

TIM'S HOUSE RULES FOR **HITLER'S WAR**:

- **GERMAN AD-HOC AMPHIBIOUS STRENGTH POINTS**

At any time from 1939 to the end of 1942 the Germans may create up to 3 amphibious strength points for free. This simulates the concentration of river barges and small boats from across Germany for a hastily planned landing, as in Operation Sea Lion.

Due to the ad-hoc nature of these amphibious points, they may only cross one all sea hexside.

For each amphibious SP thus called up, 1 is subtracted from the German production total (due to the economic disruption caused by the loss of the Rhine River barges). This production is regained once the amphibious points are changed into regular infantry.

If the amphibious SP is destroyed, the lost production may be rebuilt at a cost of 2 production points for every amphib. SP lost.

- **GAME START CHANGED TO GERMAN COMBAT PHASE**

Germany begins the game at war with Poland. Poland is aligned with the Allies, and Polish production is added to the Allied total.

- **FRENCH MAGINOE LINE MENTALITY**

No strength points may move out of France until a hex in France or the Low Countries has been attacked.

- **SWEDISH IRON ORE AND GERMANY**

Starting with the first turn of 1940, Germany may add Swedish production points to Germany's production total as long as –

Norway is Neutral And no Allied ships are in a Norwegian coastal hex
OR

Norway is conquered and no Allied Armies are in Norway.

- **LIMITED MORAL BOMBING**

Once moral has been reduced to 5 or less, further successful strategic bombing attacks will reduce a countries moral by 1 point per turn only. More than one attack per turn has no effect.

- **NEW CAPITAL CITIES**

The following capital cities are added to the map:

F3 (Morocco)

G6 (Algeria)

H9 (Tunisia)

T10 (Norway)

- **THE FRENCH FLEET**

Once France has fallen, roll a die for each SP in the French Fleet.

<u>DIE ROLL</u>	<u>RESULT</u>
1	joins Axis
2	joins British
3-6	scuttled

- **NEW ITALIAN RESTRICTIONS**

Italy surrenders if all Italian production centers are captured, or if the allies hold North Africa, Gibraltar, Suez and Sicily.

The Italian Army must be kept up to strength and may only be used in countries adjacent to Italian territory (yellow).

While Italy is at war, the Axis player may build units in Italy.

- **GREEK ENTRY**

At the beginning of Winter 1940, roll one die:

1-4	Greece joins Allies
5-6	Greece remains Neutral

Continue rolling each turn, until Greece enters the War.

- **YUGOSLAVIAN ENTRY**

At the beginning of Spring 1941, roll one die:

1-3	Yugoslavia joins the Axis
4	Remains neutral
5-6	Joins the Allies (+1 to the die roll if Greece is Allied)

Roll only once.

- **REVOLT IN IRAQ**

Starting in Spring 1941, roll one die:

1-2	Iraq joins Axis
4-6	Iraq remains Neutral

Continue rolling each turn, until Iraq enters the War.

- **HOME DEFENCE FORCES**

Remove the 2 SP limit when setting up home forces in an unaligned capital.

- **LINE OF COMMUNICATIONS**

Units must now trace a line of communication back to their home country. Any army unable to trace such a line but which can trace to a production point is in supply but out of communication. It must re-establish communications next turn or be reduced to a number of SP equal to the number of supply points to which it now can trace.

Strategic operations may not be conducted from a hex out of communication.