

CONTENTS

- 1.0 INTRODUCTION
- 2.0 COMPONENTS
- 3.0 SET UP
- 4.0 HOW TO WIN
- 5.0 CONTROL OF MAP AREAS
- 6.0 SEQUENCE OF PLAY
- 7.0 ACTION POINTS & ACTIONS
- 8.0 INCIDENTS
- 9.0 STACKING & MOBILITY RESTRICTIONS
- 10.0 MOVEMENT
- 11.0 COMBAT
- 12.0 TRANSPORT & AMPHIBIOUS OPERATIONS
- 13.0 REINFORCEMENTS
- 14.0 BASES
- 15.0 REFIT & RALLY
- 16.0 FOG OF WAR
- 17.0 UNIQUE UNITS
- 18.0 ALLIED CONVOYS
- 19.0 GERMAN IRON ORE CONVOY
- 20.0 THIRD POWER CONTINGENTS
- 21.0 UNITED STATES INTERVENTION
- 22.0 SCENARIOS
- 23.0 ACTIONS

CREDITS

Design: Joseph Miranda

Managing Game Developer: Doug Johnson

Associate Game Developer: Steve Levan

Playtesting: Joe Admire, Martin Fenelon, John Heim, Roger Mason, Terry Mays, Lance McMillan, Tom Prutch, Gene Wytrykus, Bob Zmuda

Proofing: Hans Korting, Steve Rowe, John Tummey, Brendan Whyte

Map Graphics: Joe Youst

Counters: Nadir Elfarra

Production: Richard Aguirre



© Decision Games, Bakersfield, CA 2024.

WAR PLAN



Note: To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card.

These rules use the following color system: Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game at www.worldatwarmagazine.com/waw/e-rules

Map errata:

- **On the Terrain Effects Chart (TEC):**
 - 1) **Small Islands** should include the entry "Do not impede the movement of naval or air units."
 - 2) **Greater Germany Movement** column entry should read "Allied land and air units cannot enter nor attack into German bases."
 - 3) **Greater Germany Notes** column entry should read "German naval units receive a +1 Tactical Superiority DRM for combat in sea portions of area AO."
- **Allied Incident Table**, die roll 3: text in parentheses should read "(maximum of one AP)."
- in **Area BF1**: disregard the black boundary line running along the northern French coast by the Channel Ports base.
- **Area BB** should be labeled Canada

1.0 INTRODUCTION

War Plan Z assumes that Adolf Hitler had not canceled the *Kriegsmarine* (Germany Navy) expansion program in 1939. World War II in Europe does not begin in September of that year. Instead, Hitler waits until **War Plan Z** is complete (in various stages). The game is a strategic simulation of the ensuing hypothetical naval campaigns fought between the Germans and the Allies sometime in the 1940s.

One assumption of the game is that since Germany concentrates on increasing the Navy, there is no campaign in the west, so France remains an Allied power. Germany and the USSR still divide Poland, and an uneasy peace remains in effect on the Eastern Front.

War Plan Z's game system shows the effects of various operations. Players conduct actions that encompass discrete combat, logistical, intelligence and other operations. A player can conduct one or more actions per turn, depending on control of bases.

1.1 Game Scale

Ship units represent two fleet aircraft carriers, divisions of two or three battleships, four to eight cruisers, flotillas of 19–40 destroyers, or various numbers of other ship types. Most ground units in the game represent corps or divisions. Aircraft units represent six to twelve squadrons of aircraft. Each operational area on the map is about 600 miles across. Each turn represents one month of operations.

2.0 COMPONENTS

A complete game of **War Plan Z** includes a 22×34-inch game map, rules set, and a sheet of 228 $\frac{3}{16}$ -inch counters. Players must provide a six-sided die (1d6) to resolve combat and other random game events, along with four (4) wide-mouthed opaque containers for use with markers and reinforcements.

WAR PLAN Z THE KRIEGSMARINE STRIKES

2.1 Game Map

The map is divided into areas. Each area is labeled with a two-letter identifying code and are divided by black boundary or brown mountain lines.

Home Areas:

- Greater Germany (AO):** Wilhelmshaven, Baltic Ports
- Britain:** Portsmouth (BF1), Scapa Flow (AN1), Western Approaches (AM), Canada (AH, BA, & BB), Caribbean (DM)
- France:** Channel Ports (BF1), Bay of Biscay (BF2)
- United States:** Areas CA and DB

- Air and ground units may not enter enemy home areas.
- Naval and air attacks may not be made against land portions of enemy home areas.
- Naval units can move into and conduct attacks in the sea portions of a home area.
- An unlimited number of ground and air units may be present in a friendly home area that contains a major base.

Example: Only Allied land and air units can enter the land portions of the mixed areas of the British Isles. German land units cannot invade Britain, but German naval units may enter the sea area adjoining Scapa Flow.

Sea Areas: Consist entirely of sea (no land or small Islands).

Example: Area CB is a sea area.

Mixed Areas: Consist of both sea and land portions.

Example: Area CA is a mixed area.

Small Island Areas: Represented by blue circles. They function as mixed areas.

Example: Area CE contains the Azores Islands.

Important: There are no all-land areas.

Unit Placement: Units are placed in sea areas and the land portions of mixed areas.

Restricted Entry: Areas may contain entry restrictions (red text) for one or both sides and/or specific types of units.

Gibraltar: Gibraltar is a special case, Both German and Allied air, naval, and ground units (ground units must use naval transport or amphibious transport) may enter the Gibraltar sub-area (from CG) at no additional movement cost. Air and land units may not move from Gibraltar into the land area of CG.

2.2 Charts & Displays

Both sides have a number of tables and displays on the map including: Incidents Tables, Plan Tables, Units in Refit Displays, Units Destroyed Displays, Special Reinforcement Displays, Convoys Displays, Task Force Displays (A & B for the Allies, 1 & 2 for the Germans), Battle Displays, Action Points Tables, Refit Tables, and Actions Tracks.

- The Allies have a Convoys Arrived Track, while the Germans have a Convoys Sunk Track.
- Common tracks and displays used by both sides include a Terrain Effects Chart (TEC), Turn Record Track (TRT), US Intervention Track, and Third Power Table.

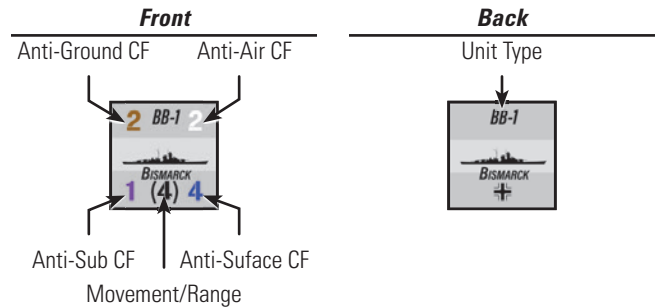
2.3 Counters

There are two general types of counters:

Combat Units: Represent various groupings of land, sea, and aerial combat forces.

Markers: Provide information.

2.4 Sample Combat Unit



Units marked "OPT" are not used in the standard scenarios. They are provided for possible future variants or for players to create their own variants.

2.5 Naval Units

Naval units have identifying icons; they also carry letter abbreviations of their types. There are four general types of surface ship units:

1) Carriers

Full & Reduced sides: The front side of a carrier is the full-strength side; the reverse (reduced) side is marked with a yellow stripe.

- CV:** Aircraft Carrier
- CVE:** Escort Carrier
- CVF:** Flying Deck Cruiser
- CVL:** Light Carrier
- AV:** Seaplane Carrier/Tender

2) Surface Combatants

- BB:** Battleship
- BC:** Battle Cruiser
- BP:** *Panzerschiffe* (pocket battleship)
- CA:** Heavy Cruiser
- CB:** Large Cruiser
- CL:** Light Cruiser
- CS:** Scout Cruiser
- CSG:** Convoy Support Group
- DD:** Destroyer
- DDE:** Destroyer Escort
- AC:** Auxiliary Cruiser (surface raider)

3) Amphibious

Full & Reduced sides: The front (full) side of a transport may carry two air/ground units. The reverse (reduced) side may only carry one unit.

- LS:** Landing Ship
- TR:** Transport Ship

WAR PLAN Z THE KRIEGSMARINE STRIKES

4) Convoys



Full & Reduced sides: The front (full) side of a convoy counts as two points on the Allied Convoys Arrived Track. The reverse (reduced) counts as one point on the track.

Submarines: Submarines are naval units but are treated differently from surface ships.

- SS:** Fleet Submarine
- SSC:** Cruiser Submarine

2.6 Air Units



(front & back) Air units represent groups of squadrons. Air unit counters show the primary aircraft type represented by the icon.



Important: All aircraft units in the game are land-based.

2.7 Ground Unit Types



(front & back) The ground unit types in the game are identified by NATO-style symbols. Ground units are further broken into two categories: Mobile and Static.

Mobile:

- Infantry
- Marines
- Airborne
- Mountain
- Mechanized

Static:

- Coastal Defense

2.7.1 Ground Unit Sizes

- XXX:** Corps
- XX:** Division
- X:** Brigade/Task Force

2.7.2 Ground Unit Step Strength

Steps represent the overall ability of a ground unit to absorb a damage in combat prior to being eliminated from play.

One-Step Units: These are units with their combat factors printed only on the front side of their counter.

Two-Step Units: These are units with their combat factors printed on both sides of their counter. The front side is full-strength, the reverse is marked with a yellow stripe.

2.8 Nationalities & Alliances

There are two alliances in the game, German and Allies, with additional Third Country units. Nationalities are indicated by background color.

German

- German
- Italian

Allied

- British
- French
- United States

Third Country

- Denmark/Norway

2.9 Unit Abbreviations

German

- Edel:** Edelweiss (mountain troops)
- Gruppe:** Group (ad hoc corps sized formation)
- KM:** Kriegsmarine

Trop K: Tropische Korps (Tropical Corps)

Brand: Brandenburgers

Allied

- Abn:** Airborne
- CFE:** Corps Expeditionnaire Francais (French Expeditionary Corps)
- CWEF:** Commonwealth Expeditionary Force (army-size ad hoc formation)
- DB:** Defense Battalions
- FMF:** Fleet Marine Force
- FC:** Fast Convoy

MNBDO: Mobile Naval Base Defense Organization

NWEF: Northwestern Expeditionary Force

RCN: Royal Canadian Navy

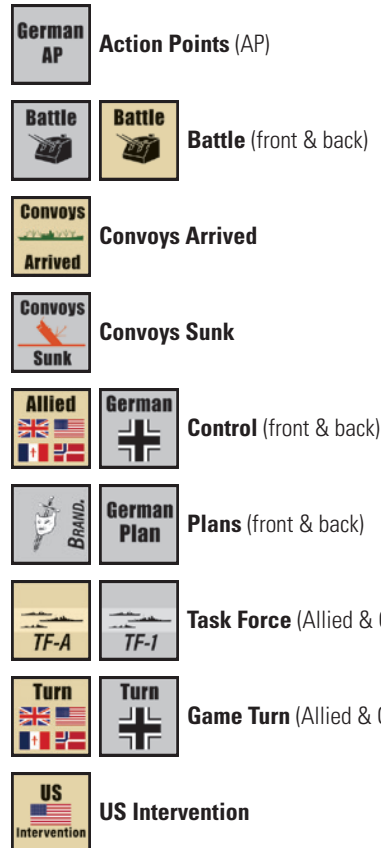
RM: Royal Marines

SC: Slow Convoy

SSF: Special Service Force

TFA: Task Force Atlantic

2.10 Markers



2.11 Important Definitions

Adjacent: Areas are adjacent if they have a common border, either a black boundary line or a brown mountain border.

Adjoining: Land and sea portions of a mixed area are adjoining.

DRM: Die roll modifier, a number added to a die roll.

Force: A force is one or more units conducting an action together (7.5).

Pick: Randomly choose a unit or marker.

Select: Intentionally choose a unit or marker.

WAR PLAN Z THE KRIEGSMARINE STRIKES

Unit types:

Air: Land-based air units.

Ground: All units with a ground unit symbol.

Naval: Surface and submarine units.

Carrier: All carrier types.

Surface: All non-submarine naval units.

Submarine: All submarine naval units.

3.0 SET UP

Scenario rules and setup provide instructions for setting up the different scenarios. Players select a scenario, choose sides, then set up in the order indicated by the scenario rules (22.0).

1) Place the turn marker, German side up, on Z+1 on the TRT.

2) Place each player's action point (AP) marker on the start space of their respective Actions Track per scenario rules (22.0).

3) Reinforcements (units with an "R" in a white circle printed on the counter) are placed in each side's Reinforcement Pool (13.1).

4) All other units are At-Start units and deployed accordingly (22.1, 22.2).

Scenario rules may include specific unit deployments (22.0).

3.1 Other Scenario Instructions

The scenario will state the starting turn and game length. Scenario special rules take precedence over standard rules.

4.0 HOW TO WIN

There are two ways to win: Sudden Death and End Game Victory.

4.1 Sudden Death Victory

If at any point in a scenario either side achieves the following conditions, play stops and that side gains a Sudden Death victory:

German:

1) All Allied BB, BC, and CV units are in the Units Destroyed Display; **or**,

2) The Convoy Sunk Track goes above 18 (18.3).

Allied:

1) All German BB, BC and CV units are in the Units Destroyed Display; **or**,

2) The Convoy Arrived Track goes above 18 (18.2).

4.2 End Game Victory

If, at the end of Game Turn 12, neither side has achieved Sudden Death victory requirements, End Game victory is determined.

4.2.1 Victory Points

Each side receives victory points (VP) per the following:

German:

1) **Convoy Sunk Track:** VP equal to the final level on the Convoy Sunk Track.

2) **For control of On-Map Areas:**

Gibraltar: 4

Ivigtut: 1

Narvik: 4

Azores: 2

Iceland: 2

Other Danish or Norwegian bases:
1 each

Canaries: 1

Trondheim: 2

3) For Allied units in the Units Destroyed and Units in Refit Displays:

CV, BB, BC: 2

CVL, CA: 1

All other units: 0

Allied:

1) **Convoys Arrived Track:** VP equal to the final level on the Convoy Arrived Track.

2) **For control of On-Map Areas:**

Gibraltar: 2

Iceland: 4

Other Danish or Norwegian bases:
1 each

Azores: 4

Trondheim: 2

Canaries: 2

Narvik: 2

Ivigtut: 2

3) For German units in the Units Destroyed and Units in Refit Displays:

CV, BB, BC: 3

BP, CA, CVF: 1

All other units: 0

4.2.2 Victory Levels

Each side totals their victory points (VP). Subtract the lower total from the higher, with the differential determining the level of victory:

Decisive Victory:

20+

Marginal Victory:

11–19

Draw:

0–10

5.0 CONTROL OF MAP AREAS

Control of an area can change at any time.

5.1 Areas

Areas are considered under control if a friendly ground or naval unit occupies the area and it is also free of all enemy units.

- For a side to retain control of areas which it controlled at the start of the scenario, these areas must be free of enemy units, but do not need to be continually occupied by friendly units.
- Always German controlled:** Greater Germany (area AO).
- Always Allied controlled:** Britain (areas AM, AN1, and BF1), France (areas BF1 and BF 2), Canada (areas AH, BA, and BB), West Indies (area DM), USA (when not a Neutral) (areas CA and DB) (21.0).

5.2 Contested Control & Uncontrolled

- If both sides have units in the same mixed or sea area, then neither side controls the area, and it is considered contested.
- If neither side has units in an area, the area is considered uncontrolled.

Important: Areas which are always controlled by a side do not need to be continuously occupied (5.1)

- Air units never control or contest control of an area.

6.0 SEQUENCE OF PLAY

The game is played in Game Turns (GT), each consisting of a sequence of steps called phases.

- Each time the Turn Record Phase is reached, move the turn marker forward one space.
- The sequence of play is interactive, with players performing alternate actions.

6.1 Procedure

Administrative Phase

1) **Action Determination Segment:** Each side determines their available Action Points (AP) for the GT (7.1).

2) **Initiative Determination Segment:** Determine which side holds the initiative for the GT (6.3).

3) **Incidents Segment:** Each side rolls 1d6 on their respective Incident Table and applies the result (8.0)

Important: The side holding the initiative rolls first.

WAR PLAN Z THE KRIEGSMARINE STRIKES

Actions Phase

- 1) First Action Segment:** The side with the initiative conducts an action (7.0).
- 2) Second Action Segment:** The side without the initiative conducts an action (7.0).
- 3) Subsequent Action Segments:** Both sides continue to alternate Action Segments until both either expend all AP or pass (7.0).

US Intervention Phase: Check for the potential entry of the United States (21.0).

Turn Record Phase: Move the GT marker one space the right.

6.2 Initiative

During the Initiative Determination Segment, players determine who has the initiative.

- Each player rolls 1d6 and adds the result to the number of AP they will gain this GT (7.2). The higher total holds the initiative for the GT.
- In the event of a tie, repeat the above (including all modifiers).
- Initiative affects various game rules, as noted.

6.3 Actions Execution

During each Action Segment, both sides may:

- 1) Conduct one action; or,**
 - 2) Play one plan marker from the Plan Marker Display (7.7.2); or,**
 - 3) Pass.**
- If both sides pass sequentially or expend all AP, the Action Phase comes to an end.
 - If one side has expended all AP, and the other side has remaining AP, the side with the remaining AP may continue conducting actions. If that side passes, the phase comes to an end.

7.0 ACTION POINTS & ACTIONS

Actions are player-initiated events involving movement, combat, or other events (23.0).

7.1 General

During the Action Determination Segment, each side totals the number of AP available for that GT. Adjust each side's AP marker on the AP Track to indicate the number of actions available to it.

- Actions are expended during Action Segments.
- Actions cost one AP.

Exception: Combined Amphibious and Combined Air-Naval Actions cost two AP (23.3.4).

- Some, none, or all available AP may be expended in a GT.
- Unused AP can be accumulated from GT to GT. They are not lost if not used.

Important: A player's total accumulated AP may not exceed the maximum number on their track.

7.2 Procedure

Important: The capture or loss of bases does not impact AP totals until the following GT.

Each side receives AP per the following:

German AP

- Greater Germany:** +3
- Baltic Iron Ore Convoy:** +1 (19.0)
- Control of Trondheim** (in Norway): +1
- Control of Azores:** +1
- Incidents:** Per the Incidents Table (8.0)

Allied AP

- Britain and Canada** (combined): +2
- Control of Gibraltar:** +1
- Control of Bermuda:** +1
- Control of Iceland:** +1
- Each full-strength Allied convoy arriving in Britain during the previous GT:** +1 (18.2)
- US Neutral:** 0 (21.0)
- US Limited Intervention:** +1 (21.0)
- US Full Intervention:** +2 (21.0)
- Incidents:** Per the Incidents Table (8.0)

7.3 Type of Actions

There are four basic types of actions in the game:

- G-1 Actions:** Administration
- G-2 Actions:** Intelligence
- G-3 Actions:** Operations
- G-4 Actions:** Logistics

7.4 Action Execution

- Each action must be announced prior to being initiated.
- A specific action may be selected any number of times over the course of a game.
- A side may not conduct actions listed as only being available to the other side.
- All actions are described in the Actions section (23.0).

7.5 Forces

A force is defined as a single group of units conducting one action together.

- An action normally involves only one force of units in one area.
- A unit or force may participate in more than one action per turn.

7.6 Command & Control

- Units of different nationalities, even when allied, may not perform actions together.
- Units of different nationalities on the same side can occupy the same area. All such units defend together as a combined force.
- Transport units can transport only units of their own nationality (12.0).



Important: The CCS and OKM plan markers may each modify the second of the above restrictions (7.7.1).

Example: If three British naval units and two French naval units occupy the same area, the Allies could conduct a single naval movement action with either the British or the French force but not both together unless the CCS plan marker had been employed.

WAR PLAN Z THE KRIEGSMARINE STRIKES

7.7 Plans



Plan markers represent the staff work and logistics for large scale operations. During set up, each player places all plan markers in their Plans Available Pool (wide mouth cup or bowl).

7.7.1 Mobilization of Plans

Conducting a G-1 Mobilize a Plan Action allows the player to pick one plan marker from the plan marker pool. The player may examine the marker and then place it face down in the friendly Plans Display, at which point it is available for use (7.7.2).

7.7.2 Execution of Plans

- Each player has a Plans Table which shows the effect of a plan when played.
- During an Action Segment a player may reveal a plan of their choosing that can give additional AP or provide additional actions at no cost in AP.
- AP gained by playing a plan are immediately added to the AP total of the owning player and may be used in the same Action Segment.
- Each side may play no more than one plan marker per GT.
- Plan markers can generate multiple actions. Unlike other actions, these actions can be taken consecutively without the other player having the opportunity to take an action.
- Follow the instructions in the marker description to determine the status of the marker after being played.
- Plan explanations may supersede other game rules.

Important: Most plans are played as an option rather than playing a standard action (6.4). There is no cost in AP.

- Each player has one plan that is used to modify DRM when determining Tactical Superiority. It is played during combat resolution (11.6).

Example: If the Allies play a plan marker which generates two actions, they are executed in sequence; the Germans would not execute an action in between the two.

8.0 INCIDENTS

During the Incidents Segment each side checks, in order of initiative, their respective Incident Table printed on the map. Roll 1d6, cross index the result, and apply the Incident.

9.0 STACKING & MOBILITY RESTRICTIONS

The presence of more than one friendly unit in the same sea area or mixed area at the same time is considered stacking.

- Friendly and enemy units may be in the same area. They do not count against each other's stacking limits.
- Units belonging to all three major categories of units (ground, air and naval) may stack together within limits.

9.1 Limits

Naval: An unlimited number of friendly naval units may occupy any area.

Exception: Naval units may not enter areas noted as "No Entry."

Land:

Mixed areas: An unlimited number of friendly land units may the land portions of mixed areas.

Small islands & Gibraltar: No more than two friendly land units of any size may occupy small islands or Gibraltar.

Examples: Bermuda is a small island, Iceland and Trondheim are both mixed areas.

- If, at the end of any action, there are overstacked forces on any small island or Gibraltar, the side must eliminate the number of units required to meet stacking limits for the area (9.1).
- Units to be eliminated are at the discretion of the owning side and are placed in the Refit Box (15.0).

9.2 Air Base Capacity & Procedures

Air units that are not flying missions must be in mixed areas that have friendly or contested bases. Each type of base has a specific air unit capacity:

Home Area (with major base): An unlimited number of air units.

Major Base: Four air units.

Minor Base (including home areas with minor base): Two air units.

Important: If a mixed area is contested (both sides have land units in it), then each player can base 50% of the above (two and one, respectively).

- If the number of air units at a base at any time exceeds its capacity, excess units must be eliminated by the side controlling the base to bring it back to capacity.
- If an air unit starts or ends any Action Segment of either side in an area that is enemy controlled, that air unit is eliminated. This is after any ground combat in the area (11.8).
- An air unit must land on the base from which it originated unless it is conducting a re-basing action (23.3.2).
- If at any time a player loses control of a base, all friendly air units on it are eliminated.
- If there is more than one base in an area, the base at which air units are located must be specified by placing the units on the base symbol.

Example: Area AF.

- Air units must immediately return to their bases after conducting a mission.

9.2.1 Air Mission Capacity

Up to four friendly air units can fly a mission over a sea or mixed area. Units based on the ground do not count against units flying missions, and vice versa.

10.0 MOVEMENT

Players move units across the map via movement actions. Movement takes place by moving units between contiguous mixed areas and/or sea areas up to the limit of their movement factors (MF).

10.1 Theater of Operations

Units may freely move anywhere on the map, within normal movement rules and the following restrictions:

Prohibited Areas: Certain areas may not be entered by enemy land or air units, and some areas may not be entered by units from either side.

Example: Area AM may not be entered by Axis air and land units, while Area AO may not be entered by air and land units from either side.

WAR PLAN Z THE KRIEGSMARINE STRIKES

10.2 Restrictions

Naval units may only move into sea areas and the sea portions of mixed areas.

Ground units, when not being transported via sea or air, may only move into mixed areas.

Air units may move into sea and mixed areas.

Air units must always move together. The range of a force is determined by the air unit with the lowest range.

- A force of ground or naval units may drop off units as they move. Units that are dropped off may move no farther during the current action.
- A moving force can never pick up units after moving into a mixed area or sea area.
- All movement takes place across area boundaries. Diagonal moves or moves when the areas are connected only by a corner point, are not allowed.
- Small islands do not impede the movement of naval or air units through a sea area.

10.3 Naval Unit Movement

In each action, naval units move the number of sea areas up to their MF, with each sea area counting as 1 MF.

- Naval units may remain at sea indefinitely.
- When a group of naval units enters a sea area containing enemy surface units, it must either cease moving or leave behind the number of ships at least equal to double the number of enemy ships in the area to continue moving.

Important: This applies only to surface ships and convoys. Submarines do not affect the movement of enemy surface units through a sea area, nor is the movement of submarines affected by the presence of enemy surface units (10.3.2).

10.3.1 Naval Movement Limits

Unsupported Movement: A naval force that begins its action in a sea area that does not adjoin a land area containing a friendly controlled base is conducting an unsupported move. No more than six naval units may be in a force conducting an unsupported move.

Important: The six-unit limit does not affect combat.

Supported Movement: A naval force that begins its action in a sea area adjoining a land area containing a friendly controlled base, is conducting a supported move. An unlimited number of naval units may be in a force conducting a supported move.

10.3.2 Submarine Movement

Submarine units may move through sea areas containing enemy surface units without stopping.

Surface naval units may move through sea areas containing only enemy submarines.

Exception: The owning player may decide to intercept an enemy naval force when the enemy force enters its area. In this case the moving force must cease movement and conduct combat normally.

10.4 Air Movement

Air units are land-based, including seaplanes, and operate from mixed areas containing friendly major or minor bases.

- Air units may fly into and attack targets in sea areas as well as mixed areas.
- Air units must cease movement when entering a mixed area containing based enemy air units (including carriers), or a sea area containing enemy carriers.
- They can move through areas containing all other enemy units without stopping.
- Air units must return to their base after conducting an action (23.3.2).

10.4.1 Air Range

Range is the number of areas an air unit may move through to conduct a mission. Each area entered on the way to the target counts as one range point (RP).

- When moving air units to and from a target, or when re-basing, one RP is expended per each area entered.
- An air unit moves twice per action, once up to its full range factor to the target area and then again when returning to base. The air unit may move up to its full range in each leg (to the target) and (back to base).

Example: An Allied air unit with a range of two is based on Gibraltar (area CG). It may enter area CF and then CE to conduct an attack, after which it returns to Gibraltar.

10.4.2 Carrier Aircraft

Carrier aircraft are incorporated into the combat strength of carrier units; there are no separate carrier air units. Carriers may only attack units in the same area (11.1).

10.5 Land Movement

Land units may move between adjoining land portions of adjacent mixed areas only. Land movement may not be across all-sea boundaries.

- Land units must stop upon entering an area containing an enemy land unit. They can move out of that area in their next action.
- Land units may enter areas containing only enemy air units, eliminate them, then continue moving.

10.5.1 Land Unit Movement

A land unit may move the number of adjacent land portions of mixed areas equal to its MF. Each mixed area entered costs one movement point (MP).

- Units with a MF of zero may never move.
- If a land unit attempts to cross a land border containing mountains, the owning side must roll 1d6 for each ground unit making the attempt, with units successfully crossing on the following results:

Mechanized: die roll of 1–2

Mountain: die roll of 1–5

All other ground units: die roll of 1–3

If the die roll fails: the unit can move no further that action.

WAR PLAN Z THE KRIEGSMARINE STRIKES

11.0 COMBAT

Combat occurs between enemy units in the same area.

Important: The action taken must specify combat (23.0).

11.1 General

Each battle consists of one round of five steps. An additional Action must be taken to continue the combat or fight another battle.

- The side conducting the action is the attacker. The other side is the defender.
- Combat is at the discretion of the attacker. However, if initiated all units in the attacking force and all defending units in the area must participate.

Exception: Submarine units are not required to participate in attacks conducted by surface units (11.10).

- Opposing units may occupy the same areas indefinitely; however, combat is mandatory when conducting:
 - 1) An amphibious or airborne invasion into a small island or into any area containing a coastal defense unit; **or**,
 - 2) If some action specifically mandates combat.
- Combat normally occurs only when units from both sides are within the same sea or mixed area with the following exceptions:

Bombardments (23.3.1)

Amphibious assaults (23.3.4)

11.2 Unit Restrictions

The types of units that can engage in a combat depend upon the action (23.0).

Example: An air attack might include two different types of air units, but it could not include a ground unit. A G-3 combined amphibious action could include naval, land, and air units.

- Different types of enemy units can always be attacked and defend in the same combat.

Example: A German force of two air units attacks an area containing one British air and two ground units. All British units in the area may participate in the combat.

- Any combination of defending units may fire back at units attacking them, regardless of their types.

Example: In the above case, the British air and ground units would both fire at the German air units using their anti-air strength.

11.3 Air Interception

- Air units on a base being attacked must fight attacking enemy air or ground units in the same area.
- Air units on a base adjoining a sea area in which friendly naval units are being attacked by enemy air may, but are not required to, fight those enemy air units.
- Air units on bases being bombarded by enemy naval units may fire back at those naval units (23.3.1).
- Air interception costs no AP and does not constitute a separate action.

Example: An Allied air unit is based on the Azores, with an Allied naval unit in the adjoining area (CE). If a German air unit attacks the naval unit, the Allied air unit could fly a mission to defend the naval unit or remain on the base.

11.4 Combat Factor Types and Use

A unit can have up to four types of combat factors (CF):

Anti-aircraft CF are used to fire at an enemy aircraft unit.

Anti-surface CF are used to fire at an enemy surface unit.

Anti-submarine CF are used to fire at an enemy submarine unit.

Anti-ground CF are used to fire at an enemy ground unit.

Important: If a unit has a zero CF for a particular type, it may not fire at that type of unit (11.5).

Example: A submarine with an anti-aircraft CF of zero cannot fire at enemy aircraft units. But that submarine could be fired on by enemy aircraft that had an anti-submarine CF of 1 or more.

- A unit may only fire in the step corresponding to its own type (11.5).
- If a unit has more than one CF, it may only use one per combat as determined by the firing side.

11.5 Combat Sequencing

Each battle is executed in the following steps:

1) Tactical Superiority Determination Step: Determine who fires first (11.6).

2) Air Step: Air and carrier units conduct fire.

3) Submarine Step: Submarine units conduct fire.

4) Surface Naval Step: Surface naval units conduct fire (carriers do not fire in this step).

5) Ground Step: Ground units conduct fire.

- In each of the above steps, the firing player designates the type of target being fired upon and depending on the current step may select the exact target (11.9).

Example: A German force of one air unit and two BBs attacks an Allied force of one CV and one SS.

1) Tactical Superiority Determination Step: Germans win and obtain first fire.

2) Air Step: The German air unit fires its anti-surface naval factor, which affects the Allied CV, or its anti-submarine factor, which affects the Allied SS. The Allied CV then fires either its anti-air factor at the German air unit, or its anti-surface factor at the German BBs.

3) Submarine Step: Allied SS fires its anti-surface factor at the German BBs.

4) Surface Naval Step: Each German BB can fire either anti-surface naval at the Allied CV or anti-submarine at the Allied SS.

5) Ground Step: There are no ground units in this example.

11.6 Tactical Superiority (First Fire)

Tactical superiority must be determined as the first step in all combat.

Tactical superiority is only determined once per combat. To determine first fire, each player rolls 1d6 and modifies their result as listed below. DRM are cumulative.

Plans: Either or both sides, beginning with the attacker, may play the plan marker that awards DRMs for tactical superiority. If both sides play a plan marker, the DRMs cancel each other (7.7.2).

Baltic Sea: German units in the Baltic Sea (Areas AO and AG) receive a +1 DRM.

USA and Canada Home Bases: Allied units in sea areas adjoining mixed areas marked "United States" or "Canada" receive a +1 DRM.

WAR PLAN Z THE KRIEGSMARINE STRIKES

- The side with the higher modified die roll wins tactical superiority. In the event of a tie:
If the attacking force includes any carrier and/or air units: the attacker wins, even if the defending force also has carriers and/or air units.
If the attacking force does not contain any carrier and/or air units: the defender wins.

11.7 Combat Procedure

Remove the involved units of both sides from the map and place them on their respective Battle Displays. Place the battle marker in the area from which the units were taken from as a reminder of where to return surviving units.

- Units should be organized into groups which will fire in each combat step (11.5). Individual units in each group should further be organized into the order that they will fire.
- Individual units engage in combat by using their appropriate CF to fire at enemy units in each step (11.5).
- In each step, the side with tactical superiority selects one unit and fires it. After resolving that unit's fire, the other side selects one unit and fires.
- Continue alternating this procedure until both sides have fired all units. If one side has more units than the other, the player with the greater number of units fires his remaining units after all the other player's units have fired.
- Eliminated units are placed in their side's Units in Refit Display. Reduced units are flipped over.
- Combat ends at the completion of the Ground Step.
- Return surviving units to the positions on the map from where they originated and remove the battle marker.

11.8 Combat Resolution

Unit CFs function as hit numbers. For each combat, the side holding tactical superiority rolls 1d6 for each firing unit. Units fire individually and may not combine their fire.

- 1) A result less than or equal to the CF of the firing unit results in a hit. A result higher than the CF has no effect.
- 2) Hits are applied per targeting procedures (11.9).
- 3) If a target is reduced prior to firing, it may return fire using its reduced strength; if a target is eliminated prior to firing, it cannot return fire.
- 4) If a one-step unit takes one hit it is eliminated.
- 5) If a two-step unit takes one hit, flip it to its reduced side. If it takes a second hit, it is eliminated.

Example: A unit with an anti-ground factor of two attacks an enemy infantry corps; that enemy unit is hit on a DR of one or two (a three or higher would have no effect).

11.9 Targeting

Hits are applied immediately using the following procedure for each step:

Step 2 (Air Step) & Step 3 (Submarine Step): The firing player designates the target unit as each unit fires. Hits are applied immediately (prior to any additional fire from either side).

Step 4 (Surface Naval Step) & Step 5 (Ground Step): The firing player does not designate specific targets, only the type of target being fired on. When a hit is scored the non-firing player may select the unit that suffers the hit from within the target type declared.

Important: Coastal defense units may fire in Step 4.

Example: An Allied force of two CVs and one CA attack a German force of two BB and three DD.

Step 1: The Allied force gains Tactical Superiority.

Step 2: The Allied player designates each CV to fire at each of the German BB. The first CV scores a hit, and the targeted BB is sunk. The second CV misses.

Step 3: There are no SS in this example.

Step 4: The Allied CA conducts an attack and scores a hit. The German player designates one of the DD units to receive a hit. The unit is sunk. The German player finally gets a chance to return fire. The player fires his remaining BB and two DDs scoring only one hit. The Allied player assigns the hit to the CA.

Step 5: There are no ground units in this example.

Results: The Allied player lost one CA and the German player lost one BB and one DD.

Important: If more hits are inflicted than there are enemy units to be eliminated, the extra hits have no effect.

12.0 TRANSPORT & AMPHIBIOUS OPERATIONS

Ground and air units may move via naval transport. Ground units can also conduct amphibious assaults.

12.1 Capacity

LS & TR: Full-strength transports may transport up to two land or air units of any type or size. If reduced, they may transport one unit.

BB, BC, BP, CA, CL, CS & DD: Units can transport one Marine unit via the Emergency Transport Action (17.1, 23.3.4).

12.2 Procedure

Transports pick up land or air units at the start of an action, move together, and then at the end of the action may drop them off or keep them embarked.

- To embark or disembark, the transport must be in the sea portion of a mixed area or in a small island area.
- Units may not be embarked or disembarked if there are enemy surface naval units in the transport unit's sea area.

Important: Embarkation/debarkation are not separate actions but are part of the transport movement.

12.3 Status

To indicate that a land or air unit is being transported, place the unit beneath the transport unit's counter. While at sea, transported units are an inseparable part of the unit transporting them and no separate attack may be conducted against the transported units.

- Transported units cannot conduct an action until they are disembarked.
- If a transport unit is reduced, its transport capacity is reduced to one unit. If it was transporting two units, one unit, as chosen by the owning side, is then eliminated. If transporting one unit, that unit is unaffected.
- If the transport is eliminated, all transported units are also eliminated and placed in the Refit Box (15.0).

WAR PLAN Z THE KRIEGSMARINE STRIKES

- Transported units can remain on transport units for any length of time. Loading and unloading are discretionary.

Important: Units being transported cannot conduct any type of fire.

12.4 Amphibious Assault

When a transport disembarks ground units on a coastal area or base containing enemy ground units, this may initiate an amphibious assault (23.3.4).

- If the area is a small island, or if the area contains a coastal defense unit, the disembarking units must attack. If the assaulting force fails to eliminate all enemy land units defending in that area, then the assaulting land units are eliminated.
- In all other cases the disembarking units are not required to attack. Surviving units move into the area regardless of any combat outcome, even if enemy coastal defense units survive.
- Defending coastal defense units, air, and surface naval units can fire at naval units involved in the assault.
- Assaulting land units disembark at the start of the ground combat step prior to any fires during that step by either side.

Examples:

- a) An Allied TR disembarks a marine unit onto the Azores which is defended by a German ground unit, forcing an amphibious assault.
- b) An Allied LS disembarks a British corps on Trondheim which contains a German coastal defense unit, which also forces an amphibious assault.
- c) An Allied TR disembarks a British corps on Narvik which contains a German infantry corps, so an amphibious assault is not required.

13.0 REINFORCEMENTS



Units that appear in the game after initial scenario set up are reinforcements. Reinforcements are marked with an "R" in the upper right-hand corner and are deployed when entering the game.

Important: Units that receive a damage result on the Refit Table are also placed in the Reinforcement Pool (15.2).

13.1 Reinforcement Pool

Each scenario designates at-start units and reinforcements. Reinforcements are placed in a Reinforcement Pool for each side.

- Reinforcement actions are used to pick units from the pool at random.
- Once picked, reinforcements are deployed on the map (13.2).
- Special reinforcements are detailed for each scenario (22.0).

13.2 Deployment

Naval Units: Deploy in sea areas with friendly-controlled major bases. The sea area of deployment cannot be occupied by enemy naval units.

Mobile Ground & Air Units: Deploy on friendly-controlled major bases. If ground and transport units are received as part of the same reinforcement action, they can be loaded as part of their deployment.

Important: Friendly-controlled major bases include both those that were originally controlled by the player plus any captured from the enemy.

Static Ground Units: Deploy on any friendly-controlled base.

Important: Static ground units with a name on them must be deployed in that area.

13.3 Restrictions

German: Deploy only in or adjoining to German controlled major bases in Germany and Norway.

French: Deploy only in or adjoining France.

US: Deploy only in or adjoining to Allied major bases in the USA or Canada.

Example: A German naval unit could be deployed in Area AO.

13.4 Two-Step Units

Two-step units deploy at full strength. Certain events and scenario set-up instructions may indicate that units begin on their reduced side (2.5).

13.5 Limits

No reinforcements may deploy beyond those available. If there is no suitable place to deploy a reinforcement or the reinforcement is not needed or wanted, the unit is returned to the pool.

14.0 BASES

Bases support a variety of actions.

14.1 Base Permanency

There are two types of printed bases: Major Bases and Minor Bases.

- Printed bases are not affected by combat results although units stationed at them can be attacked (23.0).
- Control of a base provides support to naval units in the sea portion of the area.
- If a base is shown in the land portion of a mixed area, it applies to all coastlines of that area. If the base is shown in the sea portion of a mixed area, it also applies to the land portions of that area.

Examples: The base in area CA can accommodate naval units, while the base in area DB can also accommodate land units.

14.2 Special Cases

Trondheim: Trondheim is a major base if Norway is German-controlled at the start of a scenario but is a minor base in all other situations. If the Germans capture Trondheim as the result of an invasion, it remains a minor base.

English Channel Bases: The Portsmouth and French Channel bases are separate and on the opposite sides of the English Channel.

15.0 REFIT & RALLY

Eliminated units may be returned to play via a refit action. Reduced units are restored to full strength via rally. Both are G-4 Actions (23.4).

15.1 Refit Procedure

Units are placed in the Units in Refit Display when eliminated. To perform a refit:

- 1) Designate the units to be refitted.

Important: Up to six friendly units from the same nationality may attempt to refit per action.

- 2) Roll 1d6 for each unit to be refitted.

- 3) Consult the Refit Table and cross index the die roll with the unit type to obtain the outcome.

WAR PLAN Z THE KRIEGSMARINE STRIKES

15.2 Refit Outcomes

Refit: Immediately place the unit on the map as a reinforcement (13.2).

Important: Eliminated two-step units which refit return to play on their full-strength side.

Damage: Place the unit in the friendly Reinforcement Pool. It may be picked as a later reinforcement action.

Destroy: Place the unit in the appropriate Units Destroyed Display. No further refit attempts may be made for that unit, the unit cannot return to play.

15.3 Rally of Reduced Units

A player can restore to full strength units which are reduced (land, carrier, transports) via the G-4 Rally action (23.4).

15.4 Nationalities

Units to be rallied or refit in a single action must be of the same nationality. They do not have to be in the same area to rally.

16.0 FOG OF WAR

Players may not examine the contents of enemy stacks (beyond the top unit), displays or pools unless one of the following conditions apply.

- 1) Any time that friendly units end a move in the same area as enemy units; **or**,
- 2) G-2 Actions and certain Plans.

Important: Air units flying through areas containing enemy units do not reveal those units.

16.1 Refit

The results of refit die rolls do not need to be revealed, nor do the placement of damaged units in the Reinforcement Pool (13.1, 15.1).

16.2 Task Forces

Both sides may use respective Task Force markers to replace stacks of naval forces in sea areas. Units are placed in the corresponding Task Force box on the map and are replaced in the sea area with the TF marker. Units in a task force accrue no unique benefits.

17.0 UNIQUE UNITS

17.1 Marines

Marine units may be transported by friendly BB, BC, BP, CA, CL, CS or DD per the Emergency Transport action (23.3.4). Marines may be disembarked on any type of coast, regardless of the presence of a base. They can also be transported normally by transport units.

Important: All transport restrictions remain in effect (12.4).

17.2 Airborne

Airborne units may conduct airborne assaults (23.3.4).

17.3 Mountain Units

A mountain unit crosses mountain borders on a DR of 1–5, as opposed to 1, 2 or 3 for other ground units (10.5.1).

17.4 Coastal Defense Units

When not on the map, coastal defense units are placed in the Special Reinforcement display. They are returned to play via G-1 Action (23.1).

17.5 Seaplanes

Seaplane (SP) units are treated as other air units. Seaplanes can only be based on bases that adjoin sea areas.

17.6 Italian Submarine Unit



The Italian submarine unit deploys in Area CG adjoining Gibraltar for reinforcement and refit (14.0, 18.0). It is otherwise treated as a German unit.

18.0 ALLIED CONVOYS



Allied convoys are special units representing the transit of merchant shipping. A maximum of one convoy may be present in an area.

- Convoys are moved via Convoy Move (23.3.1).
- Convoys defend normally but may never attack.
- Convoys are two-step units. If reduced, they do not rally (15.3).
- If reduced or eliminated, convoys always return at full-strength.

18.1 Convoy Deployment

Convoys are initially placed in the Convoy Display. The Allies deploy convoy units onto the map as a G-1 Action and are placed as follows (23.1):

- 1) Up to two convoys on a major base in Canada.
- 2) One convoy on a major base in the US if the US is at Limited Intervention.
- 3) Up to two convoys on a major base in the US if the US is at Full Intervention.
- 4) One convoy on the south map edge in the Atlantic.

18.2 Arriving in Britain

When a convoy reaches the British Isles (areas AM, AN1, and BF-1) at the end of the action, remove the counter from the map and place it face-up in the Convoy Display. It can be reused on an ensuing GT.

For each full-strength convoy that reaches Britain: add two to the Convoys Arrived Track. The Allied side also receives one AP.

For each reduced strength convoy that reaches Britain: add one to the Convoys Arrived Track.

Important: The Allies do not receive an AP bonus for a reduced strength convoy.

- Convoys arrive regardless of the presence of German units.

18.3 Convoy Sinking

For each eliminated step of an Allied convoy: the Germans add one to the Convoys Sunk Track.

Example: A German attack which reduces a full-strength convoy would add one to the Convoys Sunk Track. If a second attack eliminated the convoy, an additional point would be added to the track.

19.0 GERMAN IRON ORE CONVOY



The Germans have convoys shipping iron ore from Sweden via the Baltic to Greater Germany.

Important: Iron ore convoys operate differently from Allied convoys.

19.1 Procedure

During the Action Determination Segment, if the German player has a convoy in area AO and another in area AG, the Germans are awarded one additional AP. Convoys may award AP when at full or reduced strength.

- The German player does not actually have to move the convoy units as they represent shipping in the pipeline. They are simply placed in those areas.

WAR PLAN Z THE KRIEGSMARINE STRIKES

- A reduced convoy can be refit per the Rally Reduced-Strength Naval Units action (15.3, 23.4).
- If eliminated, convoys are automatically replaced during the ensuing Action Determination Phase.
- The convoy does not affect the Allied Convoys Arrived or Sunk Tracks.

20.0 THIRD POWER CONTINGENTS

At the start of the scenario, players check to see the disposition of Third Powers prior to the setup of other units.

20.1 Procedure

Either player rolls 1d6 for each country on the Third Power Table to determine their starting status. This is checked only at the start of the scenario, not during each GT.

Important: The US is always neutral at the start of a scenario.

20.2 Status

Third Powers will be in one of the following conditions:

Allied Controlled: Allies may use the Power's bases and forces.

German Controlled: Germans may use the Power's bases and may deploy forces in and adjoining their areas. Remove that country's forces from the game.

Neutral: Neither player can use the Power's bases and forces, nor may they initially deploy forces in that Power's areas.

Important: Do not place units from initially neutral countries in the Reinforcement Pool.

20.3 Invasions of Third Powers

Both sides may declare an action which would allow them to move a force into a Neutral Power's area or attack one of their naval units.

- **The following nations may be invaded:** Denmark, Norway, Greenland, Iceland, Azores, Canaries.
- Sweden, Finland, and areas marked No Entry may never be invaded.
- Invasions refer only to the land portions of mixed areas; naval units may move into sea areas adjoining neutral areas with no invasion.
- Attacking neutral naval units or conducting bombardment actions constitutes an invasion.
- If a neutral power possesses naval or land forces and is attacked, it immediately allies with the opposing power.

Example: Norway starts a scenario as a neutral. If the Germans launch an amphibious invasion at Trondheim, Norway immediately becomes an Allied power.

21.0 UNITED STATES INTERVENTION



The US is in one of three states of Intervention: Neutral, Limited Intervention, Full Intervention.

21.1 US Intervention Status

The US Intervention Track shows the current state of US intervention. The track is divided into three areas:

1) Neutral:

- a) US is Neutral (20.2).
- b) US units and bases have no effect on play.
- c) All US units are initially placed in the Special Reinforcements Display.
- d) No units may enter or attack into mixed areas marked "United States" (areas CA and DB); units may enter, but not attack into, adjoining sea areas.

2) Limited Intervention:

- a) During each US Intervention Phase, roll 1d6, then select and place that number of US reinforcements from the units in the Special Reinforcement Display and place them in the Allied Reinforcement Pool.
- b) The Allied player receives one additional AP per GT thereafter.
- c) Only US units may use US bases.
- d) US units move and fight normally.
- e) All units may enter and attack into adjoining sea areas (areas CA and DB).

3) Full Intervention:

- a) At the start of the ensuing US Intervention Phase, place all remaining US units in the Allied Reinforcement Pool. The Allies receive two additional AP per GT thereafter.
- b) Allied units can use US bases, and US units may use Allied bases.
- c) US units move and fight normally.
- d) All units may enter and attack into adjoining sea areas (areas CA and DB).

21.2 US Intervention Track Changes

Each of the following events may increase and/or decrease the US intervention level. The level may increase a maximum of three levels in one GT.

1) US Home Front Incident occurs (8.0).

2) German forces attack a US unit (regardless of the outcome) move the marker one space to the left.

Important: Maximum increase for German units attacking US units is one per GT.

3) German forces invade a neutral: If the German player invades a neutral country, roll 1d6.

Odd number: The intervention marker increases by one level;

Even number: Result has no effect.

Important: This is a one-time event; a DR is not conducted if the German player invades a second neutral country.

- Countries that are German controlled as part of scenario setup do not affect the Intervention Track.
- The marker can never go lower than one.

WAR PLAN Z THE KRIEGSMARINE STRIKES

22.0 SCENARIOS

- Units must be set up within any stacking requirements (9.0).
- Naval units are deployed in sea areas, air units on friendly bases, and land units in the land portions of mixed areas.
- Two-step units deploy at full-strength unless directed otherwise.
- Ground units may deploy embarked on naval or air transports.
- When one class of unit has differing factors, any version of the class may be deployed.

Example: If a scenario specifies the Germans may deploy a BP unit, either BP-1 or BP-2 may be selected.

- When deployment instructions state to deploy a specific number of units and choice of unit types, the player has the option of which units and number of units to deploy; however, the total number of units cannot exceed the number given.
- The Opt. Plan is not used. It is provided for possible future variants.

22.1 Scenario 1: The Great Atlantic War

Sometime in the mid-1940s the Germans make their move, launching a major naval offensive to gain control of the North Sea and North Atlantic.

- **Game Length:** 12 GT.
- **Setup Sequence:** Allies set up first.
- **Play Sequence:** Germans hold the initiative for GT 1.
- **Third Power Activation:** Check each Third Power for starting status (20.1).

22.1.1 Allies

- Allies control British Empire, France, West Africa, and any pro-Allied Neutrals which enter play.
- **Allied Controlled Areas:** British Isles, France, Canada, Gibraltar, Bermuda, West Indies.
- **British:**
 - 1) **At-start units:** Deploy in Britain, Canada, Gibraltar, Bermuda, West Indies.
 - 2) RCN units must start in Canada.
 - 3) Coastal defense units start in bases named on the counters.
 - 4) Deploy at least one CL in either Bermuda or the West Indies.
 - 5) Deploy two CA, CL, or DD units on any sea areas in the North Sea or Atlantic.

Important: The North Sea consists of areas AN-1 and AN-2, while the Baltic Sea consists of areas AO and AG. All other sea areas which may be entered by at least one side are the Atlantic Ocean.

- **French:** Deploy in France (Channel Ports and/or Bay of Biscay); all at-start units.
- **Danish:** Deploy the coastal defense unit in Copenhagen.
- **Norwegian:** Deploy in Norway; all at-start units; coastal defense units in bases named on counters.
- **Third Power:**
 - USA:** Allied Special Reinforcements Display; all at-start units.
- **Allied Convoys Display:** All Allied Convoys.
- **Reinforcements:** All Allied reinforcements.
- **Allied plan markers available:** None. Place all plan markers in the pool.
- **Convoys Arrived:** 0
- **Starting AP:** 0
- **USA Intervention Level:** 1

22.1.2 German

- Germans control Germany and any pro-German Neutrals which enter play.
- **German Controlled Areas:** Greater Germany (Baltic Ports, Wilhelmshaven).
- **German Units:**
 - 1) **At-start units:** Deploy land and air units in mixed areas containing German controlled bases.
 - 2) Deploy one iron ore convoy in area AG and one in area AO.
 - 3) Deploy two (total) surface naval units in any sea areas. The unit may include any of the following types: BP, CA, CL, CS, or AC. They may deploy in one or more areas.
 - 4) Deploy all DD units in any Baltic Sea area (AG and/or, AO).
 - 5) Deploy all remaining at start naval units in any sea area adjoining a German controlled base.
- **German Convoys Display:** No units.
- **Reinforcements:** All German regular reinforcement units.
- **Special Reinforcements Display:** All coastal defense units, Italian SS-1.
- **German plan markers available:** Randomly pick one. Place all other plan markers in the pool.
- **Convoys Sunk:** 0
- **Starting AP:** 2

22.1.3 Special Rules

Scandinavia: If the Germans gain control of Denmark and/or Norway due to a result on the Third Power Table, remove all units of that country. The German player places one coastal defense unit in each area as applicable.

Incidents: Neither side rolls for Incidents on GT 1 (8.0).

22.2 Scenario 2: Unrestricted Naval Warfare

This follows the same premise as Scenario 1 but assumes a buildup prior to the start of hostilities. Setup is the same as in Scenario 1 with the following special rules:

Arms Race: During initial setup, each side rolls 1d6 and picks the number of units equal to the die roll result from their Reinforcement Pool. These units become at-start units and are deployed accordingly.

British Deployment:

- 1) Deploy a total of three naval units in any areas in the North Sea and/or Atlantic. Deployed units may be CA, CL, or DD units.
- 2) Deploy one convoy and one British (RCN) DD or DDE on any Atlantic Ocean Sea area adjoining Canada.
- 3) Further, up to one Allied unit (any type) can be deployed in each of the following if the Third Power Table makes them Allied controlled: Greenland, Iceland, Azores, Canaries.

German Deployment:

- 1) Deploy up to three BP, CA, CL, CS, AC, SS on any sea area.
- 2) Up to one marine division can be deployed on one of these units (12.1, 17.1).

Plans (picked at random):

Allies: 1 **Germans:** 2

Starting AP:

Allies: 2 **Germans:** 3

WAR PLAN Z THE KRIEGSMARINE STRIKES

23.0 ACTIONS

All Actions cost one AP except where the explanation states a cost of two AP.

23.1 G-1 Administrative Actions

- **Mobilize a Plan:** One plan marker is picked from the plan marker pool and placed in the Plans Display. The plan is immediately available for use. This action can be taken only once per GT (7.7).

Important: Mobilizing a plan marker is not required when playing a plan. It is only used to make the marker available for use by the owning player.

- **Mobilize Reinforcements:** Roll 1d6 and pick that number of units from the friendly reinforcement pool, which then deploy as regular reinforcements (13.0). If the US is at Full Intervention, then the Allies roll 2d6 and pick that number of units (13.1).

Important: This Action may be employed no more than twice per GT.

- **Mobilize Convoys:** Take any or all convoys from the Convoys Display and deploy them (18.0).
- **Mobilize Emergency Transport Replacements:** Select one naval or air transport from the Reinforcement Pool and deploy it (13.0).
- **Deploy a Coastal Defense Unit:** Select one coastal defense unit from the Special Reinforcement Display and deploy it in the land portion of a mixed area, or on a small island occupied by a friendly land unit.

Important: A friendly naval transport (TR or LS) must occupy the adjoining sea area to perform this Action.

23.2 G-2 Intelligence Actions

- **Perform Aerial Scouting:** Examine all enemy units in land and sea areas within scouting range of all friendly bases and full-strength carriers.
 - 1) Scouting range is as follows:
 - a) **Carrier Air:** All adjacent areas.
 - b) **Friendly Controlled Bases:** All adjacent areas and all areas adjacent to those.
 - 2) Enemy home areas may not be scouted.

Important: A base does not have to have air units on it to perform scouting.

- **Perform Naval Scouting:** Examine all enemy units in sea areas adjacent to all friendly naval units.
- **Perform Ground Scouting:** Examine all enemy units in mixed areas adjacent to all friendly ground units.
- **Perform Signals Intelligence:** Roll 1d6.
4–6 for the Germans, and 3–6 for the Allies: All enemy forces on the map may be examined, or all plan markers currently held by the enemy may be examined.

Important: Except for the Task Force Displays, enemy off-map displays may not be examined.

23.3 G-3 Operations Actions

G-3 actions are broken down by naval, air, ground, and combined actions.

23.3.1 G-3 Naval Actions

- **Make an Unsupported Naval Move and/or Attack:** Move a force of up to six naval units that begin in the same sea area up to their movement factor.
 - 1) Units must cease movement in the first area containing enemy naval units of any type.
 - 2) Units may start in a sea area containing enemy units.
 - 3) Naval units may move directly from one sea area containing enemy units to another sea area containing enemy surface naval units or a detected submarine but must then stop.
 - 4) At the conclusion of any move, units may attack an enemy naval force in the same area.
 - 5) Units do not have to move to attack.
- **Make a Supported Naval Move and/or Attack:** Same as the above, but units must begin in a sea area adjoining a friendly controlled base. The force may contain an unlimited number of naval units.
- **Redeploy a Naval Force:** Move one naval force containing any number of units, per a Supported Naval Move.
 - 1) The force doubles its movement.
 - 2) Redeploying forces:
 - a) May not start or enter an area containing enemy naval units (including undetected submarines), nor areas containing enemy controlled or contested bases.
 - b) May not launch any kind of attack.
 - c) May contain transported units and may pick up or debark units per Amphibious Movement, but may not conduct an Amphibious Assault.
 - d) May not contain a convoy.
- **Conduct Naval Bombardment:** Use any naval units in one sea area to attack enemy ground and air units in a mixed area adjoining that sea area.
 - 1) Only ground units on small islands and coastal defense units in any mixed area may be bombarded. Ground units in other mixed areas may not be bombarded.
 - 2) Enemy naval units, coastal defense units, and air units in the area may defend against the bombarding naval units using their anti-surface CF (against surface naval units) or anti-submarine CF (against bombarding submarines).
- **Conduct Carrier Bombardment:** The same as Naval Bombardment with the following exceptions:
 - 1) Only carriers can conduct this action.
 - 2) Defending enemy units return fire with their anti-air factors only.
- **Conduct a Convoy Move (Allies only):** Same as Make a Naval Move, but at least one unit must be a convoy. If the force arrives at Britain, remove the convoy unit from the map and record any increases for the AP and Convoys Arrived Tracks.

WAR PLAN Z THE KRIEGSMARINE STRIKES

23.3.2 G-3 Air Actions

- **Launch a land-based airstrike against a mixed area:** Move a force of land-based air units to a mixed area in range and attack enemy ground and air units in that area.
 - 1) If there are any friendly air units already in that area (a contested base), they may join in the attack.
 - 2) This may not be combined with an attack by friendly land or naval units (including full-strength carriers).
- **Launch a land-based airstrike against enemy naval units:** Move a force of land-based air units to a sea area in range and attack enemy surface and submarine naval units in that area. This may not be combined with an attack by friendly carriers or other naval units.
- **Rebase air units from one friendly base to another:**
 - 1) The move for each air unit can be to up to twice its range.
 - 2) Take-off and landing base areas must be friendly controlled (not contested) and within stacking limits (9.0).
 - 3) Air units can move together or separately.
 - 4) Rebasing units may not conduct combat and may not enter areas containing enemy air units.
- **Rebase air units to or from contested bases:** Same as Rebase Air Units, but it may be conducted to or from contested bases, and with only one force of air units. All air units must move together.

23.3.3 G-3 Ground Actions

- **Move a force of ground units via ground movement and/or attack:** Move a force of one or more ground units up to their movement limit.
 - 1) Units must cease movement if they enter an area containing enemy ground units.
 - 2) All units must move together up to the movement factor of the slowest unit. Units can be dropped off.
 - 3) At the end of the move the force may attack enemy land units in the area, along with any defending air units. Friendly ground units already in the area may participate in any attacks. If all land units/coastal defense units are eliminated, any surviving enemy air units based in the area are eliminated.
- **Re-base Ground Forces:** Any ground units may move from one friendly base to another. Units must begin and end the move in friendly controlled bases and may not enter areas containing enemy units. Ground units can move together or separately.

23.3.4 G-3 Combined Actions

- **Conduct Amphibious Movement:** Only amphibious-class naval units may conduct this action.
 - 1) Amphibious units must start the action segment in an area adjoining a coastal area containing a friendly controlled or contested base and ground units.
 - 2) Amphibious units pick up ground units, within capacity, and move up to their normal movement limit.
 - 3) At the end of the move, ground units may stay aboard the amphibious units or be disembarked on an adjoining coastal area.

Important: Units may disembark regardless of base control in the mixed area.

- 4) If there are enemy ground units in the disembarkation area, this may trigger an Amphibious Assault.
 - 5) If an enemy coastal defense unit is present, or if the coastal area is a small island occupied by enemy land units, they must be attacked.
 - 6) Friendly ground units already in the area may participate in any attack.
 - 7) No more than two ground units may be used to launch a single amphibious invasion of a small island or Gibraltar at any one time (9.1).
- **Use warships to move ground units (Emergency Transport):** All BB, BC, BP, CB, CA, CB, CL, CS, and DD units may perform this.
 - 1) Same as Amphibious Movement, but only Marine units can be transported.
 - 2) Each transporting unit can carry one Marine unit, which must disembark at the conclusion of the move.
 - 3) This may be combined with other units using Amphibious Movement.
 - **Use amphibious units to evacuate ground units:** Same as Amphibious Movement or Emergency Transport except:
 - 1) This may be done from a coastal area or island which does not contain a base; **and**,
 - 2) Roll 1d6 for each such unit,
 - 1–3: It is picked up normally;
 - 4–6: It is reduced and picked up.
 - **Use transport units to move land-based air units:**
 - 1) Same as Amphibious Movement, but only air units can be transported.
 - 2) A transport can move either land or air units, but not both. The air units must disembark on a friendly controlled or contested base.
 - **Conduct Combined Air-Ground Attack:** When conducting a normal ground attack, land-based air units within range may be added to the attack.
 - **Conduct Combined Amphibious Assault (2 AP):** Same as Conduct an Amphibious Assault, plus:
 - 1) Naval units in the same sea area as the disembarking units may add their anti-ground strengths to this combat (and are affected by any defending anti-surface fires); **and/or**,
 - 2) One force of air units within range may conduct a combined air-ground attack.
 - **Conduct Combined Air-Naval Attack (2 AP):** Same as Conduct a Naval Bombardment plus a force of land-based air units within range may be added to the attack via a Land-Based Airstrike action.
 - **Airlift ground unit from any friendly base to any other friendly base:** Only Air Transport units can perform this action.
 - 1) Air transport units must start the action segment in an area containing a friendly controlled or contested base and ground units.
 - 2) The air transport units pick up the ground units and move up to their normal movement limit, carrying the land units, to a friendly or contested base. At the end of the move, the land units must be disembarked.
 - 3) The debarkation area may not contain enemy air units.
 - 4) At the end of the action, the air transport must return to its base.
 - 5) Each air transport unit can carry up to one unit.
 - 6) The following may not be transported by air: static units and mechanized units.

WAR PLAN Z THE KRIEGSMARINE STRIKES

- **Airlift ground unit from any friendly base to any other friendly base using a transport seaplane:** Same as Airlift of a Ground Unit with the exception that only seaplane transport units may be used. The seaplane picks up a unit from a base adjoining a sea area and disembarks the unit on another base also adjoining a sea area.
- **Make an Airborne Assault:** Perform this action with one airborne unit. This is conducted in the same manner as an Airlift, except the airborne unit lands in any mixed or small island area. No base is needed in the landing area.
 - 1) If the landing area is enemy occupied, the airborne unit must attack those enemy units as part of the same action. All combat takes place prior to the airborne units are landed.
 - 2) Friendly air and ground units already in the area may participate in any attack.

23.4 G-4 Logistics Actions

- **Rally reduced-strength naval units:** Flip up to two reduced carrier or transport units of one nationality to their full-strength side. All such units must be in areas adjoining friendly controlled bases (14.0).

Exception: German iron ore convoys do not need to be in an area adjoining a German-controlled base (19.0).
- **Rally reduced-strength ground units:** Flip up to six reduced ground units of one nationality to their full-strength side. All such units must be in areas containing friendly controlled bases (14.0).
- **Refit units:** Attempt to restore eliminated units in the Refit Display to play (15.0).

Classic Wargames Available Now!



Now available at
Shop.DecisionGames.com

