

# WORLD WAR II EXPANSION

FOR USE WITH

## **AXIS & ALLIES GLOBAL 1940**

*Axis & Allies Global 1943 House Rules Expansion*  
Revised

### **Included:**

**Military situation report**

**Political situation report**

**1943 IPC starting level**

**1943 IPC starting income**

**1943 setup charts**



**For Final Victory...!**



From: **The Captain**

To: **All Axis & Allies G40 players**

Ref No: **Rulebook, Axis & Allies Global 1943 House Rules Expansion 1.2**

Orders: **Attack!**

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## NOTICE TO PLAYERS

This *Axis & Allies Global 1943 House Rules Expansion* has been carefully revised in 2022.

This rulebook must be used in conjunction with *Axis & Allies Global 1940 Game Board* and *Axis & Allies Global 1940 House Rules Expansion*.

The background for the *Axis & Allies Global 1943 House Rules Expansion* is based on 3 major components:

- 1. Play testing** – Out of more than 200 completed *Axis & Allies Global 1940* games – including the use of the *Axis & Allies Global 1940 House Rules Expansion* – the 35 most balanced and best played games, form the basis for the *Axis & Allies Global 1943 House Rules Expansion*.  
Recordings and pictures of each game have been carefully analyzed – and an average of unit placements, variety and number of units and economy in round *Early 1943* have been calculated, discussed, compared with *WWII History* – and play tested.
- 2. A Touch of History** – The *Set Up* in the *OOB Global 1940* game more or less reflects *World War II History* – and so does this *Global 1943 Set Up*.  
The Historical situation in *Early 1943* is well known and well documented. As the *Global 1943 Set Up Charts* show, these situations are represented on the game board.
- 3. Play Balance** – From game start – *Early 1943* – the Axis Forces are in an very strong economic situation. But heavy losses on all fronts have reduced the number of combat units at all frontlines. Still, the two major Axis Powers – Germany and Japan – are well equipped and have reinforcements on their way. Italy is the weakest of the Axis powers – and now depends on German military assistance. A German *Take Over Of Italy* could be imminent.  
The Allies are recovering from the initial military setbacks caused by Axis attacks – and are now producing *Combat Units* at full speed.  
The Soviet Union is under extreme pressure from the Germans, and Moscow is in the *Frontline*.  
From game start the *Total War* rule is available. Both sides are in a position to use the *Total War* rule in its full capacity – and this is just as crucial for *The Axis* as for *The Allies*.  
Both sides have multiple options to bring them closer to *Victory*.  
From game start, the Axis Powers are very close to win the War economically - with a combined IPC level at 144 IPC – another 4 hard won IPC are needed for *Victory!*

Please refer to the *Axis & Allies Global 1940 House Rules Expansion* for rules concerning unit profiles, game components, winning conditions etc.

Most rules and units in the *Axis & Allies Global 1940 House Rules Expansion* are available from game start – *Early 1943*. Refer to the *Timetable* for a quick reference.

**Important:** The setup charts in this *Axis & Allies Global 1943 House Rules Expansion* replaces the setup in the OOB rules as well as the additional setup outlined in the *Axis & Allies Global 1940 House Rules Expansion, Section II, pg.25 – The Expanded Pacific Theatre of Operations*.

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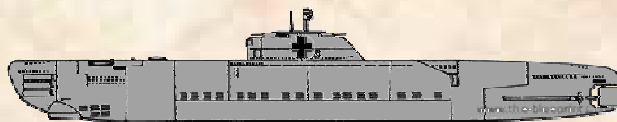
## ADVICE

1. We recommend that you use the *Axis & Allies Global 1943 House Rules Expansion* when you are familiar with the *Axis & Allies Global 1940 House Rules Expansion*.
  2. The *Axis & Allies Global 1943 House Rules Expansion* is a fantastic two-player game. It can also be played by up to 5 players.
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## QUESTIONS ?

Contact *The Captain* at [Axis & Allies.org](http://Axis & Allies.org)  
or  
E-mail: [g40expansionrules@gmail.com](mailto:g40expansionrules@gmail.com)

Use the  
*Axis & Allies Global 1943 House Rules Expansion*  
in conjunction  
with your *Axis & Allies Global 1940* game  
and  
*Axis & Allies Global 1940 House Rules Expansion*  
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## CREDITS

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# Axis & Allies Global 1943

The World has been at War for more than 3 years. We are now in *Early 1943* – and all Nations are preparing for *Total War*.

By a combined effort, the 3 major Allied Nations – the Soviet Union, the United States and the United Kingdom – have managed to halt the initial onslaught from the Axis powers – Germany, Japan and Italy.

## Military situation:

### Germany

At this time of the War – *Early 1943* – the German Armed Forces are consolidating their gains in Western Europe and have already started the construction of *The Atlantic Wall* due their anticipation of an Allied invasion.

On the *Eastern Front*, the battle of *Stalingrad* is about to enter its final stage. Initially the Germans have captured *Stalingrad* and have repelled a Soviet counteroffensive – but a massive Soviet build up threatens the exposed German positions.

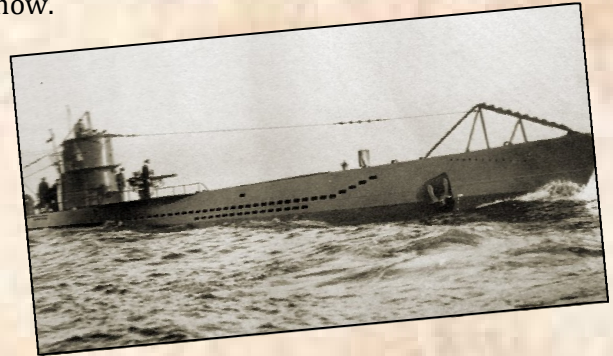
German forces are in danger of being either cut off or annihilated, unless reinforced or withdrawn.



On the *Central Eastern Front* the Germans have captured and defended *Smolensk* and have dug in, in front of *Moscow*.

In the North, a massive German offensive has resulted in the capture of *Novgorod*. But the German *Army Group North* has been reduced to only a few *Panzer* units with limited *Infantry* support.

In the West *The Battle Of The Atlantic* has resulted in severe losses among the German U-Boats – and most surviving German surface warships are kept in relatively safety in *The Baltic Sea* – at least for now.



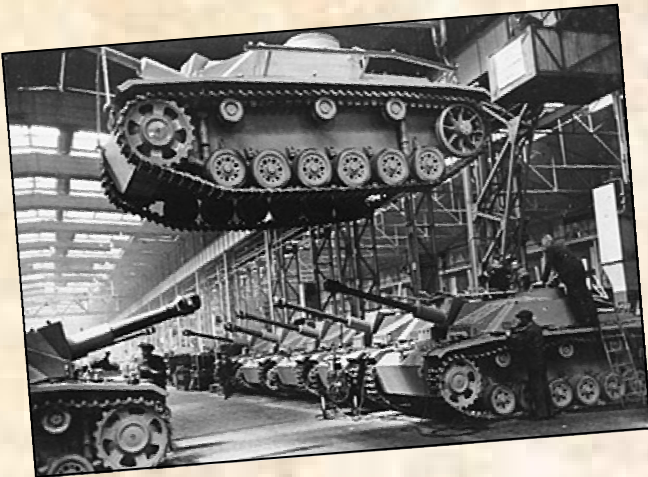
In *Africa*, the Italian and German forces had initially captured all territories in *North Africa* except from *Egypt*. But as the Americans landed in German controlled *Morocco* and the British were supplied with fresh reinforcements from the industrial complex in the *Union of South Africa*, the Axis forces were pushed back towards *Tunisia*.



The remnants of the *German Africa Corps* are facing impossible odds – still clutching on to *Tunisia*. The *German Africa Corps* must either be

heavily reinforced or evacuated – or it will most likely be destroyed.

No Axis attempt has yet been made for an invasion of *United Kingdom*.



For Germany the overall situation is stable. The economy is strong – reinforcements in men and equipment are on their way to the frontlines – and all industrial complexes are running at full capacity.

A carefully planned strategy that can stabilize the frontlines is crucial – until the new reinforcements are ready for a renewed offensive in the East.

Part of the German strategy might include a *Take Over of Italy*, since the defense of the Italian homeland might collapse in the event of an Allied invasion.

The German High Command must prepare for a two-front War – possibly a three-front War. In this scenario, both a brilliant strategy – as well as military production is crucial to achieve *Final Victory*.

### **The Soviet Union**

The terrible losses suffered by the *Red Army* during the *German Barbarossa Campaign*, have resulted in a withdrawal of Soviet forces on the entire German-Soviet front.

United Kingdom and USA have by now sent their maximum number of *Lend-Lease* units to Russia.

*Strategic Rail Movement* has been running at full speed to bring troops from the Far East, in order to bolster the German-Soviet front.

The Russians have destroyed their factories in *Novgorod* and *Ukraine* to avoid them from falling into enemy hands. The *Air Base* in *Novgorod* has been destroyed as well. The *minor industrial complex* in *Stalingrad* has been moved further east to avoid capture or destruction – and can now operate at full capacity again.

The Soviet reinforcements from the Far East – and the *Lend-Lease* units from Russia's allies – have made it possible to not only strengthen the entire Soviet frontline – but also to build up forces for a massive counter attack against the exposed German frontline units.



Nonetheless, the German Army will receive reinforcements on a massive scale on the *Eastern Front*, so the Russians must carefully consider where to strike – and when – to push the Germans back in order to secure the Soviet capital – *Moscow*.

### **Japan**

After the initial Japanese success during the attack against the US forces in the *Philippines* the Japanese War effort has primarily been focused towards *Asia* and the *South Pacific*.

An amphibious attack against *Aleutian Islands* in *Early 1942* was successful – but the *US Army* supported by *US Marines* and the *US Army Air Force* are preparing a counter attack to destroy the Japanese forces.

The remnants of the Japanese invasion fleet have been destroyed by US Air & Naval units.

The War in China is still ongoing – and so is the fight against *The British*. But even though Japan is also at War with the USA, no Allied units have yet been able to launch an amphibious attack on *Homeland Japan*.

The *Imperial Japanese Navy* is still a powerful force – but at this point the *US Navy* gradually increases the lead.



Not only must Japan capture all of *China* – fight even harder against the *British* – but the Japanese forces must also strengthen the defenses on the islands already under their control.

The *Non-Aggression* pact with the Soviet Union is active – but, will it last much longer?

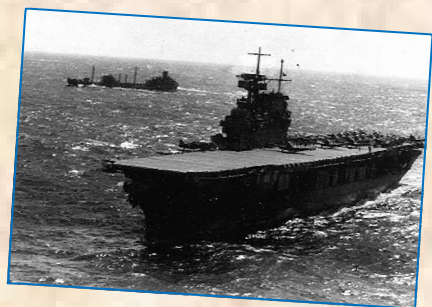
If *The Japanese Empire* is going to be victorious, the military output as well as the National income must be increased and stabilized.

### **United States**

The US Army, Navy and Air Force are all on the offensive.

Prior to the Japanese invasion of the *Philippines*, US forces destroyed the naval base to deny it to the enemy.

US forces are recovering from the Japanese attacks against *Midway*, *Wake*, *Guam* and *Aleutian Islands* – and a massive buildup in The Pacific will most likely bring the initiative to the United States.



In North Africa, US and German land units have fought against each other for the first time during

the War. After the initial US landings in *Morocco* a successful offensive against German-held *Algeria* was launched. Both the Americans and the Germans suffered heavy losses during these battles.

*The Battle of the Atlantic* has turned out in favor of The Allies. Only a few German U-boat units are scattered across The Atlantic – but they still pose a threat to Allied convoys.

USA must prepare for an amphibious landing in mainland *Europe*. This will force the German High Command to allocate a strategic reserve in the *Western Europe* sphere and thus take off the pressure on the Soviets.

### **China**

China is played simultaneously with the USA – by the US player, but still has its own turn etc.

All rules concerning China are according to the OOB rules and the *Axis & Allies Global 1940 House Rules Expansion*.

### **United Kingdom**

Since the Germans captured *France* the United Kingdom has been fighting desperately against an overwhelming German *U-Boat* fleet and a superior German *Luftwaffe*.



The UK convoy losses inflicted by the *U-Boats* of the *German Kriegsmarine* have kept the British homeland isolated. But no German or Italian effort has yet been made for an invasion of the *United Kingdom*.

As the USA entered the War, the overall military situation has improved for the British.

In southern *Asia* the UK troops are still holding out in the struggle against the *Japanese Empire*. The naval bases in *Malaya* and *Kwangtung* have been destroyed by the British before being overrun.

In the *Pacific* UK units still hang on to a few – but vital – islands.

In an effort to gear up for *Total War*, all ANZAC units are now equipped with UK uniforms and equipment – and all ANZAC territories are under UK control.

All Commonwealth countries are now under British rule.

London is holding the treasury.

**Note 1:**

France is played by the United Kingdom player – but still has its own turn.

France doesn't have any surviving units left on the game board at this point.

**Note 2:**

If UK units fulfill the original ANZAC National Objectives, the bonus income is collected by the UK player.

In addition to the restrictions in *United Kingdom* IPC spending in The Pacific sphere (see *Axis & Allies Global 1940 House Rules Expansion*, page 12) the UK player can spend a maximum of 15 IPC in each round, at the industrial complex in *New South Wales*.

This brings the UK maximum IPC spending up to 35 IPC in the Pacific sphere – no matter how many industrial complexes the United Kingdom controls.

**Italy**

After more than 3 years of War, most Italian resources have been drained – and the majority of the remaining Italian combat forces are held in reserve near the Italian Capital, *Rome*.



The most likely scenario for Italy is a German *Take Over Of Italy*. This might strengthen the Axis Powers enough to prevent a total collapse of the forces in

the *Mediterranean Theatre* – and also keep the Italian mainland under Axis control. It might even give the Axis an opportunity for a renewed offensive against Africa and the Middle East.

**ANZAC**

See *United Kingdom*.

**France**

All French units have been destroyed in combat or absorbed into the United Kingdom Forces.



All rules concerning France are according to the OOB rules – with one exception:

If *France* is liberated by Allied units, and the Axis have destroyed the industrial complex in *France*, the French cannot place the free units they receive according to the OOB rules – until a new industrial complex has been purchased and placed in *France*.



## Political situation:

### Overall situation:

All Nations are at War – *Declarations of War* according to the OOB rules are all done. No *Strict Neutrals* have been violated by any Nation.

### Exception:

The Soviet Union and Japan are not At War with each other. The *Non-Aggression Pact* between these two Nations has been active since *Early 1941* (see *Axis & Allies Global 1940 House Rules Expansion, Section I, pg.22*).

ANZAC is no longer represented in the game, since the United Kingdom has taken over ANZAC.

All surviving ANZAC units have been “absorbed” into the United Kingdom Forces – and their territories are now controlled by the British.

The former ANZAC economy is now part of the United Kingdom economy as well. This also includes the ANZAC *National Objective Bonus Income* if United Kingdom fulfills the tasks required to achieve them.

### Germany

Germany broke the *German-Soviet Non-Aggression Pact* - and attacked the USSR in *Early 1941* – triggering an immediate IPC bonus to USSR of 10 IPC.

### Soviet Union

When Germany attacked USSR in *Early 1941*, the Soviets purchased 2 tank units for the 10 IPC Russia immediately received from the bank. These tank units are now part of the Soviet *1<sup>st</sup> Tank Army*.

Russia has received 2 fighter units plus 1 tactical bomber unit from the United Kingdom and 3 tank units from the USA as part of the *Lend-Lease* program. This is the maximum number of *Lend-Lease* units that Russia can receive.

### Japan

The Japanese units made an unprovoked attack against US units in the Pacific Theatre.

### United States

The *US National Guard* was activated as a result of the unprovoked Japanese attack – and the USA received 6 *Infantry* and 2 *Fighter* units.

USA has shipped 3 *Tank* units to USSR as part of the *Lend-Lease* program. No further *Lend-Lease* units can be sent to USSR, since the United Kingdom has already sent 3 *Lend-Lease* air units to USSR as well.

### United Kingdom

The few surviving ANZAC units – and all original ANZAC territories are now controlled by the United Kingdom. For game play reasons, UK units have replaced ANZAC units.

### Italy

Italy still has its own turn etc. – but is played by the German player – even if Germany doesn't take over Italy.





# Additional components

## Turn order:

1. Germany
2. Soviet Union
3. Japan
4. United States & China
5. United Kingdom
6. Italy
7. France

## Starting IPC level:

Place a *Year & Season* marker at the *Early 1943* star at the *Expanded National Production Chart* as well as the *Timetable* – and also place a *National* marker at the *Expanded National Production Chart* from each Nation as described below:

- |                   |           |
|-------------------|-----------|
| 1. Germany        | <b>63</b> |
| 2. Soviet Union   | <b>21</b> |
| 3. Japan          | <b>73</b> |
| 4. United States  | <b>47</b> |
| 5. China          | <b>6</b>  |
| 6. United Kingdom | <b>47</b> |
| 7. Italy          | <b>8</b>  |
| 8. France         | <b>4</b>  |

## Starting IPC income:

Each Nation's starting income is summed up by its IPC savings, *Late 1942* IPC level & *National Objective Bonus Income* plus *Advanced Production Capacity*. Subtracted are the IPC losses due to *Convoy Disruption*.


- |                   |            |
|-------------------|------------|
| 1. Germany        | <b>96</b>  |
| 2. Soviet Union   | <b>51</b>  |
| 3. Japan          | <b>81</b>  |
| 4. United States  | <b>103</b> |
| 5. China          | <b>8</b>   |
| 6. United Kingdom | <b>69</b>  |
| 7. Italy          | <b>18</b>  |

## Winning the game:

See *Axis & Allies Global 1940 House Rules Expansion* pg. 11 for winning conditions.

# EARLY 1943

## REVISED SETUP CHARTS

	Infanteri	Elite infantry	Waffen-SS infantry	Paratrooper	Mechanized infantry	Panzer Grenadier	Waffen-SS Panzer Grenadier	Artillery	Waffen-SS Artillery	Panzer	Waffen-SS Panzer	Mines	Bunkers	Landing craft	Fighter	Tactical bomber	Strategic bomber	Air Transport	AAA	Major Underground Factory	Major Industrial complex	Minor Industrial complex	Minor Underground Factory	Air Base	Naval Base	National Marker	Panzer General	Panzer Army	1. Waffen-SS Army ***	U-boat	Destroyer	Transport	Escort	Battleship	Cruiser	
Germany	6	1	3	2		4				4		9		2						1																
Western Germany	4	1		1								4			3	1	2		4		1			1	1											
Denmark	3											3*	3																							
Norway	3												3																							
Finland	2																									1										
Holland/Belgium	4													4																						
Normandy/Bordeaux	5												5										1		1	1										
France	2				3			1		1					2				2				1	1	1	1										
Southern France	3																						1		1	1										
Southern Italy				2																																
Greater Southern Germany	2	1						1																												
Slovakia/Hungary	3					2					1																									
Yugoslavia	2																	1								1										
Bulgaria	1							1																		1										
Greece	1									1																1										
Poland	4	1																								1										
Karelia	1																									1										
Vyborg	1																									1										
Baltic States	3	1								1	1															1										
Eastern Poland	4										1	2														1										
Bessarabia	2								1		1															1										
Novgorod	2										2														1	1	1									
Belarus	1				1		2								1											1	1									
Smolensk	4																									1										
Western Ukraine	1																									1										
Ukraine	5				1		2										1								1		1**									
Bryansk	1		1						1	1																1										
Rostov	3				1				1																	1										
Volgograd	1								1		1															1										
Tunisia	2										1				1			1							1	1										
Sz 90																																			1	
Sz 93																																			1	1
Sz 105																																			2	
Sz 109																																			1	
Sz 113																																			1	1
Sz 114																																			1	

Starting income: 96 IPC

Notes

\* Armed: defense border: sz 112

\*\* 1st Panzer Army consists of: 1 Panzer General, 5 Panzer

\*\*\* 1st Waffen-SS Army consists of: 1 Waffen-SS Oberst-Gruppenführer, 1 Waffen-SS artillery, 2 Waffen-SS infantry

Mines in Germany & Western Germany are not Armed or Dug In




	Infantry	Elite infantry	Paratrooper	Artillery	Guard infantry	Tank	Mechanized infantry	Fighter	Tactical bomber	AAA	Rockets	Major Underground Factory	Heavy Industry 2 Units	Minor industrial complex	Air Base	Panzer General	Tank Army	Soviet Army Corps	Army Group Flag	Submarine
Russia	31	1	3	9													1##	1**	1	
Archangel	8	1			3					2								1*		
Nenetsia	2																			
Vologda	9	1				3														
Tambov	6			1	3															
Samara	11						2	3		2				1			1#	1***	1	
Novosibirsk	2																			
Kazakhstan	8	1		1		4														
Turkmenistan	1																			
Caucasus	2			2		3														
Amur	4																			
Siberia	5									2										
Sz 115																				1
Sz 127																				1

Starting income: 51 IPC

**Notes**

- \* 1st Soviet Army Corps consists of: 1 Commissar, 3 Tank
- \*\* 2nd Soviet Army Corps consists of: 1 Commissar, 3 Guard infantry
- \*\*\* 3rd Soviet Army Corps consists of: 1 Commissar, 3 Tank
- # 1st Tank Army consists of: 1 Panzer General, 5 Tank
- ## 2nd Tank Army consists of: 1 Panzer General, 5 Tank

																							
	Infantry	Elite infantry	Artillery	Mechanized infantry	Tank	Fighter	Tactical bomber	Strategic bomber	AAA	Major industrial complex	Minor industrial complex	Air Base	Naval Base	National Marker	IPC value	Submarine	Destroyer	Transport	Escort	Battleship	Heavy battleship	Cruiser	Aircraft carrier
Japan	2	1	3							1		1											
Iwo Jima	2								1						2								
Okinawa	1														2								
Korea	1																						
Manchuria	1																						
Jehol	1		1																				
Shantung				2	1						1												
Kiangsu				2	1						1												
Kwangsi	2							2				1											
Kwangtung														1									
French Indo China	1		1			1	3							1									
Malaya	1													1									
Shan State														1									
Chahar	1		1		1									1									
Hopeh	1													1									
Kweichow	2		1		1									1									
Anhwei	3													1									
Hunan	4													1									
Yunnan	2													1									
Burma	1													1									
Sumatra			1											1									
Java			1											1									
Formosa	1														2								
Marianas	1														1								
Guam			2			2	2					1		1	1								
Philippines	1		1			1						1		1	5								
Borneo														1									
Celebes														1	4								
Dutch New Guinea	1													1	2								
New Britain														1									
Solomon Islands			1											1	2								
Gilbert Islands			1											1	2								
Wake Islands			1									1		1	2								
Aleutian Islands	2		1											1	1								
Palau Island	1													1									
Caroline Islands	4					2		2			1	1			3								
Sz 6																1	1	3				1	2*
Sz 19																1	1	1					
Sz 33																	1						
Sz 35																1		1				1	1**
Sz 42																1							
Sz 45																					2	1	2***

Starting income: 81 IPC

Notes  
 \* 1 w/2 fighter, 1 w/2 carrier based fighter      \*\* w/1 fighter & 1 tactical bomber      \*\*\* 1 w/ 2 fighter, 1 w/ 1 damage hit



	Infanteri	Artillery	Tank	Armored Infantry	Panzer General	US Marine Infantry	Fighter	Tactical bomber	Strategic bomber	AAA	Major industrial complex	Air Base	Naval Base	National Marker	IPC value	Submarine	Destroyer	Transport	Escort	Battleship	Heavy battleship	Cruiser	Aircraft carrier
Eastern United States	2	2			1		1			2	1	1	1										
Central United States											1												
Western United States	2	1	3	2			1	1	2	1	1	1		1									
Brazil	3	1												1									
New Brunswick/Nova Scotia	2		1	1																			
Morocco	3		1	1										1									
Algeria	1													1									
United Kingdom									2														
Alaska	2	2				1									5								
Western Canada	3																						
Mexico	2														4								
Hawaiian Islands	2	2				2	3			1		1	1		4								
Midway	2									1		1			3								
Line Islands															1								
Sz 1																	1	3				2	1
Sz 7																	1						
Sz 10																1	2	5			1		3*
Sz 16																	1						
Sz 26																1	4	2		2		2	2**
Sz 32																1	1						
Sz 37																1							
Sz 43																1							
Sz 54																1							
Sz 85																		1					
Sz 91																	3	2	1	1		1	1***
Sz 101																1	2	2					
Sz 106																	2	2	1				1***

Starting income: 103 IPC

Notes

\* 2 (each w/ 2 fighter), 1 w/2 carrier based fighter

\*\* 1 w/ 1 fighter & 1 tactical bomber, 1 w/ 2 fighter

\*\*\* w/ 2 fighter



	Infanteri	Artillery	Tank	Fighter	AAA	Major industrial complex	Minor industrial complex	Air Base	Naval Base	National Marker	Transport	Battleship	Cruiser
Shensi	1												
Suiyuan	1												
Sikang	4												
Szechwan	3												
Tsinghai	6	1		1									
Kansu	4												

Starting income: 8 IPC



	Infantry	Artillery	Tank	Mechanized Infantry	Commando	Paratrooper	Landing craft	Tank Army***	Fighter	Tactical bomber	Strategic bomber	AAA	Major industrial complex	Minor industrial complex	Air Base	Naval Base	National Marker	IPC value	Submarine	Destroyer	Transport	Escort	Battleship	Cruiser	Aircraft carrier
United Kingdom	9	1				3	2	1	4	1	1	4	1		1	1									
Scotland	1								1			1			1										
Iceland															1										
Quebec	2	1	1											1											
New Brunswick/Nova Scotia																1									
Gibraltar	2															1									
Malta	1											1													
Libya	3	2	2														1								
Tobruk	2																1								
Egypt	2								1	1	1						1								
Ethiopia																		1							
Italian Somaliland																		1							
Belgian Congo				1	2																				
Union of South Africa	1		1	1										1		1									
Syria																		1							
Iraq		1																1							
Northwest Persia																		1							
Persia																		1							
Eastern Persia	1																	1							
India	11	3	2						3			3	1		1	1									
West India	1	1		1																					
Ceylon																			1						
New Guinea	2																1	2							
Fiji																		1							
Samoa																		1							
New South Wales	3	1							1		2		1		1	1									
Queensland	3	1							3						1	1	1								
Victoria																		1							
South Australia																		1							
Northern Territory	1	1	1															1							
Western Australia																		1							
New Zealand	1														1	1	1								
Sz 39																				2	1				
Sz 46																				1					
Sz 54																				1	1	1			
Sz 55																				1					
Sz 62																				1	2			1	
Sz 79																				2	1		1	1	1*
Sz 106																				2			1	1	1**
Sz 110																				1					
Sz 111																				1					
Sz 123																				1	1	1			

Starting income: 69 IPC

Notes

\* w/1 fighter    \*\*\* w/1 damage hit    \*\*\* 1st Tank Army consists of: 1 Panzer General, 5 Tank



	Infanteri	Artillery	Tank	Fighter	AAA	Major industrial complex	Minor industrial complex	Air Base	Naval Base	National Marker	Transport	Battleship	Cruiser
Southern Italy	2		2	2	2		1	1	1				
Northern Italy	7	2	1		2	1							
Bryansk	2												
Tunisia	1												
Sz 97											1	1*	1

Starting income: 18 IPC

Notes

\* w/1 damage hit