Star.



Soviet Red Star.

In addition, each side begins the game with one Double Agent Conflict card *which aligns to no suit*. The side playing a Double Agent loses ties (4.1.3).

Note: 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: The Allied player has some restrictions on when the player must use Soviet Red Star Conflict cards, if the player has any, when Attacks are resolved in Land Areas or Sea Zones involving the Soviets (6.5.3).

4.1.3 Conflict Card Values & Special Properties

All Conflict cards have a numerical value, and some have a Special Property, or Bonus, as shown in the following table as well as on the Conflict cards themselves:

Card	Value	Special Property
Saboteur	1	Reduces the value of one Conflict Resolution card played by the opponent to one. Note: The opponent's Conflict card retains any Special Property.
2-10	2-10	None.
Double Agent	10	Blocks the reroll Special Property of one Conflict card played by the opponent. If you play a Double Agent and lose the Conflict Resolution, you must put the Double Agent on your opponent's discard pile. If two Double Agents are the only Conflict cards played and there is a tie, the Active player (7.1.1) wins the tie. See 7.6 for more.
Lieutenant-General (Bonus card)	11	Allows the player to optionally reroll <i>one die</i> in Conflict Resolution (7.0) or when doing a Reinforce Action to try to gain a Big Push (6.3.2).
Field Marshal* (Bonus card)	12	Allows the player to optionally reroll <i>two dice</i> in Conflict Resolution (7.0) or when doing a Reinforce Action to try to gain a Big Push (6.3.2). * "General of the Army" on Western Allied card
Supreme Commander (Bonus card)	13	Allows the player to optionally reroll <i>three dice</i> in Conflict Resolution (7.0) or when doing a Reinforce Action to try to gain a Big Push (6.3.2).

Example: The 3-value Western Allied Conflict card has a value of 3, the 5 German Cross Conflict card has a value of 5, and so on.

Example: In a Conflict Resolution (7.0), your opponent plays a Lieutenant-General. This has the Special Property of allowing the option to reroll one die. The player does not have to reroll any die.

Example: In a Conflict Resolution (7.0), your opponent plays a Field Marshal. This has the Special Property of allowing the option to reroll one or two dice. If you play a Double Agent against a Field Marshal, your opponent loses that reroll option. If you play a Saboteur against a 12 value Field Marshal, both cards are worth one (1) each (nasty effect, eh?) but the Field Marshal still retains the option to reroll one or two dice.

4.1.4 Conflict Card Hand & Hand Size

Your Hand Size is the maximum number of Conflict cards you may hold at a time.

- You may never have more cards than the number shown by your marker on the Hand Size Track (2.6.1).
- Your Hand Size may never exceed 12.

If at any time you have more Conflict cards than your Hand Size, you must immediately Discard (4.1.5) sufficient Conflict cards of your choice so you have the number of Conflict cards equal to your Hand Size.

Unless expressly indicated otherwise, if any game activity would increase the Hand Size beyond 12 Conflict cards, the activity still happens, but you ignore the Hand Size increase.

When you must lose a Conflict card from your Hand through loss of a Production Center and/or Capital (2.5), or an Event, that loss happens immediately. You must also immediately adjust the marker on the Hand Size Track (2.6.1).

4.1.5 Drawing, Discarding & Reshuffling Conflict Cards

Drawing. When you need to draw a Conflict card, draw the top card of your Conflict card deck.

Reshuffling. When you need to draw a Conflict card and there are no more Conflict cards in your deck, you must Reshuffle your discard pile to form a new Conflict card deck. Each Reshuffle has the effects detailed in the section 5.4.

Discarding. When you Discard a Conflict card, you must put it face up upon your own discard pile. Each player has his own discard pile.

Exception: When you play a Double Agent in any Conflict Resolution, and lose, you must discard the Double Agent on your opponent's discard pile.

Only the top card of your discard pile should be visible to your opponent. You may never examine your opponent's discard pile, but you may examine your own discard pile at any time.

Sudden Death Victory Warning: You instantly lose the game, if at any point during the game, you do not have enough Conflict cards in your Hand to satisfy a discard requirement (e.g., your Hand Size is reduced to Zero or less, 9.1).

4.2 Event Cards

Event cards (or Events) represent a range of actual or potential historical occurrences and their effects in *Hitler's Reich* game terms. These are divided into three decks and have different card background colors and associated symbols:

 **Allied or Axis (AXEC)**

 **Allied only (AEC)**

 **Western Allied**

 **Soviet Allied**

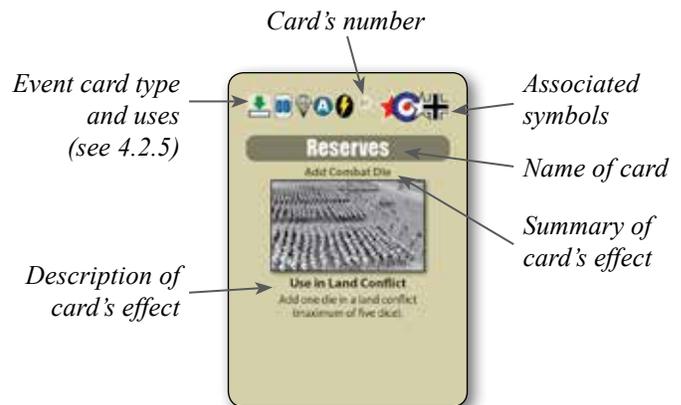
 **Axis only (XEC)**

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

Example: The Allied player's own Events are those labeled Allied. These do not include those labeled Allied or Axis.

Note: In these rules and the Play Book, Event card titles are printed in SMALL CAPITALS.

Each Event has a title, an effect and one or more symbols associated with it.



Note: The Original Draw symbol () marks Events that are involved in the 1941 Pre-Game Event Draw (5.1, 10.2.2).

4.2.1 Using Event Cards

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.

Event cards can be acquired by taking an Event Action (6.4), through the Pre-Game Procedure (5.1), and through the End of the Year Procedure (5.5).

Events can be played in the course of a Conflict Resolution (7.0) to obtain the effect described by the Event card.

4.2.2 Maximum Event Holding Limit

You may not hold more than *six* Events, in any combination of types, at any one time.

If you have six holdable Events and receive another, you must immediately Discard one Event of your choice.

Exception: *You may hold more than six Events, if you receive them as Year End Bonus Events (5.5.1) and this makes you exceed the limit. However, as you use or discard Events, the limit is reapplied.*

4.2.3 In and Out of Play

Events may be with either player (placed in front of the player *visible* to the other player), temporarily set aside in the box top if Recyclable, or out of play (e.g., in the other box top). Some out of play Events may return (see 4.2.5.2 Returnable Events, .

4.2.4 Deck/Array

For ease of access during the game, the players may want to arrange each type of available Event in a deck or array of *face-up* Event cards—henceforth Deck/Array (e.g., the 12 Allied-Axis cards could be arranged in three rows of four face-up cards each if all were available)—and set them near the map.

4.2.5 Types of Events

There are four types of Events:

	Reusable
	Returnable
	Removable
	Recyclable

4.2.5.1 Reusable Events ()

Events with the  symbol are Reusable.

- If you play a Reusable Event in a Conflict Resolution (7.0), and win, you keep the Event card but flip it over to its back, inverted side. In the Preparation Phase of your turn (5.2), you turn any inverted Reusable Events face up again.
- When defending or Attacking (6.5), you may only use the same Reusable Event once per player turn. **Exception:** *Blitzkrieg (7.9.2) allows you to reuse the same Event during the same turn as many as four times (once for the original Attack and three more times for each Blitzkrieg Attack).*
- You must return Reusable Events to the appropriate Event Deck/Array (4.2.4) if you use them in a Conflict Resolution and you lose.

Example: *Using a Reusable Event, e.g., ALLIED ARTILLERY & PARTISANS or TIGER TANKS, in a successful Attack (including any successful Blitzkrieg Attack[s], 7.9.2) during your turn will make that Event unavailable during your opponent's turn. However, the Event will be available for use again during your next turn.*

4.2.5.2 Returnable Events ()

Events with the  symbol are Returnable.

- After use, whether you win or lose, place Returnable Events back into the appropriate Event Deck/Array (4.2.4).
- You may repeatedly acquire and use Returnable Events during a game, subject to a minimum waiting period:
 - **Waiting Period.** After you use a Returnable Event, give it to your opponent face-down to set aside. The Event is not available to you to be immediately reacquired again. During the upcoming turn's Preparation Phase (5.2), the opponent must return the Event to the appropriate Deck/Array after which either player may try to acquire an AXEC Returnable Event or Event cards of their respective Deck/Array by taking an Event Action (6.4).

Example: *At the beginning of a turn, the Axis uses PARATROOPS, DESPERATE GAMBLE and RESERVES to capture London. The capture of London provides a Production Center Bonus (7.9) which may not be used to reacquire any of these three Returnable Events. Nor can that turn's Axis Bonus Action be used to reacquire any of these.*

The Axis player could seek to reacquire these Returnable Events during that player's next turn: presuming the opponent does not secure one of the Allied or Axis cards first. The PARATROOPS and RESERVES are Allied or Axis Events and may thus be acquired by the Allied player, while DESPERATE GAMBLE is an Axis Only Event.

4.2.5.3 Removable Events ()

Events with the  symbol are Removable.

- If a Removable Event is won in an Event Action (6.4) by the player taking the Event Action (and by that player alone), resolve the Event's effect(s) immediately, then remove the Event from the game.
- Otherwise, return the Event back to the Event Deck/Array. It may be selected for an Event Action again.

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 Event Holding Limit (4.2.2).

4.2.5.4 Recyclable Events ()

Events with the  symbol are Recyclable.

After use, place Recyclable Events in the box top. Some of these Events may become available again during a Reshuffle (5.4) or at the Year's End (5.5).

Recyclable Hold Aside Events. Do not put the Recyclable Events with the  symbol (STRATEGIC BOMBING (Allied), TURNCOATS (Allied), or V-ROCKETS (Axis)) into the Event Deck/Array at the 1941 game start. These Events become available at the end of 1941 (5.5) at which point they are added to the appropriate Deck/Array.

Event Card Types Reminder: The Four R's—Reusable, Returnable, Removable, and Recyclable Events.

5.0 Sequence of Play

A game of *Hitler's Reich* has the following structure:

1. Selection of the Game Type and Set-Up (10.0).
2. The Pre-Game constructions of the Conflict card decks, Event card Decks/Arrays, and each player's starting hand of Conflict cards and available Events.
3. The Game turns (5.2) during which the players take Actions (6.0).
4. The End of Turn and End of Year procedures (5.5).

5.1 Game Type, Set-Up, & Pre-Game Conflict and Event Card Deals

Before commencing a game, players should agree to the type of game and its length. There are the following options:

- **Full Game:** 1941 Start (10.2)
- **Short Game:** 1944 Start (10.3)
- **Short Introductory Games:** Choice of either a two-year version (1941-1942; 10.41) or a three-year version (1941-1943; 10.42)
- **Solitaire Modes:** See Playbook's #1 Fog of War (15.1) and #2 Axis Bot (15.2)
- **Tournament Versions:** see Playbook 14.2 and this manual's 10.4.3

For the general setup instructions, Pre-Game Conflict and Event card deals, and the Scenario Set-Ups, see 10.1, 10.2, 10.3, and 10.4.

5.2 Game Turn Overview

Each game turn consists of the following phases, resolved in order.

Important: Each turn, the Axis player is always the first to play.

Preparation Phase

The player whose turn it is does the following, in order:

- Flips over any of the player's own inverted Reusable Events () so they are available for use.
- Puts Returnable Events ()—which the opponent passed over during his immediately preceding turn—into the appropriate Event Deck/Array (4.2.4).
- Checks for Malta Surrender (8.4).
- If this is the Axis player turn after Vichy is first Attacked, the Axis player puts Axis Control markers on all Vichy Areas that are not under Allied Control (8.5).

Action Phase

The player whose turn it is:

- Takes one Action (6.0), and if relevant, resolves it using the Conflict Resolution Procedure (7.0), then
- Depending on the type and result of that Action, the player may be able to take a further Bonus Action or Actions (7.9).
- Certain circumstances may trigger a Reshuffle (5.4) and/or the End of Year procedures (5.5).

- After *each* Action and possible Bonus Action(s) above, the players conduct a Cleanup (7.8).

Play continues with successive game turns until the 1945 year ends, or until an end point is reached per the selected game option, when Victory is adjudicated, unless one player wins Sudden Death Victory or concedes victory to the opponent. (See 9.0 Victory.)

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 card deck Reshuffles. This may happen at any time in either player's turn. For details, see 5.4.

5.3 Playing Cards

Players play Conflict and Event cards to conduct Actions (6.0). Used Conflict cards get discarded, face up, in each player's own discard pile. See 4.2 for how Event cards are treated.

The rules sections for particular Actions (6.0) as well as the Conflict Resolution Procedure (7.0) contain further important details on how to use cards. See Playbook's section 16 for examples of play.

5.4 Conflict Card Reshuffles

Whenever a player needs to draw a Conflict card and there are no more Conflict cards in the deck, a Reshuffle automatically occurs: the player reshuffles the Discard pile to form a new Conflict card deck. Each Axis Reshuffle, and other Reshuffles, have possible further effects detailed below.

5.4.1 General Reshuffle Effects

Whenever a player Reshuffles:

- That player's short cylinder marker on the Year Track moves one box forward. **Exception:** *If your opponent's marker has not yet reached the same Year Track box as yours, do not move your marker further.*
- If that player's marker moves into a Year Track box in which the opponent's marker is already placed, this triggers the End of Year procedure (5.5).
- If any WAR PRODUCTION Event cards are out of play, one must be added back to the relevant Event Deck/Array.
- Also apply the Axis and Allied Reshuffle effects as detailed below (5.4.2 and 5.4.3).

Example: *The 1941 game begins with both players' Year Track markers in the At Start box. After the start of the game, when you first exhaust your Conflict card deck and need to Reshuffle, put your Time Record Track marker in 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.*

5.4.2 Axis Reshuffle Effects

- When the Axis player Reshuffles, the Allied player immediately draws a Conflict card and indicates this by moving the Allied

Hand Size marker one space down on the Hand Size Track (2.6.1). **Exception:** *The Axis may use the SPEER Event card, once per game, to avoid this Allied Hand Size increase.*

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

- The Axis player chooses and adds one of the following Events back to the relevant Event Deck/Array:
 - WOLFPACK (only if all three are out of play)
 - V-ROCKETS
 - SYNTHETIC FUEL
 - SWEDISH TRADE

Reminder: If Operation Barbarossa has not been launched (6.7.2) by the time the Axis player executes the first Reshuffle of the 1941 game then it may no longer be executed.

5.4.3 Allied Reshuffle Effects

Whenever the Allied player Reshuffles, if any of either CONVOY or STRATEGIC BOMBING Event cards are out of play through use, the Allied player chooses one of these Events and adds it back to the appropriate Event Deck/Array (4.2.4).

Reminder: If the Allied player Reshuffle causes the Allied Turn Record Track marker to go to the *End of 1943* box on the Year Track (2.6.2); see 5.4.4 for the rules regarding a special reorganization of the Allied player's deck.

5.4.4 Allied 1943 Reshuffle Effects

The Allied reshuffle which triggers advancement of the Allied marker to the *End of 1943* box is unique in that the Allied player does the following:

- The Allied player may examine all available Conflict cards in the about to be shuffled deck (in other words, all the Conflict cards not in the player's Hand).
- The Allied player may add into his Hand, subject to that Hand's Conflict card limit, any available Lieutenant General, Field Marshal (General of the Army), Supreme Commander, and Saboteur cards.
- For each Conflict card added to the Allied player's Hand, one Conflict card must be discarded.
- If not already in the Allied player's possession, the appropriate marker is placed to indicate an Allied Big Push marker is available.
- The Allied player shuffles the Allied Conflict card deck and play resumes.

Design Note: This special once-per-game Allied card procedure will seed the Hand for 1944 and create a Conflict card situation similar to what the Axis enjoyed during 1941. This reflects the extraordinary logistical build-up which enabled attempting Operation Overlord and, for the Soviets, Operation Bagration. It can also help the Allies in the Introductory Game II: 1941-1943 if the Allies get to the End of 1943 Box first. The free Big Push marker and Conflict card "power seeding" can be a powerful aid to achieving Allied victory."

Play 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 Events such as WOLFPACK and V-ROCKETS being played.

5.5 End of Year

Whenever Reshuffles have caused both players' Year Track markers to have moved forward into the same Year Track box (2.6.2), the current year of play ends.

If the markers move into the *End of 1945* box, the game ends immediately. See 9.0 Victory.

5.5.1 Year End Bonus Events

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.

At each Year End, resolve the Year End Bonus Events procedure as follows:

- Each player temporarily organizes all of his own available Returnable () and Reusable () Events—and only these—into a single deck.

Note: For the Allied player, this includes ENIGMA.

- Each player randomly selects two Events from this deck. These Events become part of the player's held Event cards and are immediately available for use.
- As of the end of 1942 onward, on the Allied player receives *three* random Events in this manner. The Axis player continues to receive *two*.
- You may temporarily exceed the usual limit of six Event cards in your possession (4.2.2) through receipt of these Year End Bonus Events.

6.0 Actions

There are the following seven Actions (6.1-6.7) in *Hitler's Reich*.

6.1 Reorganize

The Reorganize Action is a way for a player to try and improve the value (strength) of his Conflict card Hand. *It may only take place once per year.*

To Reorganize, either...

- decrease your Hand Size by one, discard at least *two* or up all of your Conflict cards, and draw new Conflict cards corresponding to your new Hand Size, or
- increase the opponent's Hand Size by one, discard at least *one* or up all of your Conflict cards, and draw new Conflict

cards corresponding to your Hand Size. This option is not available if your opponent's Hand Size is at the maximum of 12.

6.1.1 Reorganize Conclusion

After you complete a Reorganize Action, your player turn ends. You are not allowed to take further actions after a Reorganize Action. Flip your Turn marker (2.6.2) so that its star side is not visible to show your Reorganize Action for the year has been taken.

Play Note: The use of Reorganize Actions will affect the time limit of the game since that is based on each player's Conflict card Reshuffles (5.4). 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.

6.2 Fortify

The Fortify Action is a way for a player to put a Fortification marker (3.3) in a Land Area to make it tougher to conquer. You may never have more than one Fortification marker per Land Area.

To Fortify, discard a Conflict card, then put a Fortification in any one Land Area you Control and refill your Conflict card Hand up to your Hand Size.

6.2.1 Fortify Conclusion

After you complete a Fortify Action, your player turn ends. You are not allowed to take further actions after a Fortify Action.

6.3 Reinforce

The Reinforce Action is a way for the player either to...

- ...reinforce a Sea Zone with a Fleet, or
- ...attempt to acquire a Big Push marker.

6.3.1 Reinforce a Sea Zone with a Fleet

To Reinforce with a Fleet, discard a Conflict card, put a Fleet marker in any Sea Zone, and refill your Conflict card Hand up to your Hand Size.

You may never place more than one Fleet per side per Sea Zone.

Note: Fleets do not determine Control of a Sea Zone; they are only used when you or your opponent declares an Attack to take Control of that Sea Zone, increase the defense of a Sea Zone if it is Attacked, or to gain an advantage in an Amphibious Attack (6.5.1).

6.3.2 Reinforce by Attempting to Acquire a Big Push Marker

To attempt to acquire a Big Push marker (6.6), discard a Conflict card, then roll 3d6:

- If the dice total is less than the value of the discarded Conflict card you gain a Big Push marker, otherwise you fail. Indicate success by placing your side's marker in the appropriate Big Push Available box (2.6.3). When earned, place the marker

star side down. Turn the marker star-side up at the beginning of your next turn to indicate the Big Push is available for use.

- You may use the Conflict card Special Properties –to reroll– if the discarded card is a Lieutenant-General, Field Marshal (General of the Army), or Supreme Commander (4.1.3).

Finally, refill your Conflict card Hand up to your Hand Size.

You cannot Reinforce by attempting to acquire a Big Push marker if you already have a Big Push marker.

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, the Overlord and the Bagration Operations (6.7.3, 6.7.4).

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 (4.1.3).

6.3.3 Reinforce Conclusion

After you complete a Reinforce Action, your player turn ends. You are not allowed to take further actions after a Reinforce Action.

Play Note: Since your opponent does not play a card to counter the one used for a Fortify or Fleet Reinforce Action, you probably want to use your lowest value card. Attempting to gain a Big Push marker is another matter since you want to roll less than the card's value.

Since play of a Fortify or Reinforce Action ends your turn, it is tactically better to take such an Action as a Bonus Action (7.9). Of course, this presumes you win your first Action.

6.4 Event Action

The Event Action is a way for the player to try to acquire a Returnable (♻️) or Reusable (🔁) Event or to trigger the effects of a Recyclable (♻️) or Removable (✖️) Event card (4.2). There is a compendium of Events in the the BOT Solitaire Game Player Aid (PAC # 2).

To acquire or trigger an Event, select an Eligible Event from a Deck/Array and, then use the Conflict Resolution Procedure (7.0) to resolve the Event Action.

6.4.1 Eligible Events

If you are the Allied player, the Eligible Events are those labeled as Allied Only as well as those labeled Allied or Axis Events. If you are the Axis player, the Eligible Events are those labeled as Axis Only as well as Allied or Axis Events. (See 4.2)

6.4.2 Event Action Conclusion

After you complete an Event Action, and if you do not win the Event, your player turn ends and you are not allowed to take further Actions. **Possible Exception:** Big Push Event Action (6.6).

If you win an Event, treat it according to its type (4.2.5):

- Reusable (♻️) and Returnable (↩️) Events immediately become part of your held Event cards (subject to the Holding Limit, 4.2.2)
- Removable (✖️) and Recyclable (♻️) Events must be played and their effects triggered immediately.
- **Exception:** *If the targeted Event was AIR SUPREMACY, the player who won the Event Action—regardless of who was the Active or non-Active player (7.1.1)—may hold that Event card for future use.*

If you win an Event as your *first* Action in your Game Turn, you may take a Bonus Action (7.9).

6.5 Attack Action

The Attack Action (or Attack) is a way for a player to take Control of a Land Area or Sea Zone and possibly reduce the opponent's Hand Size (4.1.4) if a Production Center or a Capital is conquered (6.5.2.1).

All Attacks are resolved using the Conflict Resolution Procedure (7.0).

6.5.1 Types of Attack

There are four types of Attacks:

1. **Attacking a Land Area.** You can declare an Attack on one Land Area that is adjacent to a Land Area under your Control.
2. **Paratroop Attack on Land.** The PARATROOPS Event card enables a Paratroop Attack. In a Paratroop Attack there may be one intervening Area or Sea Zone between the target of your Attack and a Land Area under your Control. The intervening Area or Zone may be of any type.
3. **Amphibious Attack on Land.** The AXIS LANDING CRAFT and the Allied HIGGINS BOATS Events each enable an Amphibious Attack. You may declare an Amphibious Attack on one enemy Controlled Land Area or Island that is adjacent to, or within, a Sea Zone under your Undisputed Control (2.4).

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.

4. **Attacking a Sea Zone.** You can declare an Attack on one Uncontrolled or enemy Controlled Sea Zone anywhere on the map. You do not need to have an adjacent Area or Zone under your Control. You can also declare an Attack on a Sea Zone you Control, anywhere on the map, if there is an enemy Fleet there. Again, you do not need to have an adjacent Area or Zone under your Control.

Play Note: You may find it convenient to indicate where a Land or Sea Attack is to take place by indicating the Area/Zone with the game's white cylinder. Place the cylinder star-side up if either player is gaining an extra die bonus.

6.5.1.1 Attacking Neutrals

You may never declare an Attack on a Neutral Land Area (2.1). **Exception:** *The Allied player may Attack Vichy (8.5).*

6.5.2 Attack Conclusion

If you lose an Attack your player turn ends and you are not allowed to take further Actions. **Possible Exception:** *A failed Big Push Attack Action (6.6).*

If, in the first Action of your player turn, you win an Attack on Land or Sea, this entitles you to a Bonus Action or Actions (7.9).

6.5.2.1 Losing and Winning Attacks

The winner and the loser in an Attack is established by the Determine the Winner step of the Conflict Resolution Procedure (7.7).

Attacks may lead to adjustments of Control, Fleet and Fortification markers, Events cards, or Hand Size. The adjustments detailed below are made in the Cleanup (7.8) step of the Conflict Resolution Procedure (7.0).

Effects on Played Events:

- If you win an Attack against a Land Area or a Sea Zone, whether as attacker or defender, you may keep any Reusable Events (♻️) that you played but flip each over to its inverted side (4.2.5.1). These Events can be used again after the next Preparation Phase of your turn (5.2). **Exception:** *Blitzkrieg (7.9.2).*
- Give all Returnable Events (↩️) that you played, whether as attacker or defender, to your opponent face-down to set aside (4.2.5.2). Unless an Allied or Axis (AXEC) card won by your opponent on his turn, these Events, your own and any available AXEC cards, become available to you again during the next Preparation Phase of your opponent's turn (5.2).
- All other Events, played by you or your opponent, must be returned to the relevant Event Deck/Array. **Exception:** *The ENIGMA EVENT, which the Allied player may retain if victorious and with a successful die roll.*

Effects on Markers:

- Remove all Fleets—friendly and enemy—and the loser's Fortification from the Area or Zone of Attack. (Think of the winner's lost Fleet as the cost of using the Bonus Die, 7.4.1.)
- **Sea Zone Control Marker:** If a Sea Zone did not have a Control marker; place the winner's Control marker upon it, or replace the loser's Control marker with a Control marker of the winner.
- **Land Area Control Marker:** Replace the loser's Control marker with that of the Winner, or, if the Area in question has a map printed Control symbol of the winner, place no marker after removing that of the loser.

Effects on Hand Size:

- When the player loses Control of a Production Center (2.5), that player must discard a specified number of Conflict cards (see below), and adjust the related Hand Size marker on the

Hand Size Track (2.6.1) by the same number to indicate the reduction:

- 3 for losing Control of Berlin
- 2 for losing Control of London
- 2 for losing Control of Moscow
- 1 in all other cases
- Paris and Rome are special cases (see 8.0)
- If Berlin is lost, the Axis player must *randomly* discard three Conflict cards from the Axis hand.
- Otherwise, any Conflict card or cards of the player's choice may be discarded. **Exception:** *If the Allied player loses control of any Soviet Production Center, discard a Soviet Red Star (★) or Double Agent card for each Oil Drum symbol lost (e.g., two cards for Moscow) if you can. You must make up any shortfall with a Western Allied card (☆).*
- If a player wins back the Control of one of that player's own Production Centers (2.5), reverse the process above: adjust the Hand Size to indicate the increase and draw new Conflict cards up to the new Hand Size.

Play Note: 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 the 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.

Play Note: 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 card 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.

Note: 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. See the Playbook (16.2) for an expanded description of Paris' Hand Size effects.

6.5.3 Divided Allies in Attacks

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, as well as by the design's limitations on the use of Conflict card suits and Events.

6.5.3.1 Allied Control Markers in Attacks

If, as the Allied player, you launch a Land Attack, you must first declare from which adjacent Zone or Area in your Control the Attack is being launched.

- If you win and you must place a Control marker in the conquered Zone or Area, it must match the Control Symbol of the Zone or Area from which the Attack was launched.
- If that is not the case and you win, and there is an Allied Control Symbol printed on the map, you do not place a Control marker. (In other words, it reverts to Western Allied or Soviet Control as it was at the start of the 1941 game.) The same applies if the Axis recaptures one of their Land Areas with a printed Control symbol.
- An Attack on a Sea Zone is different. There is no requirement to make it from an adjacent Land or Sea Area (6.5.1, #4). If the Allied player wins Control of a Sea Zone, and there is no adjacent Western Allied or Soviet Controlled Area from which an Attack could have been launched, you must place a Western Allied Control marker.

Example: *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: *Caucasus has 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.*

6.5.3.2 Event Use in Attacks

When defending in or launching an Attack from a Zone or Area under Soviet Control, the Allied player may only use Events marked with the ★ symbol.

When defending in or launching an Attack from a Zone or Area under Soviet Control, the Allied player may not use any Events marked *only* with the ☆ symbol.

Conversely, when defending in or launching an Attack from a Zone or Area under Western Allied Control, the Allied player may not use any of the Allied Events marked *only* with the ★ symbol.

Example: *The PARTISANS & ARTILLERY Event is marked with both ★ and ☆ symbols. It can be used without restrictions. Generals, such as PATTON (marked with ☆), are marked with one or the other symbol and their use is restricted accordingly.*

6.5.3.3 Multiple Events in Attacks

When you are to play an Event during the course of the Conflict Resolution Procedure (7.2), you may play more than one Event if you want to do so.

Exceptions:

- Each player may only use one General in an Attack or defense. The Allied Events CHUIKOV, MONTGOMERY, PATTON, and ZHUKOV and the Axis Events GUDERIAN, ROMMEL, VON MANSTEIN, and VON RUNDSTEDT are Generals.

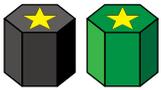
- You may not combine Events that result in play of more than two Conflict cards. For example, the Allied player may not combine OUR FINEST HOUR with MAXIMUM EFFORT. Similarly, the Axis player may not combine MAXIMUM EFFORT with DESPERATE GAMBLE.

6.5.3.4 Conflict Suit Card Use in Attacks

When defending in or launching an Attack upon a Zone or Area under Soviet Control or Zone or Area that will, after a successful Attack, be under Soviet Control, the Allied player must play a Double Agent or a Soviet Conflict card *if the player has such a card*. Otherwise, any Conflict card may be played.

Note: The other exceptions to this “Red Star Only” rule are THEIR FINEST HOUR or MAXIMUM EFFORT for those Events’ second Conflict card chosen from the deck and MURMANSK RUN.

6.6 Big Push



The Big Push Action is a way for a player take either two Event Actions (6.4) or two Attack Actions (6.5) in one game turn. However, a Big Push is only one Action, and therefore only generates a maximum of one Success Bonus Action (7.9) and one Blitzkrieg Bonus Action (7.9.2).

Play 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 weapon in a player’s *Hitler's Reich* game arsenal.

6.6.1 Big Push Prerequisites

To take a Big Push Action...

- You must have a marker in the Allied or Axis Big Push Available box (2.6.3) acquired from a successful Reinforce Action during an earlier game turn.
- The Axis player may decide to not take the Operation Barbarossa (6.7.2) option and use its marker for a Big Push instead, which may be used or saved for a later turn.

Reminder: A Big Push may not involve a Paratroop or an Amphibious Attack (6.5.1). Operation Overlord (6.7.3) is the sole exception to this as it does involve an Amphibious Attack.

6.6.2 Big Push Event Action

To use the Big Push Action to take two Event Actions, first conduct the two back-to-back Event Actions. Then resolve the Bonus Action (7.9) you might have earned during either of the Event Actions. If both Event Actions fail, there is no Bonus Action.

6.6.3 Big Push Attack Action

To use the Big Push Action to take two Attack Actions, first conduct the first Attack (6.5). Then resolve all Bonus Actions (7.9) you might be entitled following the first Attack (including waiving or postponing a Bonus Action where relevant) until after the second Attack is resolved). Then conduct the second Attack and any relevant Bonus Actions. If both Attack Actions fail, there is no Bonus Action.

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.

6.7 Special Historical Operations

There are three historical Operation Actions in *Hitler's Reich*: Barbarossa (6.7.2) by the Axis player only, Overlord (6.7.3) and Bagration (6.7.4) by the Allied player only. Each happens according to its own particular procedure, detailed below.

Each Operation may be launched only *once* during a game.

6.7.1 Operation Prerequisites

The player undertaking an Operation must have a marker in the Allied or Axis Big Push Available box (2.6.3) acquired from a successful Reinforce Action during an earlier game turn or automatically awarded at the beginning of a game or through the Allied 1943 Reshuffle (5.4.4).

In addition, Barbarossa (6.7.2) may only be conducted before the first 1941 Axis Reshuffle (5.4) has occurred.

For Overlord and Bagration:

- They may not be executed before 1944 (that is, when both the Axis and Allied Year Track markers are in the *End of 1943* box).
- The Allied player must possess the HIGGINS BOATS Event card and his Big Push marker in its Allied Big Push Available box.
- If the Allied player launches Overlord and Bagration, the player must do them in that order: Overlord first, and then Bagration, and both Overlord and Bagration must be done.
- The Allies must have Undisputed (2.4) Control of the Channel or Bay of Biscay Sea Zones.

Reminder: From 1944 onwards, once the Allied player has Undisputed Control of each of these Sea Zones, the Axis player may not Attack or place a Fleet there. For example, if the Allied player Controlled the Channel, but not the Bay of Biscay, the Axis player could not Attack or Reinforce with a Fleet in the Channel, but would not be so restricted in the Bay of Biscay, until it too became under Undisputed Allied Control.

Design Note: By 1944, Allied air and naval superiority was so overwhelming that the Axis was hard-pressed to maintain a presence, let alone challenge, Allied domination of the seas in the West.

6.7.2 Operation Barbarossa

Barbarossa is a way for the Axis player to execute multiple Attack Actions against the Soviet Union in one game turn.

Design Note: Barbarossa represents the tremendous concentration of military power the Axis amassed for the invasion of Soviet Russia. See the Playbook Section 16.3 for an example of its play.

To launch Operation Barbarossa, the Axis player removes the marker from the Big Push Available box (2.6.3), and then sequentially conducts one Attack Action (6.5) each on the following four Soviet Land Areas: the Baltics, Bessarabia, Crimea, and Minsk.

The Attacks may occur in any order chosen by the Axis player. However, except for Production Center capture, any Axis player Bonus Action (7.9) must be taken only after all four Attacks have been completed. To indicate this, place the gold color hexagon piece star side down in the Bonus Action Earned rectangle when it becomes available. Turn it star side up after the fourth Attack concludes. That Bonus Action may be taken in any manner the Axis player desires subject to normal game rules (e.g., take an Event Action, Reinforce Action, etc.).

Operation Barbarossa's Blitzkrieg Attack, if won and desired, may be made after any of the four successful Land Attacks or after the Barbarossa Turn's Bonus Action. Blitzkrieg Attack(s) may only be made against Soviet-Controlled Land Area(s).

Barbarossa may not involve a Paratroop or Amphibious Attack (6.5.1) in any part of the Operation.

Play 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. This approach, plus not waiting too long into the turn which denies the Axis perhaps too many high value Conflict cards from a depleted Deck, should provide an environment for optimal success.

6.7.3 Operation Overlord

To take Operation Overlord, the Allied player removes the marker from the Big Push Available box (2.6.3), automatically receives the MAXIMUM EFFORT Event for immediate use (even if it is in Axis possession), and then conducts one Amphibious Attack Action (6.5.1) on *one* of the following three Land Areas adjacent to the Channel: Normandy, Calais, Holland-Belgium, or, if Bay of Biscay is Allied Controlled, any Land Area adjacent to it.

If the Amphibious Attack *succeeds*:

- the Allied player may make up to two Blitzkrieg Bonus Attacks (7.9.2). These are in lieu of the usual Blitzkrieg Attack(s) a player may make during a turn. A second is permitted even if the first fails. A failure to win the Bonus Action from capturing a Production Center does not end the Allied turn. Each Blitzkrieg does not reduce the Allied Conflict card Hand Size (as it usually does).

Reminder: Berlin may not be a target of an Overlord Blitzkrieg Attack.

- After the second Blitzkrieg Attack, whether it is successful or not, automatically place an Allied Control marker in Vichy France. If not yet in Allied Control, place Allied Control markers in all Vichy Land Areas (e.g., Algeria) as well as the Strait and Western Med Sea Zones.

Design Note: This represents the historical operation Anvil/Dragoon.

- The Bonus Action gained must be used solely to conduct Operation Bagration (6.7.4).

If the Amphibious Attack *fails*, operation Anvil/Dragoon does not take place, but Operation Bagration still proceeds.

6.7.4 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. These operations can form a key part of your *Hitler's Reich* gaming experience whether playing the Axis or Allies.

To take Operation Bagration, the Allied player may make up to four Attacks each from Soviet Controlled Land Areas into Axis Controlled Land Areas. The four are guaranteed, regardless of any failures of these Attacks as per the Big Push rules (6.6).



As needed, use the game's four gray cubes to indicate the Attacks.

These Attacks do not have to be committed to in advance. The same Area may be Attacked more than once.

Reminder: Berlin may *not* be Attacked.

No Blitzkrieg Bonus Action Attacks (7.9.2) are allowed. However, any Events used for a successful Attack may be used for the next Attack as if a Blitzkrieg was being conducted, and could theoretically participate in all four Attacks.

6.7.4.1 Events and Conflict Cards in Overlord & Bagration

If the Allied player loses any of the Conflict Resolutions (7.0) during Overlord or Bagration, flip over used Reusable Events (W/L) *but do not return them* to the appropriate Deck/Array (4.2.4). Instead, these Events are available to the Allied player at the start of the next game turn.

If the Axis player loses any of the Conflict Resolutions during Overlord or Bagration, flip over only one half (rounded down—Axis player's choice) of used Reusable Events (W/L). Those flipped over do not return to the Axis Deck/Array. They are available to the Axis player at the start of the next Axis game turn. Those not flipped over are returned to the appropriate Events Deck/Array.

Reminder, Conflict card deck reconstitution: When Overlord and Bagration are finished, each player takes his Conflict card discard pile and combines it with his Conflict card deck to constitute a new deck. This special shuffle has no effect on the Year Track or Hand Size (4.1.4).

Design Note: 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-34'S & 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.

Conversely, an able Axis player will seek preparing for Operation Overlord by placing Fortification markers and having powerful Events such as VON RUNDSTEDT, WAFEN 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 counter-attack 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.

There is no regular Blitzkrieg Bonus for the turn Overlord is launched. However, 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 & 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.

7.0 Conflict Resolution Procedure

7.1 General

The Conflict Resolution procedure below is used to resolve Event Actions (6.4) and Attack Actions (6.5).

7.1.1 Active and Non-Active Players

The player initiating the Attack or Event Action is the Active player. The opponent is the non-Active player. At each step below, the Active player must go before the non-Active player except where indicated.

7.1.2 Procedure Overview

In a Conflict Resolution, complete the following steps in order:

Step	Rule
1. Play Event or Events	7.2
2. Play Conflict cards	7.3
3. Roll Conflict and Bonus Dice	7.4
4. Resolve Event and Marker Effects	7.5
5. Resolve Conflict Card Special Properties	7.6
6. Determine Winner	7.7
7. Cleanup	7.8
8. Bonus Action or Actions	7.9

7.2 Play Events

Both players, the Active player first, may play any number of Eligible Events (6.4.1), placing them face up on the table. For dramatic effect this could also be near the short white cylinder used to designate the upcoming Sea Zone or Land Area Conflict site or whatever helps the players to better get into the spirit of the game.

Note: You must always play a Fleet or Fortification marker in the Land Area or Sea Zone which is the target of a Conflict when calculating a Conflict's dice roll results. Neither may be withheld to prevent its possible loss. When selecting Event cards, you do not need to play a Reusable (📄) or Returnable (🔄) Event unless you wish to.

7.3 Play Conflict Cards

Both players must play one Conflict card, face down, on the table. Both players then simultaneously reveal their cards. **Exception:** *If a player is required by 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.*

In general, you may select any Conflict card from your Hand. **EXCEPTION:** *DIVIDED ALLIES* (6.5.3).

7.4 Roll Conflict and Bonus Dice

Each player collects and rolls *three* Conflict dice and up to two Bonus dice from the Event cards played (7.2) and the Bonuses (7.4.1) each player may be entitled to.

You may roll a maximum number of *five* dice. Ignore any excess.

7.4.1 Bonus Dice

There are the following four types of Bonus Dice available:

Bonus Type	Summary
Events Bonus	Some Event cards (4.2) afford a Bonus Die.
<i>At Sea</i>	
Sea Zone Bonus	When a Sea Zone is Attacked, either player gains a Bonus Die if the player is the only player Controlling one or more Land Areas adjacent to or inside that Sea Zone. If each player Controls at least one Land Area inside or adjacent to that Sea Zone, neither gains that Bonus Die.
Fleet Bonus	When a Sea Zone is Attacked, the player with a Fleet in the Zone gains a Bonus Die. If both players have a Fleet present, each gains a Bonus Die. See 7.5 for a Fleet's Amphibious Attack effect.
<i>On Land</i>	
Land Area Bonus	When a Land Area is Attacked, each player totals the number of Land Areas and Sea Zones the player Controls which are adjacent to the target area. <i>Do not count the target Land Area itself.</i> If the attacker's total of Land and Sea Areas is higher, the attacker gains a Bonus Die. In all other cases, neither player receives a Bonus Die.
Capital Defense Bonus	An Axis player defending Berlin, or an Allied player defending Moscow or London, automatically gains a Bonus Die.

7.5 Event and Marker Effects

Both players, Active player first, apply any Effects from played Events (4.2) as well as from any present Fleet and Fortification markers (3.2, 3.3).

The players may decide the order in which they apply the Event and marker Effects they are entitled to. When applying the Effects, no single die may be Rerolled more than once.

There are the following Effect types:

Effect Type	Summary
Fortification Bonus	If you are defending in an Attack against a Land Area, and have a Fortification marker there, you may use it to change the number showing on any one of your dice. <ul style="list-style-type: none"> • If the Land Area has a Production Center, change it to a 5. • If there is no Production Center, change it to a 4.
Fleet Effect	If you are the attacker in an Amphibious Attack, and have a Fleet in the Sea Zone from which the Amphibious Attack is being made, you may now Reroll one die. The Fleet Marker is not removed from the map for using this Amphibious Attack capability. Only the attacking player may receive this reroll. Note: You may also use the Allied FLEET CARRIERS Event in an Amphibious Attack. If combined with using a Fleet, it gives you two rerolls.
Events Effect	Some Event cards (4.2) enable the player to Reroll some of their own or the opponent's dice. <i>Example: The Axis Only Event ROMMEL affords the option of rerolling a die of the player's choice.</i>

7.6 Card Special Property Effects

Both players, Active player first, apply any Effects from the Special Properties (4.1.3) of the Conflict card or cards they have played.

Exception: *If either player plays a Double Agent card...*



- If only one player plays a Double Agent card, that player goes first, followed by the opponent for rolling Conflict dice.

- If both players play a Double Agent card: *first*, the Active player resolves the Double Agent, followed by the non-Active player's Double Agent. *Then*, the Active player resolves any remaining card Special Properties, followed by the non-Active player. This would occur if two Conflict cards were played

through use of an Event such as MAXIMUM EFFORT.

Remember, the Double Agent may only affect a single enemy Conflict card.

The players may decide the order in which they apply the Effects they are entitled to. However,

- You must declare how many and which of the dice you will reroll before doing so.

- You may not change your mind about how many or which dice to reroll.
- You must keep the rerolled die result.

When applying the Effects, no single die may be Rerolled more than once.

Note: 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 (7.5) may be rerolled again due to a Conflict card's Special Property.

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.*

Note: Some Events allow the play of two Conflict cards. If both are bonus cards, both retain their Special Power. So, if you luckily get to play two Lieutenant-Generals, you may reroll two dice (one for each). However, you may not use the Special Abilities of two bonus cards to reroll any die more than once.

Therefore, if you rolled five dice and played two Supreme Commanders: one by choice, and the other randomly selected (per MAXIMUM EFFORT, THEIR FINEST HOUR, or DESPERATE GAMBLE Events), you may only reroll each of those five dice once; you lose one of the six rerolls.

7.7 Determining the Winner

To determine the winner, each player adds together the value of each respective Conflict card or cards played (7.3) and the dice rolled –after all Effects (7.5, 7.6) have been applied.

- The player with the higher total wins the Action.
- In case of a tie, the player who played a card of the higher ranked Suit wins (4.1.2).

7.8 Cleanup

Both players deal with the Conflict cards, Events, and other markers played, as well as any enforced discards and other consequences such as changes of Area/Zone Control. This process is called the Cleanup.

Do the Cleanup in the following order:

Step	Summary
Events	<ul style="list-style-type: none"> • For Event Actions, see 6.4.2 Event Action Conclusion. • For Attacks, see 6.5.2 Attack Conclusion.
Control & Markers	<ul style="list-style-type: none"> • See 6.5.2 Attack Conclusion. • Discard all Conflict cards (4.1) played in the Conflict Resolution
Conflict Cards & Hand Size	<ul style="list-style-type: none"> • See 6.5.2 Attack Conclusion.

7.9 Bonus Action or Actions

There are the following, cumulative (7.9.1), Bonus Actions available:

Step	Summary
Success Bonus	<p>If, in the <i>first</i> Action of your player turn, you win an Attack (Land or Sea) or Event Action, you may choose a Success Bonus Action. Use the gold hexagonal token to indicate earning a Success Bonus by placing it, starred side up, in the upper left hand map corner's "Bonus Action Earned" rectangle.</p> <p>This may be any one of the following Actions:</p> <ul style="list-style-type: none"> • Reorganize (6.1) • Fortify (6.2) • Reinforce (6.3) • Event Action (6.4) • Attack (6.5)
Production Center Bonus	<p>If, in <i>any</i> Attack of your player turn, you take Control of a Land Area or Sea Zone that is also a Production Center, you may take a Production Center Bonus.</p> <p>This is always an</p> <ul style="list-style-type: none"> • Event Action (6.4) <p>Note: The number of Production Symbols printed on the map have no bearing on the number of Bonus Actions: e.g., Moscow with two Symbols only generates a single Production Center Bonus when captured or recaptured.</p>
Blitzkrieg Bonus	<p>If, in <i>any</i> Attack of your player turn, you take Control of any Land Area, you may take a Blitzkrieg Bonus.</p> <p>This is always an</p> <ul style="list-style-type: none"> • Attack (6.5) <p>See 7.9.2 Blitzkrieg for more details.</p>

7.9.1 Multiple Bonus Actions

Depending on the circumstances, it is possible to earn a Production Center Bonus, a Success Bonus, and a Blitzkrieg Bonus Action all at once.

You must take a Production Center Bonus at the instant it is available, or it is lost. It is not mandatory to take a Production Center Bonus.

If you fail in any Bonus Action, you forfeit all other Bonus Actions earned and your turn ends. **Exceptions:** *Big Push* (6.6), *Operation Barbarossa* (6.7.2), *Operation Overlord* (6.7.3) and *Operation Bagration* (6.7.4).

7.9.2 Blitzkrieg

A Blitzkrieg is a special type of an Attack (6.5) that is only available as Bonus Action.

If eligible for a Blitzkrieg, you may Attack a Land Area adjacent to the Land Area you just took Control of (and from that Area only). The Blitzkrieg is an Attack which you resolve according to the Conflict Resolution Procedure (7.0) with the following changes:

- A series of Blitzkrieg Attacks may be up to three (3) individual sequential Attacks.
- Every time you declare a Blitzkrieg, move your marker one space on the Hand Size Track (2.6.1) to indicate a reduction of your Hand Size. **Exceptions:** *GUDERIAN* (6.5.3.3), *Operations Overlord* (6.7.3) and *Bagratiion* (6.7.4).
- You may reuse any Reusable Events (🎲) you just employed in a successful Blitzkrieg Attack.
- You may continue to use Reusable Events (🎲) in subsequent Blitzkriegs that turn. You may also continue to use additional Reusable Events which you play in subsequent Blitzkrieg Attacks. If you do not reuse such an Event in a Blitzkrieg Attack, flip the card upside down; that stops you from using it in a subsequent Blitzkrieg during the same turn.
- Just as in a regular Attack, you may not use more than one General in a Blitzkrieg. However, different Generals may be used for individual Attacks in a single series of Blitzkrieg Attacks.
- You may announce a Blitzkrieg after a victorious Attack in your first or second Success Bonus Action Attack during a turn, but not both. Therefore, if you Blitzkrieg after your first Attack, you may not Blitzkrieg again after your second Attack of that turn.
- You must complete the Blitzkrieg, and any follow-on Blitzkriegs, before attempting another Action other than a Blitzkrieg. **Exception:** *A Production Center Success Bonus does not halt possible further Blitzkriegs unless that Production Center Bonus Conflict Resolution fails.*
- You may never Blitzkrieg from a Land Area captured by a Paratroop or Amphibious Attack (6.5.1). **Exception:** *Operations Overlord's Amhibiuous Attack* (6.7.3).

Play 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 (**Exceptions:** *Guderian*, *Operations Overlord* and *Bagratiion*).

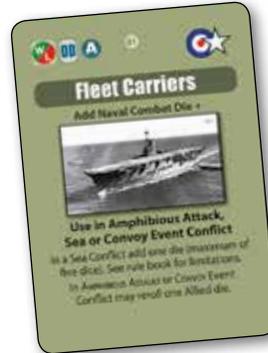
Play Note: To track the number of Blitzkriegs in a single turn, use the game's Yellow Blitzkrieg marker cubes for: Blitzkrieg #1, Blitzkrieg #2, and Blitzkrieg #3 (2.6.3).

Play 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.

8.0 Special Rules

8.1 Geographical Limitations for the Allied Fleet Carriers Event and Straits

You may not use the *Allied FLEET CARRIERS* Event card:



- In the Baltic Sea *if* Denmark or the Skaggerak Sea Zone is under Axis Control.
- In the Black Sea *if* Turkey is neutral *or* under Axis Control.
- In any Sea Zone east of the Straits (from the Western Med and Gulf of Lyon to the Black Sea, inclusive) *if* Gibraltar *or* the Straits is under Axis Control.

• You 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.

8.2 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.

8.2.1 Naples, Sicily & Rome

Italy surrenders immediately when the Allied player Controls either Rome or both of Naples and Sicily. Place a yellow block in the Italy Surrenders Box to indicate this (2.6.3). In either case, do the following:

- If Naples and Sicily come under Allied Control: place in Rome the same Allied Control marker—Soviet or Western Allied—as in Naples and Sicily. Remove any Axis Fortification marker in Rome.
- If Rome comes under Allied Control: place in Naples and Sicily the same Allied Control markers—Soviet or Western Allied—as in Rome. Remove any Axis Fortification marker(s) in Naples and Sicily.
- In either case, the Axis player must discard two *random* Conflict cards—one for losing Sicily and Naples, one for losing Rome. Adjust the Axis marker on the Hand Size Track to indicate the decrease.

8.2.2 Rome Changing Hands

If during the course of the game the Axis recaptures Rome, treat this as a regular recapture of a Production Center (6.5.2.1). However, the yellow block remains in the Italy Surrenders Box. Sicily and Naples do not automatically return to Axis Control (although one or both may be subsequently recaptured by the Axis). The Axis Hand Size does not increase if the Axis reacquires Control of Naples and Sicily.

8.3 Paris

Either player, by gaining or regaining Control of Paris, immediately draws one Conflict card and adjusts that player's marker on the Hand Size Track to indicate an 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.

8.4 Malta

Malta may surrender to you in certain circumstances, if it is not already under your Control. (So, if it is under Axis Control it may surrender to the Allies, and the other way around.)

In your Preparation Phase (5.2), if both of the following are true, Malta surrenders:

- You Control the Sicilian Sea Zone
- There is no enemy Fleet in the Sicilian Sea Zone.

If Malta surrenders, place an Axis Control marker on Malta (to record Axis Control) or remove the Axis Control marker (to record Allied Control).

Malta surrender is not an Action, and does not generate any Bonus Action.

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.

8.5 Vichy

Vichy means the five Areas of Algeria, Morocco, Syria/Levant, Tunisia, and Vichy France (2.1).

At the start of the game, Vichy is Neutral and the Axis player may not Attack any of the Vichy Areas. However, the Allied player may Attack any Vichy Areas.

Vichy stays neutral until one of the following occurs:

The Allied Player...	Effect
...first Attacks any Vichy Area. <i>Exception: If the Axis player plays IRAQ REVOLT, the Allied player may Attack Syria/Levant, and Syria/Levant only, without effect on the neutrality of other Vichy Areas.</i>	In the Preparation Phase of the Axis player turn after Vichy is first Attacked, put Axis Control markers on all Vichy Areas that are not under Allied Control.
...plays VICHY DEFECTS!	Immediately put Western Allied Control markers in Algeria, Morocco, Strait, & Western Med (if not already under Allied Control). In the next Axis turn's Preparation Phase, put Axis Control markers on Vichy Controlled Tunisia, Vichy France, and Syria/Levant (unless already Allied Controlled).
... for the first time Controls Paris or launches a successful Operation Overlord (6.7.3.).	Put Western Allied Control markers in Vichy Areas that are not under Allied Control including the Sea Zones: Strait and Western Med. If the Axis regains Control of Paris, there is no effect on Allied Control of Vichy Areas.

8.5.1 Allied Attack on Neutral Vichy

If the Allied player Attacks a Neutral Vichy Land Area, the Axis player may not play any Conflict cards or Events in Axis possession. Instead, the Axis player draws the top card from the Axis Conflict card deck to play as the Vichy defense. Any Special Properties of that card apply. During Conflict Resolution, the Axis player rolls three dice only (plus any Conflict Card Special Properties' Rerolls).

8.6 Nazi-Soviet Non-Aggression Pact

This is represented by placing a gray cube in the *Nazi-Soviet Pact in Effect* box in the map's upper left hand corner (2.6.3).

- Until the Axis player either announces Operation Barbarossa (6.7.2), or Reshuffles the Axis deck for the first time during the game's 1941 turn, neither player may do any of the following:
 - Try to win TURKEY DECLARES WAR!
 - Place a Fleet in or Attack any Sea Zone adjacent to the Soviet Union.
 - Attack any originally Axis Controlled Land Area or Sea Zone adjacent to the Soviet Union (e.g., an Allied Attack on Romania is forbidden).
 - As a reminder of Areas which may not be attacked while the Pact is in effect, players may optionally place red Soviet Control markers upon each subject Area.

Note: The Axis Big Push marker, if available, loses its special Operation Barbarossa properties as of the Axis player's first 1941 reshuffle and becomes a regular Big Push marker.

9.0 Victory

The game may come to an end in one of the following ways.

9.1 Sudden Death Conflict Card Victory

If the player's Hand Size becomes zero or less, the opponent is immediately declared the winner.

9.2 Fall of Berlin or London & Moscow

If at the start of the Axis player's turn, Berlin is in Allied Control, the Axis player must Recapture Berlin by the end of that turn. If the player fails to do so, the Allied player wins.

Conversely, if at the start of the Allied player's turn, London and Moscow are both in Axis Control, the Allied player must recapture at least one of them by the end of that turn. If the player fails to do so, the Axis player wins.

Note: With careful card hand planning, it is possible for the game to end and a player deprived of their opportunity to counterattack to retake a Capital. For example, it is 1945, and the Allies capture Berlin with their final card play to move their Year Track marker into the *End of 1945* box which is already occupied by the Axis Turn marker.

9.3 Capitulation

If at any time...

- ...the Axis Controls all six original Soviet Production Centers *or* all six original Western Allied Production Centers, the Allied player must capitulate and the game ends in an Axis Victory, *or*
- ...the Allied player Controls all six original Axis Production Centers, the Axis player must capitulate and the game ends in an Allied Victory.

At capitulation, there is no Recapture opportunity (9.2).

9.4 Card Hand Size Surrender

The player must surrender at the end of the turn if the opponent's Hand Size is 12 and the player's Hand Size is 3 or less. The opponent is declared the winner.

9.5 End of Game Time Limit Victory

If none of the preceding victories occur, the game is adjudicated with a victor declared when 1945 concludes.

- **Axis Survival Victory.** The Axis wins a Survival Victory, regardless of the players' respective card Hand Sizes, by Controlling Berlin and at least two of the other five original Axis Production Centers (Rome, Paris, Ruhr, Romania, Austria).
- **Axis Substantive Victory.** The Axis wins a Substantive Victory if the Axis has an equal or larger Hand Size to the Allies, with Control of Berlin and two or more of the other five original Axis Production Centers (Rome, Paris, Ruhr, Romania, Austria). If the Hand Size criteria can't be met, an Axis Survival Victory is awarded.
- **Allied Notional Victory.** If the Axis fail to achieve a Substantive or Survival Victory, the Allied player is declared game winner through a Notional Victory. (Berlin gets the dubious distinction of having the first warfare-dropped Atomic Bomb detonated above it.)

10.0 Scenarios

There are two Scenarios in *Hitler's Reich*: the Full Game 1941 (10.2) and the Short Game 1944 (10.3). Both Scenarios use the regular Victory conditions (9.0).

In addition to the preceding, a simpler 1941 Introductory Game, with two game length options as well as a Tournament Version, is offered (10.4).

All Scenarios, except the 1944 Scenario (10.3), use the same general Set-Up (10.1) as the Full Game.

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

10.1 General Pre-Game Set-Up

10.1.1 Map, Markers, and Dice

- Lay out the map between the players.
- Put all Control markers, Fortification markers, and Fleets in separate piles easily accessible to the players.
- Place the Event cards and Player Aid Sheets to the side of the map. Place Event cards in three separate Deck/Arrays: Axis Only, Allied Only, and Axis or Allied (4.2.4).
- Give each player five dice.
- Sort the Conflict cards into two decks: 26 Allied (Western Allied and Soviet Allied) and one Double Agent shuffled in

to create the Allied Deck, and 26 Axis (German Crosses and Fascist Symbols) and one Double Agent shuffled in to create the Axis Deck.

10.2 Full Game 1941

Use the following table to set up the Full Game map.

Boxes		Map	
Nazi-Soviet Pact in Effect box	In force; place a gray cube marker in the box	Axis Control on Sea 	None
Axis Big Push Available box	Yes; place star-side up black hexagonal marker (to signify Operation Barbarossa's availability, 6.7.2)	Axis Control on Land 	None
Allied Big Push Available box	No	Allied Control on Sea 	None
Bonus Actions box	Place the gold colored hexagonal marker near, but not in, the box	Allied Control on Land 	None
Italy Surrendered	No	Axis Fortifications 	None
Axis Hand Size	8 (place Axis hexagonal marker in the box to indicate this)	Allied Fortifications 	None
Allied Hand Size	6 (place Allied hexagonal marker in the box to indicate this)	Axis Fleets 	None
Year of Play box	Place Axis and Allied cylindrical markers in the At Start box star-side up to indicate an annual Reorganize Action is available (6.1).	Allied Fleets 	None

10.2.1 1941 Full Game: Allied and Axis Deals and Decks

10.2.1.1 Full Game: Allied Pre-Game Conflict Card Deck

Shuffle the Allied Conflict card deck and deal starting Conflict cards, face down, to the Allied player (the number of Conflict cards is Scenario specific; see 10.2 Allied Hand Size). This is the initial Allied hand. The player may now take up that Hand of Conflict cards, keeping them secret from the opponent.

The remaining cards form the Allied Draw Deck. Place it face down within easy reach of the Allied player.

10.2.1.2 Full Game: Axis Pre-Game Conflict Card Deck

Remove all six Conflict cards with a Reroll Bonus associated with them (4.1.3; Lieutenant-General, Field Marshal, and Supreme Commander of the Fascists and German Suits, respectively) from the Axis Deck. Shuffle these removed cards, and deal the four (4) Starting Conflict cards, face down, to the Axis player (the number is Scenario specific; see 10.2 Axis Hand Size).

Return the two remaining Bonus Conflict cards to the Axis Draw Deck.

Shuffle the Axis Draw Deck and deal *four cards* more, face down, to the Axis player. These eight dealt Conflict cards are the Starting Axis Conflict card hand. The player may now take up this Hand of Conflict cards, keeping it secret from the opponent.

The remaining cards form the Axis Draw Deck. Place it face down within easy reach of the Axis player.

10.2.2 1941 Full Game: Pre-Game Event Draw and Resolutions

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.

Use the following procedures to first conduct the Allied and Axis Event Draws (10.2.2.1, 10.2.2.2), then to immediately resolve certain Events if they get drawn (10.2.2.3).

Note: The Original Draw symbol () marks Events that are involved in the 1941 Pre-Game Event Draw.

10.2.2.1 Full Game: Allied Event Draw

Put the following *Allied Only* Events in a separate pile:

- CONVOY (select the  indicated card)
- ENIGMA
- FLEET CARRIERS
- MONTGOMERY

Then, put the following *Axis or Allied* Events into that pile:

- COUNTERATTACK
- SPECIAL OPERATIONS
- MASTER SPY
- WAR PRODUCTION (select the  indicated card)
- OUTFOXED
- RESERVES

From this pile of ten Event cards, after it is shuffled, the Allied player randomly draws *three* Events and places them face up in front of the Allied player.

10.2.2.2 Full Game: Axis Event Draw

Remove the unselected *Allied Only* Events and return them to the appropriate Deck/Array (4.2.4). Leave the remaining *Axis or Allied* Events (those that were not chosen by the Allied player) in what will now become the special Axis pile. Put the following *Axis Only* Events into this pile:

- GUDERIAN
- ROMMEL
- STUKAS
- THE BISMARCK
- VON MANSTEIN
- VON RUNDSTEDT
- WOLFPACK (select the  indicated card)

From this pile, after it is shuffled, the Axis player randomly draws *four* Events and places them face up in front of that player. Return the remaining Event cards to the appropriate Deck/Array (4.2.4).

10.2.2.3 Full Game: Resolve Pre-Game Events

Resolve all of the following Events *if they are drawn*, in order:

1. WOLFPACK
2. WAR PRODUCTION
3. CONVOY

Once resolved, treat these three Events as any Recyclable Events (, 4.2.5.4): place the Recyclable Events in the box top. Some of these Events may become available again during a Reshuffle (5.4) or at the Year's End (5.5).

10.3 Short Game 1944

Use the following table to set up the Short Game map. Players may also and alternately reference the 1944 Setup map provided with PAC #3.

Boxes		Map	
Nazi-Soviet Pact in Effect box	No	Axis Control on Sea 	Baltic Sea Skaggearak
Axis Big Push Available box	No	Axis Control on Land 	Baltics Bessarabia Crimea Greece Minsk Vichy France Yugoslavia
Allied Big Push Available box	Yes; place a star-side up green Allied hexagonal marker in the box (to signify Operations Overlord and Bagration availability, 6.7.3 and 6.7.4)	Allied Control on Sea  Note: place no Soviet Control markers	Central Med. Channel Gulf of Lyon Irish Sea Mid-Atlantic North Sea Sicilian (Sea) Strait Tyrrhenian Sea Western Med.

Boxes		Map	
Bonus Actions box	Place gold hexagonal marker near, but not in, the box	Allied Control on Land  Note: place no Soviet Control markers	Algeria Morocco Naples Libya Sicily Syria/Levant Tunisia
Italy Surrendered	Yes; place a yellow cube in the box	Axis Fortifications 	Calais Holland Normandy Rome
Axis Hand Size	8 (place Axis hexagonal marker in the box to indicate this)	Allied Fortifications 	Leningrad Stalingrad Moscow London
Allied Hand Size	9 (place Allied hexagonal marker in the box to indicate this)	Axis Fleets 	Baltic Sea Skaggearak
Year of Play box	Place Axis and Allied cylindrical markers in the End of 1943 Year Box star-side up to indicate an annual Reorganize Action is available (6.1).	Allied Fleets 	Mid-Atlantic Channel North Sea Irish Sea Tyrrhenian Sea Sicilian Sea

10.3.1 1944 Short Game: Axis Pre-Game Conflict Card Deck

Shuffle the Axis Conflict card Deck and deal Starting Conflict cards, face down, to the Axis player. This is the initial Axis hand. The player may now take up this Hand of eight Conflict cards, keeping them secret from the opponent.

10.3.2 1944 Short Game: Allied Pre-Game Conflict Card Deck

Remove all six Conflict cards with a Reroll Bonus associated with them (4.1.3: Lieutenant-General, Field Marshal [General of the Army], and Supreme Commander from the Western and Soviet Allied Suits, respectively) from the Allied Deck. Also remove the Saboteurs and the Allied Double Agent card. Shuffle these *nine* removed cards, and deal *six* Conflict cards, face down, to the Allied player.

Return the three remaining cards to the Allied Draw Deck (and shuffle). Finally, draw more Conflict cards for a total Starting hand of *nine* Conflict cards.

The Allied player may now take up this Hand of Conflict cards, keeping it secret from the opponent.

10.3.3 1944 Short Game: Pre-Game Event Draw and Resolutions

10.3.3.1 Short Game: Allied Event Draw

For the Allied player:

- One STRATEGIC BOMBING Event has been used. Place this Recyclable Event (♻️) in the box top. This Event may become available again during a Reshuffle (5.4) or at the Year's End (5.5).
- The VICHY DEFECTS! Event has been used. Remove this Removable Event (❌) from the game.
- Take HIGGINS BOATS, T-34'S & SHERMANS, ZHUKOV, AIR SUPREMACY, and MAXIMUM EFFORT and place them in front of the Allied player.
- Organize the remaining *Allied Only* Event cards into a pile and randomly select any other *three* Events from among the available *Allied Only* Reusable (♻️) and Returnable (↩️) Events.

The Allied player therefore starts with *eight* Events in total. The Event Holding Limit (4.2.2) is still six Events. Consider this excess to derive from the 1943 Year End Bonus Events (5.5.1).

10.3.3.2 Short Game: Axis Event Draw

For the Axis player:

- All WOLFPACK Events have been used. Place these Recyclable Events (♻️) in the box top. These Events may become available again during a Reshuffle (5.4) or at the Year's End (5.5).
- Remove IRAQ REVOLTS and SPEER. Take these Removable Events (❌) from the game.
- Place WAFFEN SS in front of the Axis player.
- Randomly select any *four* other available Axis Only Reusable (♻️) and Returnable (↩️) Events.

The Axis player starts with *five* Events in total.

10.3.4 1944 Short Game: Starting the Scenario

The game begins with the Allies taking an action which *must* be Operations Overlord and Bagration (6.7.3, 6.7.4), in that order. The Axis player turn is already considered to have occurred, and Italy has surrendered.

10.4 1941 Introductory Game(s)

Players may choose one of two Introductory Game durations, two or three years (10.4.1, 10.4.2). Also a Tournament Version is suggested (10.4.3).

The Introductory Scenarios cover only the first half of the war in Europe. Each Scenario ends prior to 1944, and therefore avoids use of the game's special rules regarding Operations Overlord (6.7.3) and Bagration (6.7.4).

Other regular rules for 1941 game set-up and Victory conditions (9.0) apply with the addition of the Hand Size Differential Victory.

10.4.1 Introductory Game I: 1941-1942 Special Card Hand Differential Victory

This two year scenario begins in 1941 and ends at the conclusion of 1942.

If none of the Victory conditions (9.0) are met before the end of 1942, compare the Axis Hand Size to that of the Allies:

- If the Axis Hand Size is at least six cards greater than the Allies, the Axis wins a decisive victory.
- If it is three to five cards greater than the Allies, the Axis wins a substantive victory (which means the Axis player has done as well or better than historically and there remains at least a hope of their winning the war).
- If it is not at least three cards greater than the Allied hand, the Axis have suffered a devastating defeat. It is only a matter of time and effusion of more blood before they will eventually lose the war with the obliteration of Hitler's Reich.

10.4.2 Introductory Game II: 1941-1943 Special Card Hand Differential Victory

This scenario begins in 1941 and ends at the conclusion of 1943.

If none of the Victory conditions (9.0) are met before the end of 1943, compare the Axis Hand Size to that of the Allies. Unlike in the Introductory Game I (10.4.1), this Scenario's victory determination focuses on the Allied Hand Size:

- If the Allied Hand Size is at least six cards greater than the Axis, the Allies win a decisive victory.
- If it is three to five cards greater than the Axis, the Allies win a substantive victory (in that 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).
- If it is not at least three cards greater than the Axis hand, the Allies have suffered a major setback. The Axis gains precious time to strengthen its defenses, pursue advanced weapon technology, further test Allied resolve and perhaps even survive past 1945. Such a result is an Axis player Victory.

10.4.3 Introductory Game III: Tournament Version

Players are encouraged to play either of the Introductory Games I or II twice; each taking a turn as the Axis. Whichever player does better as the Axis wins the match.

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 T34s (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.

Credits

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