

Europe Engulfed

*The Second World War In Europe
1939 – 1945*

Image of the game board

PLAY BOOK

2nd Edition



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11.0 PLAYER NOTES

11.1 Axis Strategy

For the 1939 Campaign, Germany must decide early (immediately after the fall of France) whether he wants a France/Britain or the historical France/U.S.S.R. strategy. A France/Britain strategy tends to be a do-or-die strategy and usually results in a much shorter game (4-6 hours). Given adequate warning, the Allies can make an invasion of Britain dicey at best, so don't let the Allied player know you plan to invade until it's too late.

NOTE: Invading Britain is definitely an 'advanced' strategy. We suggest you get your feet wet with several historical games before you venture to Britain. The downside being that this will certainly mean an under-strength Barbarossa will be launched should Britain make Sea Lion unpalatable.

In either case, once the overall strategy decision is made, concentrate your production and resources on facilitating your goal. Time is against you, so you must ensure that no turn is wasted. The following notes assume a France/U.S.S.R. strategy (your only reasonable option in the 1941 Campaign).

After getting Poland out of the way, your focus needs to be on taking out France with a minimum of bloodshed. The French will unfortunately have other ideas. With enough tanks (four full strength units minimum, five or six would be preferred) you should be able

to handle them. Try to avoid the strongest concentration of Allied units and don't discount the option of going into the Maginot Line, it's often lightly defended.

One French gambit which deserves additional comment is when the French pull everything back into Paris, attempting to force the German to fight the entire French army. The best way to handle this gambit is to surround Paris and declare Vichy France. This might take two turns, but your losses will be very light. The Soviets will not be happy when Barbarossa is launched in 1941 with practically every block in the German force pool built.

NOTE: Conquering Norway to block lend-lease to the Soviet Union is a noble goal but don't let it over-weaken your invasion of France. There may be time to play it safe and invade Norway after France is conquered, but if Britain goes in first you may be out of luck.

The war will be won or lost in the Soviet Union. Keep that in mind when planning your Mediterranean strategy. In 1940 Germany should give Italy enough WERPs so that she can build a third Fleet Point. A fourth Fleet Point in 1941 will make Britain's job of clearing the desert very difficult until the Yanks open up the Morocco beachhead. Take advantage of any mistakes the British player might make in North Africa. If you ever find Malta within easy reach, take it! Capturing Malta will prolong Italy's resistance and make the Mediterranean much more difficult for the Allies. Taking Gibraltar via Spain will often help Italy stay in the war for the distance. The down-side is that the resources spent taking Spain and Gibraltar will be missed during Barbarossa.

NOTE: Building up to a level of 60 U-boat points as soon as possible (don't build U-boats heavily until after the fall of France) will go a long way to keeping the British honest. It's hard to run an offensive with 3-6 WERPs a turn! If you are lucky and they miss a year of ASW production, your U-boats can wreak havoc well into 1943, possibly even into 1944.

The fewer German units you need to send to North Africa the better. One German ground unit and one German ground-support unit tends to be the minimum to keep the Italian Morale from collapsing too early. If you can spare more you may be able to conquer Egypt. The units you send will certainly be missed against the Soviets, but not sending Italy help will mean a much larger German presence will probably be required in 1942, to garrison the Italian beaches when Italy's morale collapses (see 9.45).

NOTE: Those ground-support units are easier to spare than tanks from the eastern front. The weather is usually good in the desert and you can't really use more than three at a time in the big eastern battles anyway.

Remaining focused is the key to a successful campaign against the Soviets. If you can take Moscow in 1941, and then Baku in 1942, conquering the Soviet Union could become a reality. Blast through the Soviet lines and continue to drive ever Eastward. Taking Moscow on the opening invasion is a good starting point (holding it through the winter will be another matter). Getting distracted and trying to 'do everything' will result in complete failure.

NOTE: The Soviet army replaces its losses very quickly so you have to pound it almost every turn to keep it from getting too big to handle.

In most games, you will have to decide at some point to give up on winning a decisive victory (Blood & Iron), and try to salvage a

lesser victory (Blood & Concrete). This is best accomplished by keeping the Western Allies out of France as long as possible. To do so, build up the Atlantic Wall, placing field fortifications (concrete) at likely invasion sites, and have ground-support and panzer units (preferably elite) in reserve at Paris to reinforce and counterattack with (blood). If you can keep the Allies out of Paris until the winter of 1944 or later, you're in good shape. Try to keep your army intact in the east by withdrawing slowly from the advancing Soviet Armies. A lost army will be almost impossible to replace at this late stage. You don't need to win the war to win the game; simply staying alive has become your new primary goal as you just need to outlast 1945 to win.

NOTE: With a good bit of elan, you may be able to impress the Western Allies with your ability to Strat-move units from the Soviet Union, throw the Allies off the beaches, and return to the eastern front to prevent any unpleasantness there.

For the air war, there are two schools of thought. The first is to compete with the Western Allies by building lots of fighter points to make the Allies pay dearly for their air-offensive. The downside is that for every 2 fighter points you build, there are 3 fewer steps of panzers to throw at the Soviets. The second idea is to build flak only, and concentrate the bulk of your production on conquering the Soviet Union. The danger here is that the Allied bomber force left unhindered will destroy Germany's ability to move large forces strategically. Compromising between the two ideas yields the benefits of neither while only postponing the problems of both.

11.2 French Strategy

The big decision for the French is whether or not they should invade Germany on the first turn, while much of the German army is in Poland. This is almost always a bad idea, because the French do not have their Special Action built to exploit the German weakness. However, if Germany is so weakly deployed against you that you can seize a resource area without getting conquered yourself on the next turn, go for it. Otherwise, pull your units from Africa and French Levant into France, defend in depth, have your Special Action built, and keep enough units in Paris to prevent an airborne embarrassment. France will almost always fall, given competent German play. But you can make them pay a steeper price, in manpower and time, than was historically paid for her conquest.

NOTE: After almost 200 play-tests we've learned that there is no optimal defense of France. The difference between success (heavy German losses) and failure (light German losses) often boils down to how many units Britain wants to commit (Britain will miss them later!) and how well the Allied player can bluff the Germans into attacking where he is ready for them. In a three player game this often proves to be a source of excitement as the French player asks/begs/pleads for British help, while the British player wants to have nothing to do with France!

NOTE: Eight times in our playtests France has beaten Germany (less than 5% of the time). It takes some mistakes on the German side for it to happen and a lot of British help, so don't count on it.

11.3 British/U.S.A. Strategy

Until the U.S. enters the war, Britain's primary responsibility is to stay alive long enough for the Soviet Union to enter the war. The British should send an expeditionary force to France to help the French bleed the Germans. This force should stay at Pas de Calais with a Special Action available to retreat before combat (by sea -

see 7.51) after helping their doomed French Allies slow down the Germans. You should ask the French (in a 3-player game) to transfer their Mediterranean Fleet into the Atlantic, to assist in keeping the Kriegsmarine honest, at least until France falls.

NOTE: If you don't mind losing some units and fighting the desert war shorthanded, feel free to be creative in France with your British units. You can really give the Germans some grief.

Malta and Gibraltar must be garrisoned. The Home islands should be well protected from invasion and/or airborne assault. As Germany shifts forces to the east, you can move enough strength into Egypt to assume the offensive there. But before attacking the Italians, you must secure your rear area by taking French Levant (at least Lebanon) by the end of 1941, if Vichy controlled. Not doing this can lose Egypt for you (see 9.524).

If the German player is careless enough to give you a chance at taking Norway from him, take the opportunity as soon as possible. Having Norway not only reduces the cost of lend-lease to the Soviet Union, but also deprives Germany of Swedish iron ore (see 9.14).

On the strategic side, *never* allow a calendar year to pass without upgrading your A.S.W. (you may be forced to skip a year by never having 15 WERPs available in any given turn). Also try to have as many bomber points as possible built by the summer of 1944. Then use them every turn to cripple Germany's production and hinder German Strat-moves. This will force the German player to be very conservative with his army, thereby making it easier to liberate Western Europe.

NOTE: Reducing German Strat-moves is the BIG benefit of the bombing campaign, not destroying their WERPs. Germany doesn't need WERPs if they have managed to maintain their big army, but Germany will need Strat-moves to deal with a two front war.

Use a steady build-up of strength in North Africa to gain an overwhelming superiority, then use this superiority to throw the Axis out of Africa for good. Once this has been accomplished and the Italian Fleet has been neutralized by the resulting collapse of Italian morale, you can invade Sicily and mainland Italy, thereby diverting German strength from your teetering Soviet Allies. Build-up your bomber strength and mercilessly pound Germany's production as you amass the ground forces in England necessary for the invasion of France. Be careful about the timing of this invasion. If you invade too early, the Germans will buy extra Strat-moves and bring a massive Panzer force from the eastern front to bear against you and may even throw you back into the sea. If that happens, they will likely go on to win the game. So do not bow to Soviet pressure for a second front before you are confident of its success.

NOTE: switching the bomber offensive to support the invasion (see 2.27) may be necessary to ensure success.

11.4 Soviet Strategy

If Germany does not invade you by Jul/Aug 1941, fall to your knees and thank whatever Bolshevik Gods behoooved you. If Germany continues to be docile, declare war on them on the Mar/Apr 1942 turn to increase your production and to end the 50% garrison requirement, but don't attack westward. Only venture out after your forces have been completely built.

*NOTE: In the 1941 Campaign Game (see 18.0) this will not apply. Germany **will** be invading. The historical German invasion force*

is usually larger than what the Germans muster if you play out the 1939 Campaign Game (the German player tends to get distracted and spends more WERPs on Britain, France, and U-boats).

If the German onslaught does come, all you can do is defend in depth, fortify important areas, trade space for time and build, build, build. You cannot stop the Germans in the summer of 1941, or even the summer of 1942, but you can do your best to deny him certain areas. Make sure Baku is one of the areas you try to deny the Germans. If he takes Baku, it becomes extremely difficult to stop him from conquering the Soviet Union. Another good place to deny access is the swamp areas on the northern part of the map. Losing Murmansk and the convenient Lend-Lease source is painful to the Soviet cause, not as painful as losing Baku, but still painful.

The 50 free steps of Infantry (see 9.24(f)) are a two-edged sword. It is usually necessary to take these steps in order to survive the German assault of the first year, but the price to be paid (not being able to buy your Special Action for four turns and more expensive ground units in 1945) is a steep one. If you see that the Germans are massed against you such that you feel the free steps will be necessary, then make sure you do not spend your one Special Action that you start with (God help you if you forgot to build it before the invasion) except on something that you must do to prevent a major disaster. You can count on seeing 3 or 4 major disasters that first summer, so try and prioritize your disasters. Only a disaster that would greatly increase the German chances of conquering the Soviet Union should you fail to spend your Special Action should be considered.

*NOTE: Remember Germany can do **anything** he wants in 1941 but not **everything** he wants. Try to encourage the Axis player to do what you want. It will still be ugly but at least there won't be any surprises.*

Attack the Germans in winter, but do not overextend your assault forces or they will get cut off and destroyed. Later in the war your strength will be such that you can concentrate enough in an area to destroy a German army group. Unfortunately, Hitler is not your opponent and the Germans will probably expend a Special Action to retreat before combat. This kind of offensive is slow, but boldness will lose the war for the Soviets. Even as late as 1944, the Germans are often potent enough to cut off over-extended Soviet units and destroy them out of supply. Only when the Allies are firmly established in France can the Soviets begin to get bold and adventurous.

NOTE: Germany will find it hard to replace units in 1944 and 1945. The trick is in destroying them as the Axis player will do his best to preserve his army to repel a France landing. Getting aggressive just before the invasion is usually required. Getting aggressive on the turn of the invasion is always a good idea. Germany must be presented with two disasters to deal with on that turn, one in the east and one in the west. He won't be able to deal effectively with both of them.

With the Soviet army, it is best to try and maintain two powerful forces, rather than have all of your power concentrated in one place. The Germans will be hard pressed in the latter part of the war to stop either of them, and if they do manage to encircle one of the two large formations, the other can shift and rescue the encircled troops, usually surrounding the Germans that forgot to check the calendar and notice 1941 is long gone. Beware the German Final Offensives however when playing with the optional rules (see 13.34). Its easy to forget the Germans can still attack when you've had them in

retreat for years, but they can, with devastating effect if you are not prepared for them. Having two large armies far enough apart where they cannot both be bagged in one offensive, but still close enough to effect a break-out of the other if it gets encircled is the best defense. Being out of supply in bad weather is not a position you want to be in with your army.

11.5 General Strategy

The limited intelligence of the block system presents its own challenges. You will rarely know just what the strengths of your opponents are. The usual effect is that most people become too conservative in their strategies. If you only make attacks you feel sure of, you will find it hard to succeed in the long run.

Naval Combat in general is a risky undertaking. It is usually important to maintain your fleet-in-being and not put your fleets at risk unless you have a decided advantage in numbers, or strategically you can accept the loss of the Fleet Points. If your enemy has the advantage in numbers, it is wise to avoid situations that could result in Naval Combat (see 8.11), unless strategically the need is so important that the risk must be accepted.

12.0 DESIGNERS' NOTES

Jesse and I began the design work in July of 1990, using the wooden blocks' limited intelligence system as a working base. The main objective we set for ourselves was to design a game that covered the whole war in Europe that could be played in one day. We (the designers) consistently complete the standard game in 10–12 hours (add another two–three hours if using the Designers' Optional Rules of section 13.0; plan on an even longer session if also using the Additional Optional Rules of section 14.0), and once players have played this a few times and have their strategies figured out I think they will agree that we have met that goal. Jesse and I hope that you play, share, and enjoy this game with as many friends as possible, rather than just having it sit on a shelf.

Two of the most difficult and time-consuming problems we ran up against were 1) finding a game title (we were finally torn between this one and "Blockskrieg!") and 2) an acronym for resource points that had not been used yet.

Another problem we had was accounting for large historical territorial gains over the course of a two month game-turn, without bogging the game down with multiple player-turns. This we accomplished rather early in the design process (the second day) with the Special Actions subsystem. Special Actions represent concentrated supply and leadership reserves that a nation can have ready for a crucial moment or campaign, as well as the operational/tactical skill to put those resources to most effective use. A country with Special Actions can launch extensive campaigns, while a country without them can be knocked around almost at will.

Yet another big problem was this rulebook. It started as a 5" x 8" handwritten page and kept growing. It has undergone over a hundred complete edits (I'm not kidding!). You have no idea how irritating it is to read the rules completely, find corrections/improvements on every page, print the revised copy, and re-read it, only to find corrections/improvements on every page! Again and Again and Again! Aaaaaaargh!

Naval maintenance costs represent not only the costs of maintaining a fleet at readiness, but also the cost of constantly replacing

auxiliary ships that were lost at a steady rate throughout the war to all causes (combat, minefields, submarine & air attacks, storms, the Bermuda Triangle, etc.).

The reason that ground-support units are eliminated when found alone with enemy ground units is that those units represent much more than simply the airplanes that affect ground combat. They also represent the trained ground-crews, repair equipment, spare parts, and aviation fuel stores required for those planes to function as a coherent unit. It is these ground elements that are mostly caught and destroyed.

We are well-aware of the vast number of die-rolls needed to play this game. This tends to average out the luck for both sides over the course of the game. With our inclusion of a dozen dice for each side, we hope the “wristage” will not be too severe. Besides, exercise is good for you.

For those not desiring this form of exercise, we have included (with the help of Jay Muchnij) an optional 3d6 Combat Results Table (CRT). To use the CRT, three dice of one color can be substituted for a multiple of 12 dice, and then 1-11 dice of the other color can be rolled at the same time as ‘naturals’ to handle any non-divisible remainder.

The original game graphics and strategic air-war sub-systems were entirely Jesse’s creations, while the Special Actions, optional rules, and naval sub-systems were Rick’s. The balance of the game was a joint effort between Jesse and myself. Bill Cooper has contributed nicely as our developer since 2002 by coming up with terms for game functions that greatly enhanced player understanding, and he also came up with the idea for Soviet Heavy Fortifications. Thanks go out to Dan Constant and Mark Kramer for telling us back in 1991 that we needed to add counterattacks and field fortifications, respectively. Those additions did improve the game.

Special thanks goes out to John Kranz, and the many gamers in the www.consimworld.com community, whose constant posts of encouragement supported the eventual publication of *Europe Engulfed*. Of that group I would particularly like to thank, in alphabetical order; Frank Alejano, Gene Billingsley, Ron Binns, John Campbell, Francisco Colmenarez, Louis Capdeboscq, Shannon Cooke, William Cooper, Tony Curtis, Thomas Dellenbusch, Doug DeMoss, Joris Dorsman, John Foley, Raynald Foret, Robert Gamble, Ananda Gupta, David Karfoot, Darrin Kellogg, Darren Kilfara, Nathan Kilgore, Bob Klindworth, Drazen (Drax) Kramaric, Michael Kwan, Andy Lewis, Mark Lindberg, Mike Lochtefeld, John Loy, Ric Manns, Randy Martin, Rodger MacGowan, Paul McGuane, Alan Metzger, Jeff Metzger, Dave Minser, Jay Muchnij, Troy Nichols, Elias Nordling, Jim Pastrick, Bill Pettus, John Poniske, Ted Raicer, David Rohde, Kevin Rohrer, David Schubert, Martin Scott, Mark Simonitch, Karen Spurny, Mike Traynor, Renaud Verlaque, Mike Wene, Bruce Wigdor, Rob Winslow, Brian Youse, and John Zrimc, who each answered my numerous calls for critique concerning the rules, or displayed their unabashed enthusiasm for EE on other discussion boards, or assisted in another significant way, and therefore contributed towards the final refinement and publication of *Europe Engulfed*.

I would like to also thank our volunteer playtest groups, led in Cleveland, Ohio by NGA President Jim Pastrick (Spock out); in San Diego, California by Bill Pettus; in Camarillo, California by Alan Metzger; and in Dallas, Texas by Frank Alejano. These groups spent several sessions verifying the early playtesters’ work and hammer-

ing out the flaws in some of the newer optional rules and scenarios so that we can all now enjoy the fruits of their labors. Our thanks to these playtest groups for the great job they performed.

Alan Metzger helped in another way by contributing his band saw skills and lumber/paint/labor to make a few additional sorely needed playtest kits. Thanks Alan!

OK, now to address all of you out there looking at your war atlas and scratching your heads. Yes, we know that Belgium, the Rhineland, and Bessarabia are larger than they should be, but when you try to cram 30 blocks into one of them, you’ll understand why. Some Areas and rivers had to be modified for the greater good, but the space-time relationships are still as they should be game-mechanic-wise. As a matter of fact, nearly all areas have had their borders re-adjusted several times to ensure the best historical flavor.

The original game only had the capitals and fortresses named. Naming the other areas was handled in open discussion on www.consimworld.com, with Jesse and I having the final say as to which suggestions made the game. Our thanks to the historical gaming community for some very good suggestions which we can now all enjoy.

For simplicity’s sake, we consolidated the average WERPs of the British Commonwealth that were off-map and used in Europe (Canada, some of India, Australia, etc.), by placing them in Great Britain proper. For added simplicity, we kept the Free-French out of the war until the time of U.S. entry.

The optional rules are for those players that demand an extra level of realism in their games, and are included in two separate and distinct groupings.

The first grouping of Optional Rules (see 13.0) are those that Jesse and I use when we play and that we recommend. They are not very complex and add historical flavor (or chrome) to the game. The game is quite enjoyable without them. We avoided playing with these optional rules until late 1995 because we were having too much fun with the basic game. Since we’ve taken the plunge, however, we’ve stopped playing the basic game, as we like the added dimensions that these optional rules afforded us even more.

The second grouping of optional rules (see 14.0) are those that link game events (removal of Special Actions for Germany, etc.) to the game’s current situation rather than specific game-turns. These rules are quite complex. They are not recommended except for those players that must have full control over their destiny.

If you have any rules questions, you can send your question via U.S. Mail to the publisher’s address located on page 3 of the Rule book, or explore the three following websites for their EE content: www.consimworld.com; www.boardgamegeek.com; and www.wargameroom.com. Alternately, you can send your question via e-mail to one of the designers at the one of the e-mail addresses below:

Rick Young
Rick27707@aol.com

OR Jesse Evans
eeevans@san.rr.com

13.0 DESIGNERS' OPTIONAL RULES

13.1 General Rules

The following rules are the optional rules that we, the Designers, use in our games against each other. To us they provide the perfect balance of additional realism and flavor while maintaining playability. If all of these rules are used as a complete package, play-balance will not be noticeably affected. If a game is played between players of differing skill and/or experience, some of these rules may be selectively used to favor the disadvantaged player and restore play-balance. Optional rules may be used in part or in whole only if both sides agree.

13.2 Neutral Rules for Greater Realism

13.21 Incremental U.S.A. Production: To better reflect American production capabilities, the U.S.A. base production total is modified as per the following schedule:

1942:	30 WERPs per turn
1943:	40 WERPs per turn
1944 on:	50 WERPs per turn

13.22 Stacking Rule for Rough Terrain and Swamp: Rough Terrain and Swamp areas were historically more difficult to operate in and each side may have no more than the following number of units in each such area:

Stacking Limits

	<i>Rough Terrain</i>	<i>Swamp</i>
Soviet	8 units (+2 GS)	4 (+2 GS)
All other nations	12 units (+2 GS)	6 (+2 GS)

The limits do not change regardless of weather condition (even in snow when swamp is otherwise treated as rough terrain).

13.23 Desert Weather: The weather in desert areas, as shown on the map by having highlighted Area place-names, is always considered to be clear, regardless of the weather in the Southern Weather Zone. Desert is in all other ways treated as Clear terrain.



13.24 Production over time for Fleet Points, ASW, & Flak: No Power may expend more than five WERPs per turn towards each of the above Assets. Use the 'Partial Build' markers on the General Information Track to reflect points spent on these items, and when the item is fully paid, return the Partial Build marker to your force pool or place it on the Jan/Feb box of the following calendar year to remind you the build is not allowed until permitted by the regular rules (see 4.6), then increase the level of the actual asset on the General Information Track (see 17.54) or place the new

Fleet Point marker on the map. Only the U.S.A. (once at war) or Britain may pay towards the once per year A.S.W. increase on any given turn.

13.3 Rules that favor the Axis Player

13.31 June 22 Invasion of the U.S.S.R.: In the standard rules, the Germans are deprived of one week of clear-weather campaigning against the Soviets. To reflect this lost week, the Germans



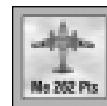
may build a 6th Special Action on the Jul/Aug 1941 turn (only), and only if Germany is not already at war with the U.S.S.R. during that Production Phase. After this turn the Germans may never again have 6 Special Actions.



13.32 Port Capacity, Damage, & Repair: Each port can supply no more than 10 units (ground & ground-support combined) through its harbors. Note that for purposes of this rule, the friendly-controlled area surrounding a friendly-controlled Fortress counts as a port for movement only. It will NOT supply 10 units (see Glossary/Fortresses). Beachheads can supply an unlimited number of units, but each unit continues to count double towards Sea-supply capacity. Enemy ports that are captured may be used immediately unless the enemy has wrecked the port. Ports may be wrecked by the controlling player if a field-fortification was built in the area. The decision to wreck the port is made at the instant the Field Fort is removed, for any reason. Alternately, a friendly-controlled port may be wrecked during a friendly Production Phase, by expending one WERP for each port you wish to wreck. Italy may not pay to wreck ports outside of the Southern Weather-zone. Wrecked ports are not useable for either side, for any port function. If a player controls an area that contains a port (wrecked or intact), he may expend a Special Action from a Nation that has ground unit(s) in that area to place a beachhead marker there, if desired, during the Final Supply Determination Phase, provided one is available (see 7.22). To repair a wrecked port, it must be friendly controlled and uncontested at the beginning of a friendly Initial Operational Movement Phase. The controlling player then expends one Special Action to repair the port. It then begins functioning immediately. This Special Action may be either British or American if the port is under Western-Allied Control.

13.33 German Airborne: Germany may declare at any time during one of his player-turns that his airborne units may no longer make airborne assaults. Beginning the turn of declaration, German airborne units cost the same as infantry (1 WERP per step). Also, due to the subsequent addition of heavy equipment to their order of battle, their defensive capabilities dramatically increase, giving German airborne units a free hit-bonus when defending (only). Once made, this declaration may not be reversed. The Italian airborne unit is not affected.

13.34 Germany's Final Offensives: This rule simulates the strategic surprise the Germans were able to achieve in their Bulge and Budapest offensives as the war drew to a close. During the Axis Player-turn of both the Nov/Dec 1944, and the Jan/Feb 1945 turns, the German player may announce that any one attack (either in the Initial Combat Phase, a Breakthrough Combat Phase, or a Breakthrough Operational Movement Phase which results in a mandatory combat) will derive the surprise attack effects. The weather for



ground units (only) is treated as if it were Clear (both attacker and defender) during this surprise attack combat round in the designated area, and the Allies may not retreat before combat or reinforce the battle for that attack (only), though they may counterattack. If the weather for Nov/Dec 1944 is Mud, one Breakthrough Operational Movement Phase is allowed if it results in a mandatory combat where the surprise attack benefit will be used (entering units must have begun adjacent to the designated area in this case). Only one of these surprise attacks may be launched against the Soviets, and also only one may be launched against the Western Allies (the Germans can catch each of them napping only once).

13.35 Me 262 Jet Fighters: Beginning Sep/Oct 1944, The Germans may begin constructing Me 262's at a cost of 4 WERPs per point. A maximum of two Me 262 points may be constructed per turn. These planes may only act as interceptors. In that role, they fire first at the bombers, hitting on a 4-6 (no exchanges). Any escorts may then fire at the Me 262's, with every two 6's rolled eliminating one Me 262 (ignore half-hits and exchanges). If the Germans have both Me 262 and conventional fighter points intercepting a raid, the Allies must declare how many escorts will fire on each type before rolling the dice. Excess hits on one type will be lost with no effect on the other fighter type.

13.36 U-Boat Initiative Shift and Modifiers: Change the order of fire in the U-Boat campaign so that U-boats fire before ASW if the current ASW level is four or less. Once ASW level five is reached, the initiative will shift after the first time ASW rolls a 5 or a 6 on the die against the U-boats. ASW will fire first from that point on, beginning with the next game turn. U-boats receive a +1 modifier on the U-boat Attack Table (see map) during the first three turns of 1942 and throughout all of 1945. A roll of '6' is still treated as '6'.

13.4 Rules that favor the Allied Player

13.41 Scandinavian Prudence: Neutral Sweden will stop providing Germany with WERPs (see 9.14) as soon as both of the following conditions exist at the start of any Axis production phase in 1944 or later: 1) The Western Allies control Paris, and 2) the Soviets control all of their Home country resource areas. Finland will also surrender at this time, if not already conquered.

13.42 Yugoslavian Partisan Army: If Yugoslavia is conquered by the Axis, and there is at least one supplied Allied Fleet Point in the Mediterranean, either of the Western Allies (only) may spend one WERP to rebuild one step of the destroyed Yugoslavian Army each turn, as desired, beginning with the Jan/Feb 1942 turn. No more than one step may be built each turn and the newly built step may appear in any rough-terrain area of Yugoslavia as a replacement or as a new unit, even if the rough-terrain area is occupied by an Axis ground unit. If the initial placement would cause an area to be newly contested, both sides immediately reveal their forces, but no mandatory combat is required of either side. This exemption to mandatory combat applies only to the initial placement of partisan units. Any newly contested area involving previously placed partisans requires combat as normal. Yugoslavian partisan units are always considered to be in supply and are controlled by the Western Allied player. They may not exceed Yugoslavia's original force pool or leave Yugoslavia, and may not receive a Special Action. For 3-player games only, if at least one Yugoslavian partisan unit is active at the start of an Allied player-turn, no Allied unit may enter Yugoslavia that turn.

13.43 Greece Enters the War: If Greece is still neutral in 1943 or later, Britain (only) may buy their entry onto the Allied side by paying 15 WERPs during any Allied Production Phase. The purchased entry takes effect the same turn. Greece is considered a Western-Allied minor power, all of her territory becomes Western-Allied controlled and her forces are deployed at full strength immediately. Other Western-Allied forces may freely enter Greece beginning immediately. Greek units may utilize British (only) Special Actions and strat-moves. The two WERPs for Athens are added to the British total for as long as Greece remains an active ally per rule 9.63.

13.44 German Reckless Regard for Neutrality: Spain and Sweden, while not full-fledged Axis Minor Powers, were politically fa-

vorable to the German regime. Had Germany violated their neutrality, the Allies, who were pressuring Turkey to join the war against the Axis, would have found a more receptive ear. If the Axis powers declare war on Spain and/or Sweden, Britain may purchase Turkey's entry into the war in the same manner as Greece above. The two WERPs for the Taurus Mountains Area are added to the British total for as long as Turkey remains an active ally per rule 9.63.

13.45 Limited Special Action Builds: Germany and the United States may each build no more than three Special Actions in any given Production Phase. The Soviet Union and Britain may each build no more than two Special Actions in any given Production Phase. All remaining Powers are limited to building only one Special Action in any given Production Phase. Additionally, no Power may produce Special Actions above the limits prescribed in rule section 7.0 (or 14.2). Britain and Germany are further restricted in that their per-turn build limits are reduced by one if 12 or more WERPs were lost via strategic warfare during the current Production Phase.

13.46 Overlord: Once per game, the Western Allies may declare any one invasion against Axis occupied France to be Operation Overlord. This invasion enjoys benefits as follows:

a) For Operation Overlord (only), either or both of the Western Allies may expend a second Special Action (above and beyond the one they must each expend for any amphibious invasion) to allow one Armored unit of that Nationality to accompany the infantry blocks that are normally allowed. The armored unit(s) do not count against the block limit indicated by the invasion arrow, and are in addition to the allowed infantry blocks.

b) Due to the heavy activity of the French partisans in cooperation with Operation Overlord, the following restrictions apply to Axis units on the Allied Player-turn that Overlord is conducted: 1) The Axis player may not expend more than one Special Action to reinforce the combat on the turn of the invasion and 2) If the Axis player expends a Special Action to counterattack the area invaded, the normally allowed reinforcement from any uncontested adjoining area is not allowed.

c) Again, due to the heavy activity of the French partisans, no Axis unit may move more than one area within France during the Initial Operational Movement Phase on the Axis Player-turn immediately following Operation Overlord. This penalty is not in effect for the Breakthrough Phase(s) of that turn, nor for any other turn after this one Player-turn.

13.47 RESTRICTIONS ON GSU PURCHASES: If Britain or Germany have suffered one or more bomb hits in the Current Production Phase, that Power must also purchase at least one Fighter Point for each Ground-support unit built.

14.0 ADDITIONAL OPTIONAL RULES

These rules are provided to remove some of the historical restrictions in the game and to add even more historical detail and flavor to your *Europe Engulfed* gaming experience at the expense of added complexity. Players that do not want to feel the constraints of historical timing will enjoy these rules, and it is for them that they were written.

14.1 General Rules

The benefit of adding these rules is that most game events are no longer linked to specific game turns, but rather to the situation on the game board. This is important to a significant segment of the gaming community. The down-side is that *Europe Engulfed* will take longer to play, and will require bookkeeping (work). These rules may be used with or without the optional rules of section 13.0, and like those rules, may be used in part or in whole only if both sides agree. The designers strongly suggest that several games be played without these additional optional rules. After becoming familiar with the standard game and the optional rules of the preceding section, players may add all of the following rules, or only those sections of which they feel will add to their enjoyment.

We have done our absolute best to remove historical date limitations and political restrictions from the game while keeping the game fun and playable. For those that do play with these rules, we hope that you enjoy them, as a lot of work and discussion went into making them. They were made, as much as possible, in the same spirit of fun and realism that the standard game possesses.

14.2 Rules to link Special Action Increases/Decreases to the Game Situation Rather than Historical Dates

For the sake of simplicity, these increases/decreases were linked to the annual force pool adds in the standard game. Players desiring more control over these events may use the following rules:

14.21 German Decreases: The first decrease represents the strain on Germany's infrastructure that resulted from fighting a prolonged two-front war. German planners allowed for 16 weeks for the Soviet Union to be conquered, and after those 16 weeks expired without conquest, the strain reduced Germany's ability to react quickly to developing events. The second German decrease represents Hitler's ever-increasing meddling in operational concerns after the disaster of Stalingrad and the failure of the 'Zitadelle' offensive at Kursk. The below rules will tie these events to the situation on the board rather than historical dates (ignore the reductions specified in rule 7.11):

14.211 The Germans will become eligible to lose their first Special Action and have it permanently removed from their force pool if the Soviet Union is not conquered by the end of the second German player-turn after war is declared.

EXAMPLE: Germany declares war upon the Soviet Union on Jul/Aug 1941, and the Soviets are not conquered by the end of Sep/Oct 1941. The German player is eligible to lose a Special Action permanently via die-roll (see 14.212) beginning with the Axis Nov/Dec 1941 Production Phase.

14.212 On the first turn that Germany must roll for the collapse of her infrastructure per 14.211, a 6 must be rolled for infrastructure collapse to occur, on the second turn a 5–6, on the third turn a 4–6, etc., until on the sixth turn, when the collapse becomes automatic if it has not already transpired via die-roll. The roll for collapse must be made each Axis Production Phase, before any Special Actions are purchased, even if the German player already has five Special Actions from the prior turn built. As soon as the infrastructure collapses, one Special Action is permanently removed from the force pool (exception - see 14.215).

14.213 The Germans will become eligible to lose the right to build another Special Action beginning with the production phase fol-

lowing the first occurrence where the below conditions apply:

- a) The Germans and Soviets were already at war at the start of the May/June Game-turn of the current calendar year.
- b) Within the same calendar year, the Soviets are found to control more areas at the end of the Allied Sep/Oct player-turn than they controlled at the beginning of the Axis May/June player-turn.

EXAMPLE 1: To begin May/June 1943 the Soviets are at war and control 26 areas. At the end of Sep/Oct 1943 the Soviets control 30 areas. The German player is now eligible to lose the right to build a fourth Special Action via die-roll as specified in rule 14.214 beginning with his next Player-turn.

EXAMPLE 2: The Germans have elected to not attack the Soviet Union, and have launched Sea Lion instead. The Soviet player declares war on Germany on the Allied player-turn of Sep/Oct 1941. The Soviets succeed in taking the Lublin area from the Germans, leaving the Soviets in control of one more area than they controlled in May/June 1941. The Germans do NOT become eligible to lose a Special Action, because the two Powers were not at war to begin the May/June 1941 turn.

14.214 Once Eligible to lose this Special Action, the German player rolls a die to begin every Production Phase. On a modified die roll of 1–3, the Germans may not build their fourth Special Action that turn. This die roll is modified by +2 if the Axis player controls more areas at the beginning of the current turn than he controlled at the beginning of the prior turn. The die roll is modified by –2 if the Axis player controls fewer areas at the beginning of this turn than he did at the beginning of the prior turn. There is no modifier if the Axis controlled area count is the same as it was during the last turn. Fortresses count as distinct areas for purposes of the controlled area count. There is an additional –1 modifier if the Germans did not have the right to build their fourth Special Action on the prior turn. Thus, once the Germans have lost the right to the fourth Special Action, they must enjoy a turn where the number of Axis controlled areas increases or does not shrink before a die-roll again becomes necessary.

14.215 As with the regular rules, if the German player enters a reduction turn with the prior turn's maximum already built, the German player does not lose the Special Action until the next time the German player expends a Special Action, it must either be removed from the Force Pool (for 14.212) or remain in the Force Pool (for 14.213) until a turn when Germany is allowed to build it again per 14.214.

14.22 Soviet Increases: Soviet increases are awarded as their generals learn how to fight this new kind of war that Germany had refined over its prior conquests. The below rules will link these increases to battlefield experience earned on the board rather than the historical dates (ignore the increases specified in rule 7.11).

14.221 The Soviet Union begins to roll for the right to build her first additional Special Action when at least two Game-turns have passed since the Soviet Union and Germany went to war (regardless of which side initiated the state of war), and at least one of the below conditions applies. Note that each condition need only be fulfilled once to count towards the procedure outlined in 14.222 for the duration of the game, and that fulfilling a condition more than once yields no additional benefit.

- a) Soviet unit(s) initiate combat into an area that is Axis-controlled and Axis-Occupied at the beginning of the Allied player-

turn, and the initial combat round is fought by crossing a river (The Axis is eligible for the river hit-bonus during the initial attack). The Soviet unit(s) must survive the initial round of combat (including any Axis counter-attack) for this river-crossing to count towards this condition. This condition is fulfilled either by actually fighting the battle, or by the Axis player expending a Special Action to retreat before combat.

b) In a single Allied player-turn, the Soviets successfully take control of two areas. Both of the areas must be Axis-controlled and Axis-occupied at the beginning of the player-turn. They may already be contested at the beginning of the Allied player-turn, but the areas themselves must be Axis controlled. This condition is fulfilled for each area of the two areas by either actually fighting the battle, or by the Axis player expending a Special Action to retreat before combat.

c) The first anniversary of the Soviet Union's entry into the war has passed.

EXAMPLE: The Soviet Union declared war on Germany during the Jan/Feb 1942 turn, this condition is fulfilled beginning with the production phase of Mar/Apr 1943.

d) The Soviet Union successfully acquires the right to build a second Special Action via die-roll (see 14.222 below) for three consecutive turns.

14.222 The Soviet player rolls a die for each Allied Production Phase in which at least one of the above conditions has been met. If one condition has been met, the player needs to roll a 5–6 to be awarded the right to build a second Special Action on that turn. If two of the above conditions have been met, a 3–6 is needed. Once three of the four above conditions have been met, the die need no longer be rolled, and the Special Action is permanently added to the Soviet force pool. A successful die roll grants the right to build the second Special Action on that turn only, and the die must be rolled again on the following turn(s) until the second Special Action has been permanently added to the Soviet force pool.

14.223 The Soviets permanently add a third Special Action to their force pool when the below conditions are met:

a) The first additional Special Action has been permanently added to the Soviet force pool per 14.222 above.

b) Within a given calendar year, the Soviets are found to control more areas at the end of the Sep/Oct turn than they controlled at the beginning of the May/Jun turn. This Sep/Oct turn must be after condition 14.223(a) above has been met.

14.23 American Increases: American increases are awarded as their generals learn how to fight this new kind of war that Germany had refined over its prior conquests. The below rules will link these increases to battlefield experience earned on the board rather than the historical dates (ignore the increases specified in rule 7.11).

14.231 The Americans become eligible to begin rolling for the right to build their first additional Special Action on any turn beginning with May/Jun 1942 in which at least one of the below conditions applies. Note that each condition need only be fulfilled once to count towards the procedure outlined in rule 14.232 for the duration of the game, and that fulfilling a condition more than once yields no additional benefit.

a) The Americans take part in an amphibious assault which survived the Initial Combat Phase (including any Axis counterat-

tack). This condition is fulfilled either by actually fighting the battle, or by the Axis player expending a Special Action to retreat before combat. *NOTE: The Morocco landing against Vichy France would fulfill this requirement.*

b) American unit(s), acting alone (i.e. no British units are involved), participate in any battle where the American unit(s) are still in the area that was engaged at the end of the player-turn in question. This may be accomplished by defending against an Axis attack and remaining in the area at the end of the Axis Player-turn, or by attacking and surviving the battle in question at the end the Allied player-turn. If attacking, this condition is fulfilled either by actually fighting the battle, or by the Axis player expending a Special Action to retreat before combat. The opposing force must be other than Vichy French for this condition to be fulfilled.

c) The first anniversary of America's entry into the war has passed (i.e.—it is now Mar/Apr 1943 or later).

d) The Americans successfully acquire the right to build a second Special Action via die-roll (see 14.232 below) for three consecutive turns.

14.232 The American player rolls a die for each Allied Production Phase in which at least one of the above conditions has been met. If one condition has been met, the player needs to roll a 5–6 to be awarded the right to build a second Special Action on that turn. If two of the above conditions have been met, a 3–6 is needed. Once three of the four above conditions have been met, the die need no longer be rolled, and the Special Action is permanently added to the American force pool. A successful die roll grants the right to build the second Special Action on that turn only, and the die must be rolled again on the following turn(s) until the second action has been permanently added to the American force pool.

14.233 The Americans permanently add a third Special Action to the force pool when the below conditions are met:

a) The first additional Special Action has been permanently added to the American force pool per 14.232 above.

b) American Unit(s) end an Axis player-turn within the Italian mainland (not Sicily, Sardinia, Albania, or Libya) or France (not Corsica, French Levant, or French North Africa).

14.3 Optional Political Rules

The following rules will add more options and flexibility to the political rules. The normal political considerations of rule section 9.0 still apply. In case of a conflict, these rules of section 14.3 take precedence.

14.31 Political Rules Affecting Germany: Germany is no longer restricted by rule 9.11(b), and may declare war on Minor Powers as desired beginning with the Nov/Dec 1939 turn (Germany still declares war on Poland [only] during the Sep/Oct 1939 turn). The German player should note that declaring war on Belgium and The Netherlands is a triggering event for the Vichy France rules (see 14.352). Germany must still abide by the restrictions of 9.11(a) and 9.11(c).

14.311 Axis Minor Powers joining the Axis - After the fall of France, a separate die is rolled at the beginning of each turn for each thus-far uncommitted possible Axis Minor Power (Yugoslavia, Bulgaria, Rumania, Hungary, and Finland), until each Power either joins the Axis or declares its neutrality as permanent. A modified die-roll of 5 or higher is needed for each Nation to join the Axis, and a modified die-roll of 0 or less is required for the Nation to declare permanent

neutrality. The modifiers, which are cumulative, are as follows:

- +2: The Soviet Union has declared war on a Neutral Power.
- +1: One or more Minor Powers with a common border with the rolling Power have joined the Axis on previous turn(s).
- 1: Germany has declared war on Sweden or Spain
- 2: Germany has declared war on any of the Axis Minor Powers, even if that power declared permanent neutrality.
- 2: The rolling power is Yugoslavia

The ground forces for an Axis Minor Power are not deployed and Rumania does not contribute WERPs until the game turn that the individual Power joins the Axis. Germany may declare war upon a still-neutral Minor Power, or one which has declared its permanent neutrality.

Should Yugoslavia join the Axis it deploys its forces as in 19.1 with the exception of the minor special action (which it never receives). The Yugoslavian force pool uses the brown minor blocks and may never be expanded beyond its initial forces. Yugoslavian forces may operate in Yugoslavia, Greece, Bulgaria, Rumania, and Hungary.

14.32 Political Rules Affecting the Soviet Union: The Soviets may decide to forgo the winter war against Finland. The positive effect is that the Soviet Union does receive production in Nov/Dec 1939 (9 WERPs). The negative effect is that Soviet units suffer the half-dice penalty while attacking in Soviet Home Areas during snow turns until one year after the first successful Soviet attack in either a Finnish or Soviet Home area during a snow turn. Successful is defined as having more Soviet steps surviving in the area than defending steps after the combat round concludes.

14.321 The Soviet Union may declare war on any neutral Minor Power currently adjacent to Soviet ground units, beginning with the Allied player-turn of Mar/Apr 1940. The Soviets may only declare war on one Minor Power during any given turn. The Soviets may not declare war on a neutral Minor Power if they are currently at war with any unconquered Power. If the Soviets succeed in conquering a Minor Power, they must garrison each area within the conquered Minor Power by the end of the next turn, while still maintaining the 50% Up-Front defense of rule 9.26. If a required area is not garrisoned, the German player may shift any Soviet unit to fulfill the obligation. This requirement to garrison each conquered area is lifted beginning with the game turn that Germany and the Soviet Union are at war, at which time the normal partisan rules apply (see 4.7).

14.322 There are some negative consequences associated with the Soviets violating any neutral power, as follows:

- 1) The U.S.A. will NOT provide the lend-lease die-roll to the Soviet Union (see 9.34). lend-lease from Great Britain IS allowed (see 9.35) once the Soviets and Germany are at war.
- 2) If done while the Soviet Union is still at war with a Minor Power, or the first Axis player-turn after the Soviets conquer a Minor Power, Germany may declare war on the Soviet Union without the Soviets instantly receiving the normal wartime benefits of 9.24(c), 9.24(d), 9.24(e), & 9.24(f). The Soviets will instead receive these benefits on the first Allied player-turn that the Axis player controls any Soviet Home Area(s). The Soviets still receive the war-time benefits listed as the last sentence in 9.25 and the last sentence of 9.26 instantly. Rules 9.24(c) and 9.24(e) become effective on Nov/Dec 1941, if the Axis player has not controlled Soviet Home Area(s) by that turn. Rules 9.24(d) and 9.24(f) never become effective without Axis control of Soviet Home Area(s).

14.33 Political Rules Affecting Britain and the U.S.A.: Britain and the U.S.A. are no longer restricted concerning their ability to declare war on Minor Powers, and may declare war on any Minor Power. Each declaration of war against a Minor Power which is not normally allowed (those not listed in rule section 9.31) costs Britain or the U.S.A. one Special Action. The declaration may not be made if a Special Action is not available to expend. Expending this Special Action represents the resources spent at home to assure the people of the need for aggressive action by the Allies, and also the cost of placating the populace of the Power invaded (the Western Allies did not much believe in the Iron Fist technique employed by the Axis and the Soviets). If Portugal is the target of an Allied declaration of war, and Spain is neutral, Spain will become a full-fledged Axis Minor Power to begin the next turn (Spain was a pro-Axis neutral anyway, and Franco could clearly see that Portugal serves no strategic purpose except as a staging area for an attack on Spain).

14.34 Political Rules Affecting Italy: Italy may declare war on Yugoslavia, Switzerland (which Italy can now operate within), and/or Greece prior to her forced declaration of war on the Western Allies per rule 9.42.

14.341 Italy's production does not rise above her pre-war level of five WERPs, but she does pay Naval maintenance costs beginning the turn after she declares war on any of these Neutral Powers.

14.342 Italy may only be at war with one of these Powers at a time, and must wait until the turn after conquest before declaring war on her next targeted Neutral.

14.343 Germany is not restricted from granting Italy up to five WERPs per turn (see 9.43) while Italy is at war with a neutral, but may not otherwise assist Italy. Germany may not declare war against a Power that Italy is at war with until Italy is at war with the Western Allies. Any territories and WERPs the Italians conquer are considered Italian-controlled (Germans may not enter) until Italy is at war with Britain, at which point these territories and WERPs become German controlled.

14.344 Britain may declare war on Italy during the Allied player-turn, if Italy is currently at war with an unconquered Minor Power. France also declares war on Italy along with Britain if France is still an active Ally of Britain. If Britain and/or France declare war on Italy, they enjoy the surprise bonus of rule 14.43 for the initial combat round (if using that Optional Rule), and Italy becomes a full Axis partner, with her production rising to her wartime level of 10 WERPs beginning with the next Axis player-turn.

14.345 Italy may declare War on France and Britain before the fall of Paris if and only if the French Alps area does not contain a garrison of at least one Allied ground unit. Italy becomes a full Axis partner and her production does increase to the full wartime level of 10 WERPs per turn beginning the turn after such a declaration of war. Italy may only move into the French Alps area on the Axis player turn that war is declared. Italy may proceed into the rest of France within the Southern Weather Zone (only) on the next Axis player-turn.

14.35 Political Rules Affecting France: The standard rules give the German player the freedom to choose between conquering France or accepting the French Armistice and declaring Vichy France, regardless of how long it takes Germany to fulfill the conditions needed. Had the Germans not defeated France so decisively and quickly, it is less likely that the French armistice would have been offered. These rules reflect that possibility.

14.351 In order to attempt to declare Vichy France, the German player must fulfill the normal requirements specified in rule 9.521.

14.352 Germany's success in being able to subdue France depends on how many turns after the 'triggering event' it takes the German player to fulfill the condition of 9.521. The triggering event is either or both of: 1) German unit(s) enter France; or 2) Germany declares war on Belgium & The Netherlands. Only one triggering event is necessary and the triggering event that occurs first is the one to be considered for the below rules.

14.353 If Germany fulfills the conditions of 9.521 on the same player-turn that the triggering event of 14.352 occurs, the standard Vichy rules of 9.52 will apply. If Germany decides to conquer France on this turn, but does not succeed in doing so by the end of that same game-turn (France controls either Paris or Marseille at the end of the Allied player-turn), then the result 'France fights on' automatically applies (see explanation of results below) once Germany does succeed in conquering France.

14.354 If Germany fulfills the conditions of 9.521 on a later turn, the following table must be consulted at the end of the Axis player-turn (instead of end of Phase as in 9.521) that the conditions first apply, modifying the die roll per the modifiers listed below:

Modified

Die Roll	Result of Vichy Attempt
< 2	France Fights On
2-5	Vichy except French Levant
> 5	Vichy as in 9.52

Modifiers:

- +1 if French army currently less than 8 blocks
- +2 if Axis also controls Marseille
- 1 If the British still have 3 or more units in France
- 2 for each game turn since the triggering event, beginning with the 2nd turn after

EXAMPLE: Germany declares war on Belgium and The Netherlands on May/Jun 1940. If Paris is first controlled this turn, the regular 9.52 rules will apply; If Paris is first controlled on Jul/Aug 1940, the table will be consulted with a zero modifier for time from triggering event. If Paris is first controlled on Sep/Oct 1940, the table will be consulted with a -2 modifier for time from triggering event, etc.

Explanation of Results:

France Fights On: France must be conquered per rule 10.1. After this conquest, the following units are removed permanently from the French Force Pool: The French Special Action; 1x3-step tank; 1x2-step tank; 1x4-step Infantry; 7x3-step Infantry, and 4x2-step Infantry.

The remaining French units are added to the British Force Pool and may be built by Great Britain until the U.S. enters the war, at which point they are transferred to the U.S. Force Pool and built by the Americans. The French units may NOT use British Special Actions, even while in the British Force Pool. French units that are thereafter destroyed in combat are removed permanently from the game except that the forces (built and unbuilt) may never fall below the size of the Free-French Force Pool specified in rule 9.53. French units may use American Special Actions and are treated in all other ways like American units except they are belligerent prior to 1942 and they can only be built per the restrictions of rule 9.533.

One French Fleet Point is converted into a British Fleet Point in either Sea-zone (Allied player's choice). The remaining Fleet Point is rolled for; on a result of 1-3 the Fleet Point is scuttled and removed from play, on a result of 4-6 the Fleet Point is also converted into a British Fleet Point.

Vichy except French Levant: The standard Vichy rules of 9.52 apply except that the Axis player only receives two 2-step Vichy French infantry units, placing one each in continental France and French North Africa. French Levant is considered Western-Allied controlled for all purposes.

The standard Free French rules of 9.53 apply, and all French fleets are removed per the normal Vichy rules.

The German player may refuse this French Armistice offer, in which case the 'France Fights On' result applies as soon as France is conquered.

Vichy as in 9.52: The standard game rules pertaining to Vichy France (9.52) and Free French units (9.53) apply.

The German player may refuse this French Armistice offer, in which case the 'France Fights On' result applies if France is not conquered at the end of the current game turn.

14.4 Miscellaneous Optional Rules

These are optional rules that do not fit in the preceding categories.

14.41 The von Paulus Pause: Germany may enact the advice given by General von Paulus, in that Germany should suspend offensive operations after the first surge into the Soviet Union to allow the supply network time to catch up with the advancing armies. The turn after Germany declares war on the Soviets, Germany may choose to enact the Pause by spending two Special Actions and forgoing the Initial Operational Movement Phase and the Initial Combat Phase in the Eastern Weather Zone during that turn. If players are also using optional rule 13.45 (Limited Special Action Builds), Germany may pay 10 WERPs during his Production Phase on that turn instead of spending the two Special Actions. In either case, the Breakthrough Phase(s) are still conducted normally with any remaining Special Actions. The effect of the Pause is that the first Winter in the U.S.S.R. rules of 9.13 or 14.42 are ignored. This first Winter in the U.S.S.R. is treated as a normal winter.

14.42 Optional First Winter in the U.S.S.R. Rule: The following rules replace rule 9.13 as far as adverse effects for Axis Ground Units (Finns are still exempted) within the Soviet Union during the JAN/FEB turn identified within rule 9.13. These rules force the Soviets to attack in order to force the Germans out into the biting cold for the 'freezing' effects to occur.

- a) German units do not suffer the adverse effects of freezing unless they attack during the Axis Player-turn or are involved in a combat round which ends with Soviet units still being in their area during the Allied Player-turn.
- b) If during the Axis Player-turn, the Axis Player initiates a combat within a Soviet Home Area, all surviving Axis units in that area which are not already at cadre-level (including armor), suffer a one-step loss at the end of each Combat Round in that area, regardless of the result of the combat.
- c) If during the Allied player-turn, the Soviets launch an attack against Axis units within a Soviet Home Area, all surviving Axis non-cadre units in that area (including armor) suffer a one-step loss at the end of each combat round in that area, unless the area

has been cleared of Soviet attackers. Note that this may be a good use for a counterattack (see 7.7), if not many Soviet steps survived the initial defensive fire. If a counterattack is launched, but fails to clear the area of Soviets, any unit that reinforced the battle as a part of the counterattack action also freezes. If the Axis player expends one or more Special Action(s) to reinforce the battle (see 7.6), all non-cadre units that reinforce will also suffer a step-loss if any Soviet unit(s) survive the combat round.

d) If the Soviets announce an attack in a Soviet Home Area, and the Axis player expends a Special Action to retreat before combat (see 7.51), all non-cadre units that retreat (including armor) suffer a one-step loss at the conclusion of the retreat.

14.43 Declarations of War and Surprise: When any Major Power declares war on a neutral nation that major power enjoys the benefit of surprise for the Initial Combat Phase only (including any counterattack launched by the former Neutral Power). The effects of surprise are:

a) Any ground-support units belonging to the newly engaged power may neither dogfight nor support ground units. Any opposing ground-support units dogfighting with them fire with a hit-bonus, hitting on a 4–6 (this represents strafing the enemy planes on their airfields).

b) All units conducting an Amphibious Invasion or Airborne Assault and any armored units which are attacking in a clear terrain area fire on the newly engaged power's ground units with an additional hit-bonus above and beyond what they may otherwise be entitled to receive.

14.44 Fighting Withdrawals: The “retreat before combat” Special Action usage (7.51) could not realistically be enacted at the level this game portrays without some level of combat occurring as the retreating forces would be attacked by the faster columns of the pursuing force, hence the following rule:

If the defender expends a Special Action to retreat before combat in a newly engaged area (only), the attacker must declare whether or not he will pursue the retreating force. If the attacker elects not to pursue, the retreat occurs without any pursuit or screening combat taking place. If the attacker elects to pursue, Combat occurs as follows: The attacker and defender both reveal their armored units that they wish to commit to the pursuit or screening role (defender chooses first). The defender then rolls one die for each defending armored unit (not steps) revealed and each non-dogfighting Ground-Support Unit, with each 5–6 rolled inflicting a “screening hit”. The attacking player must lose one step of revealed armor for each screening hit suffered. If the attacking force does not contain sufficient revealed armor, the attacker must lose two infantry steps for each unsatisfied screening hit. The attacker then rolls one die for each attacking armor unit and each non-dogfighting Ground-Support Unit, with a pursuit hit being scored with each 4–6 rolled. The defender must lose one step of revealed armor for each pursuit hit suffered. If the defending force does not contain sufficient revealed armor, the defender must lose three infantry steps for each unsatisfied pursuit hit.

14.45 Optional Hit Distribution: Attacking armor often suffered losses against defending infantry as they closed the range in the open against dug-in infantry and their anti-tank weapons. Also, elite units were usually the lead units in major offensives, and held the most important terrain while defending, and should suffer some of the first casualties. The following rules reflect this more realistic hit distribution.

When attacking with armor, the attacker has another decision to make. In addition to the decision to make either a normal or an assault combat, the attacker must also decide if he is going to hold his armor in reserve, waiting for the infantry to make a breakthrough, and only commit his tanks against defending armor, or does he wish his tanks to engage the enemy infantry. This decision must be made at the same time that the attack type is determined (before the enemy blocks are revealed in any newly engaged area).

When tanks fire, the first hits scored in each battle round must be assessed to full-strength tank blocks, if present. If hits remain after all full-strength units have been reduced, the very next hit assessed must be assessed to a non-cadre elite tank block, if present. All remaining hits are assessed to tanks as the owning player sees fit. Any hits remaining after all tanks are destroyed are either assessed to infantry, in the case of the defender rolling or if the attacker has decided to put his tanks at risk against defending infantry, or they are ignored for the attacker rolling if he decided he would concentrate his tanks only on defending armor this round.

Infantry hits have one of two priorities, depending on whether or not the attacker opted to place his armor at risk, as follows:

HIT DISTRIBUTION ‘A’: When attacking infantry fires, or defending infantry where the attacker decided not to engage defending infantry with his armor, the first hits scored must be against full-strength infantry-class blocks, if present. If hits remain after all full-strength units have been reduced, the very next hit assessed must be assessed to a non-cadre elite infantry block, if present, all remaining hits are assessed to infantry as the owning player sees fit. If all infantry is destroyed, any remaining hits are assessed to tanks.

HIT DISTRIBUTION ‘B’: When defending infantry fires and the attacker has decided to place his tanks at risk, every 5th hit affects enemy armor (every 4th hit beginning in 1943). The number of infantry hits to armor may not exceed one (total) if the defending area is not fortified, or one hit per attacking tank unit if the area is fortified. All remaining hits after the tank hits are assessed are distributed as in Hit Distribution ‘A’ above.

14.46 Ground-Support Units Affecting Naval Combat: If attempting Naval Combat (see 8.1), the intercepting player must declare if he is attempting to intercept at sea (needs to roll a 6 to successfully intercept and resolve Naval Combat), or at the destination port (needs to roll a 3–6 to successfully intercept and resolve Naval Combat). If the destination port is in England or France GSUs may only participate in Naval Combat if the controlling side currently enjoys at least a 3:1 superiority in Fighter Points. Ground-support Units (GSUs) of both sides within range of the destination port may join in the Naval Combat if interception was attempted successfully there, with each GSU counting as a Fleet Point for combat purposes and calculations, and a GSU may be selected to take a loss instead of a Fleet Point, if losses are called for. If both sides have GSUs present, both sides must determine how many will attack the opposing Fleet Points, and how many will dogfight opposing GSUs as in a ground combat. Surviving GSUs may, after the naval combat, move back to their origination point, move to the destination port area, or move across the air-connection line (if applicable) from that area to a connected area on the other side of the Sea-zone they just fought within. If such an area is contested, the GSUs may not be used to dogfight or support ground units during the Combat Phase, but may be used during Breakthrough Phases for such purposes. British/USA Fleet Points are awarded a Hit-Bonus in Naval Combat when intercepting (only) Axis naval actions (see 8.11).

14.47 Carpet Bombing: Once per turn on Clear weather turns, The U.S.A. (only) may expend a Special Action to conduct Carpet Bombing in any one area of France containing both U.S.A. & German Ground Units. The area may NOT be newly-contested. This Special Action is spent just prior to resolving the Initial Combat Phase for that Area (after declaring the Normal or Assault Combat Option). To conduct Carpet Bombing, roll one die against each German armor unit in the area. A '5' or '6' will result in that unit losing a step and losing its ability to fire during the Initial Combat Phase (only). Affected units may still Retreat Before Combat (see 7.51). If one or more '1's are rolled, one (never more than one) U.S. Ground Unit of the Axis Player's choice suffers a hit-loss and loses its ability to fire in the Initial Combat Phase (only).

14.48 Weighted Victory for Tournaments: A Marginal Victory is worth five points to the player(s) on the winning side, an Operational Victory is worth seven, and a Decisive Victory is worth nine. A loss subtracts the corresponding amount from a player's total. If the Allies win in a 3-player game, the Soviet player or the Western-Allied player may be the overall winner. The Allied player with the most areas controlled on the other player's side of the Demarcation Line (see 9.28) garners one additional point, which is then deducted from the other Ally. If this does not apply, the two winning players are each awarded the normal number of points for their victory.

14.49 Aircraft Conversions: During a friendly Production Phase of 1941 or later, a player may convert two Fighter Points (or one Fighter Point and one Bomber Point) into one Ground-support unit (in both cases the points must have already been built to start the turn and have survived the strategic air-war segment of the current Phase). Only one such conversion may occur per Game Turn, and a GSU must be available in the Force Pool for the conversion to occur. The GSU is then placed as a normally purchased unit. For the Western Allies, the resulting GSU may be either American or British.

14.50 Soviet Heavy Fort Reduction: In addition to the regular method of destroying Soviet Heavy forts, they may also be reduced in combat as follows: They are reduced one level when Axis Units remain after a Combat Round is fought in their Area. Essentially, the Field Fort effects last for three rounds of Combat. After the first round, flip the Heavy Fort marker over to its reduced side and place a field fortification marker under it. After the second round, place the field fortification marker above the reduced heavy fort marker. After the third round, remove both Markers, the Heavy Fort is destroyed. Damaged heavy Forts may not be repaired and all other Heavy Fort rules remain in effect.

14.51 Improved Bombers and Improved Escorts: Instead of the effects of rule 2.24 occurring on the historical dates, they occur via the following process. At the start of any Campaign Game, place the improved bomb site marker and the improved escort markers on the '10' space of the General Information Track. The bomb-site marker is moved down one box on the track for each Bomber Point that both conducts a raid and returns home with a maximum decrease of 5 boxes per raid. The improved escort marker is moved down one box for every two Bombers shot down by the Luftwaffe in each raid (fractions lost and flak losses do not count). When the bomb-site marker reaches zero, rule 2.24(a) comes into effect the next turn. When the escort marker reaches zero rule 2.24(b) comes into effect the next turn.

15.0 EXTENDED EXAMPLES OF PLAY

This section describes in detail how a complete Player-turn would proceed, using as examples the Sep/Oct 1939 Game Turn, where historically the Germans conquered Poland, and the May/Jun 1940 Game Turn, where historically the Germans were able to conquer Norway, the Low Countries, and France, and the Allies performed the 'Miracle of Dunkirk'.

15.1 Sep/Oct 1939 Example of Play

For the purposes of this example, the illustrations will show all the Axis forces displayed face-up, and the unknown Allied forces facing away from the viewer, so that the strengths of the Axis units may be easily seen. Figure 1 shows typical deployment for the opening battle of Poland, with the Poles placing the maximum allowed four units in Warsaw, and the remaining units staged to delay the Axis or reinforce the capital with the Minor Power Special Action. The remaining at-start German forces (not shown) are fairly evenly split between the Baden and Rhineland areas to defend the western border against France.

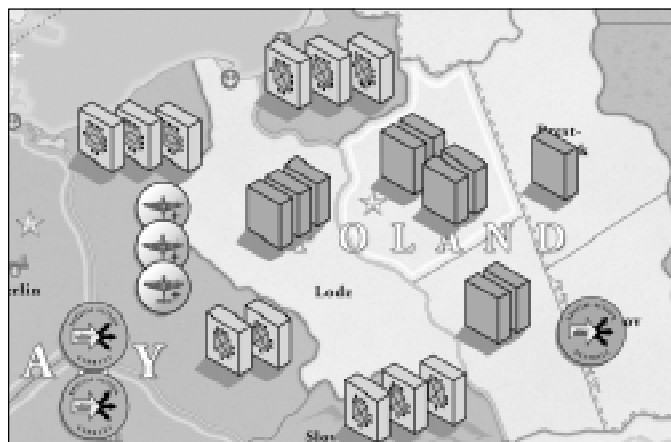


Figure 1

There is no production phase for either player on the Sep/Oct 1939 turn, so play begins with the Axis Initial Operational Movement Phase. The German player opts to enter Lublin (crossing a river) with the three infantry corps in Slovakia, while the five corps in Silesia advance into Lodz along with the three ground-support units. The Initial Combat Phase is begun, and the Germans must declare and resolve battles in the two newly engaged areas, Lublin and Lodz. The order of these battles is determined by the German player, and he elects to resolve Lublin first, declaring a Normal Combat. The Allied player now may opt to spend the Polish Special Action to

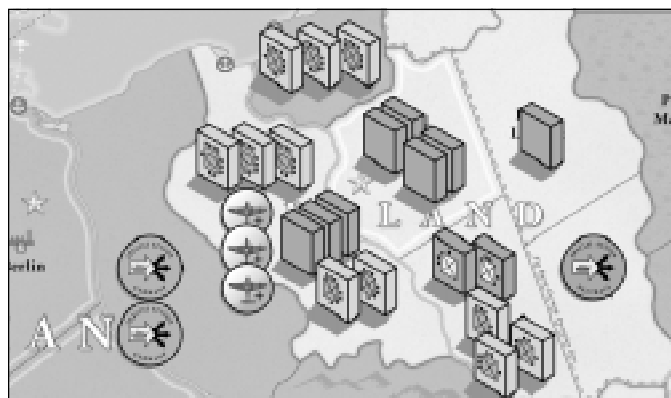


Figure 2

reinforce this battle, which would allow one unit to reinforce Lublin from each unengaged adjacent area (in this case Warsaw & Brest-Litovsk). Assuming both of the reinforcing units were 3-step units, that would give the Polish player 6 more dice needing 5's or 6's to hit (because of the river hit-bonus). This would, on average, score two additional hits against the invading Germans. The Polish player elects instead to hold the Special Action in order to reinforce Warsaw in the Axis Breakthrough Phase, in the hopes of forcing the Germans to have to spend a second Special Action to finish off Poland. With the Polish decision made, both sides now reveal their forces in Lublin, the Germans reveal three 3-step infantry units and the Poles reveal two 2-step infantry units. The defenders (Poles) fire first, rolling 4 dice (one for each step) needing 5's or 6's to hit (due to the river bonus against infantry because at least one of the attacking infantry crossed a river into the newly engaged area). The Poles score two hits, and since all full-strength units must be reduced within a class before losses may be freely distributed, the German player reduces two of the full-strength corps by one-step each. The attackers then fire, rolling 7 dice (one for each surviving step), needing 6's to hit, and score one hit on the Poles, leaving them with three defending steps in Lublin. This Combat Round is now complete, and Figure 2 shows the current situation just prior to the German player declaring his mode of attack on Lodz.

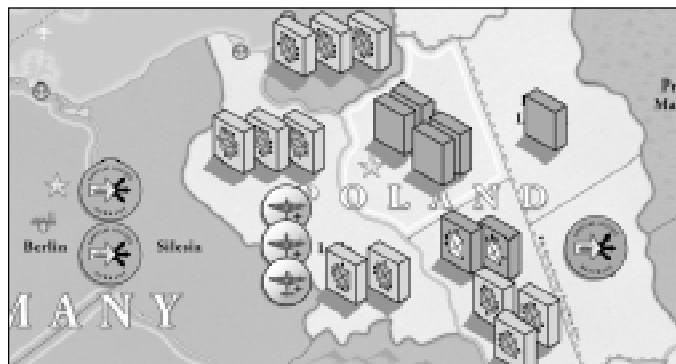


Figure 3

In Lodz, the German player decides he cannot risk the possibility of any Polish steps surviving the Initial Combat Phase, and he declares that an Assault Combat will be fought in that area. Again, the Allied player refuses to expend his one Special Action to reinforce the doomed army with one corps from Warsaw, and the round is fought as declared. Both sides reveal their forces, and the Poles reveal seven steps of mixed infantry & cavalry (cavalry is an infantry class unit, so the distinction is non-existent for combat purposes; it only matters for movement), while the Germans reveal 6 steps of infantry and 12 steps of armor to go along with his three ground-support units. The defender fires first, rolling twice the normal amount of dice because an Assault was declared by the attacker. He therefore rolls 14 dice (7x2) against the 6 steps of German infantry, and gets a bit lucky, scoring four hits. Both of the infantry corps must suffer one hit each to take them below full-strength, and then the German player may elect how to distribute the remaining two hits. Because he must leave a garrison of five units in Poland and/or East Prussia to prevent the Soviets from declaring war on Germany, it makes more sense for him to assign one additional hit to each unit, leaving them both as cadres. The German player now fires back, attaching the three ground-support units, one each, to the three panzer corps. Those tanks now fire at the Polish infantry class units (because there is no armor available to shoot at) needing 4's, 5's or 6's (2 hit-bonuses: Armor vs. Infantry bonus and the Ground-support bonus) on

24 dice (12x2 because the assault was declared). The Allied player, reasoning that on average the German player should score 12 hits and since he only has seven steps present, opts to spare the German from rolling and removes his defenders, acknowledging the slaughter. The Initial Combat Phase is now complete, with Figure 3 (previous page) showing the situation.

The Breakthrough Phases are now begun using the German Player's two Special Actions. He decides to expend his first Special Action to declare a Breakthrough Operational Movement Phase into Warsaw. All German units that could legally enter Warsaw using Operational Movement may do so, except that infantry class units must have at least three steps remaining to move into a contested area during a Breakthrough Movement Phase. This means that the two cadre level infantry units in Lodz cannot move into Warsaw. These two units would not have wanted to move into Warsaw in any event, because doing so would mean crossing a river, and giving the defenders a hit-bonus against infantry for the initial combat round fought in the area. The 3-step infantry unit in Lublin also cannot move there, because it is not a legal move to move directly from an engaged area into another engagement. The three 4-step infantry units in East Prussia do enter Warsaw, along with the three Panzer units and three Ground-support units from Lodz. Note that the German player is not afraid of giving the Polish player the river-crossing hit-bonus against armor, because he knows the Poles do not have a tank corps and he moved sufficient infantry in to screen the tanks. If the Poles did have armor, the Panzer corps could have entered Warsaw by moving through East Prussia, thereby avoiding the river.

Hoping to clear Warsaw in one round, the German player declares an Assault Combat to resolve the mandatory combat round caused by his newly contesting the area. The Poles expend their Minor Power Special Action to reinforce Warsaw with the only unengaged corps, which is in Brest-Litovsk, giving the Poles a defense of 15 steps of Infantry against the attacking force of 12 armor steps and 12 infantry steps. The defenders fire first with 30 dice (15x2 because of the assault) needing 6's, and roll with average luck, scoring 5 hits. Each of the three full-strength German infantry must take one hit each, with the German player then able to distribute the other two steps amongst the infantry corps present as he desires. He elects to put both remaining hits on one of the three corps, reducing it to a cadre. The German player again elects to attach the three ground-support units to his three panzer corps, and he returns fire. The three panzer corps roll 24 dice (12x2) needing 4's, 5's, or 6's (Armor vs. infantry bonus and the Ground-support bonus). These

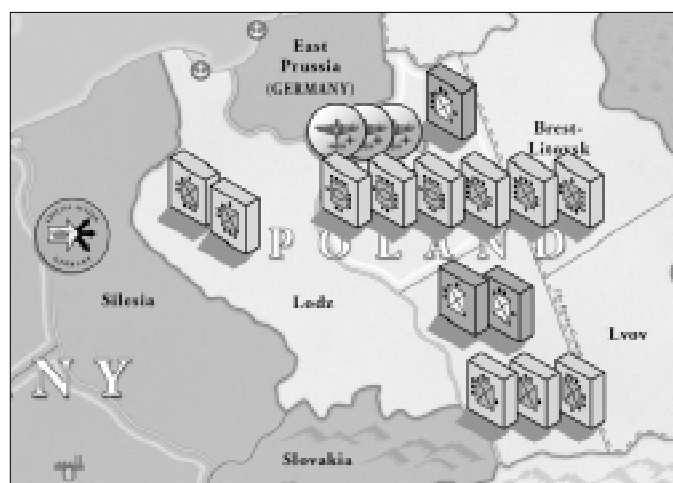


Figure 4

tanks roll a bit below average, managing only 10 hits. The Poles reduce all 5 corps by one step, then kill 2 of the remaining 2-step units and reduce another to cadre status, leaving the Poles with 5 defending steps. The infantry now fires with its surviving 7 steps, rolling 14 dice needing 6's, and scoring three hits. The Polish player eliminates the cadre and one of his remaining 2-step corps. This Combat Round is now over, with the situation shown in Figure 4.

The German player has one more Special Action and must decide between saving it for use against possible French action in the West, using it to reengage Warsaw, using it to reengage Lublin (pointless), or using it to purchase a strategic movement phase (almost as pointless, since units that are engaged cannot strat-move).

He opts to reengage Warsaw, declaring a normal attack. The defender fires first with two dice needing 6's against the German infantry, and misses entirely. The German then fires with his 12 Panzer steps, again deciding to support them with his ground-support, rolling 12 dice needing 4's, 5's, or 6's, and getting lucky when he doesn't need it, gets eight hits against the two defending steps. Poland surrenders at the end of the Combat Phase and the two remaining Polish units in Lublin are removed. This ends the German's Play-turn.

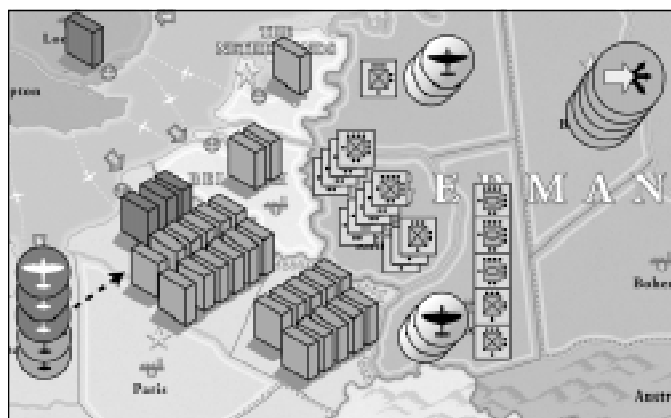


Figure 7

15.2 May/June 1940 Example of Play

For the purposes of this example, the illustrations will show all the Axis forces displayed face-up, and the unknown Allied forces upright and facing away from the viewer, so that the strengths of the Axis units may be easily seen. In the actual game, the Axis forces would generally be upright also, facing away from the Allied player. The example also assumes a three-player game, with the British and French forces controlled by separate players.

Axis Production Phase: The German Player has 30 WERPs for his Home Areas, plus two WERPs for Warsaw, which has been conquered and is currently garrisoned, plus another two WERPs for Swedish Iron ore, for a total of 34 WERPs. Britain declines the opportunity to get the R.A.F. shot down over Germany in a strategic bombing raid, so Germany produces with these 34 WERPs. First, two WERPs are subtracted for Naval Maintenance costs (one WERP for each of the two German Fleet Points), leaving the German with 32 WERPs to produce new items with, and Germany purchases the following: Three Special Actions (five WERPs each - two Special Actions were already built from prior turns); Four 3-step infantry units (four WERPs each - infantry costs one WERP per step, but the initial step (cadre level) costs double); and one U-Boat point, bringing Germany back up to 13 U-Boat points after British ASW sank one point last turn. Two of the 3-step Infantry Corps are placed in the Rhineland, and one each in Ruhr and Baden because no more than two new units may arrive per turn in any given Home Area. The three Special Actions are placed with the two that were already in Germany (actual location inside Germany doesn't matter, but Berlin is a convenient place). The U-boat was added to the General Information Track, raising the marker from the '12' space to the '13' space on the track. Italy then spends her five WERPs purchasing her one Special Action.

Axis Initial Operational Movement Phase: Declarations of War are only allowed in this Phase, so Germany declares war on Norway, Belgium, and The Netherlands. Figure #5 shows the overall situation after the Allied player has deployed these Minor Powers' starting forces. Notice that the Germans have kept five units in Poland/East Prussia to prevent the Soviets from declaring war on Germany. The seven German units in Denmark are from the Danish conquest on the prior turn, and include both of Germany's airborne units. With this intelligence coup, the French were able to abandon Paris last turn and move everything up to the front, knowing that Paris would be safe from airborne assault this turn. Notice the BEF is stationed in the Pas de Calais area along with the RAF to assist the French in the effort to turn away the German attack on France. Also



Figure 5

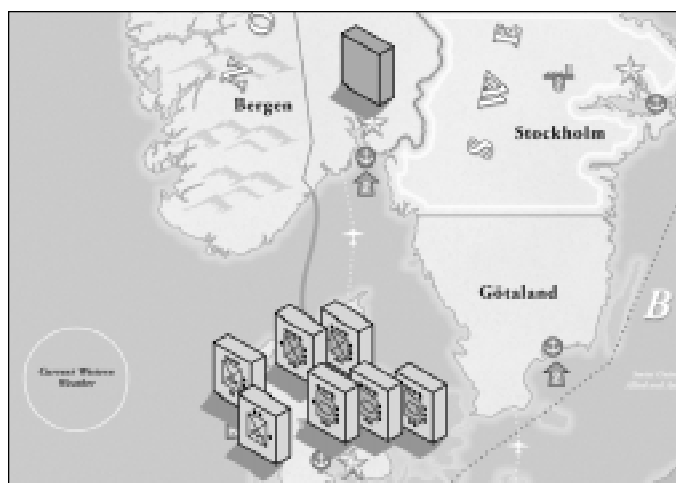


Figure 6



Figure 8

during the prior turn, Germany transferred the Atlantic Fleet Point into the Baltic, giving the Germans two Fleet Points total in the Baltic Sea for use this turn.

Figure #6 shows a close-up of the seven units in Denmark. Germany expends a Special Action (#1 of 5) to launch an Amphibious Assault on Oslo, using the two Baltic Fleet Points to transport the two 4-step infantry Corps from Denmark to the invasion site. The two airborne units then make an airborne jump into Oslo as part of the same Special Action (see 7.2). The three Panzer units then move into The Netherlands via Ruhr, leaving Denmark vacant (for now).

Figure #7 is a close up of the situation on Germany's western frontier. The one Infantry Corps and three ground-support units in Ruhr join the three Panzer Corps that came from Denmark in moving into The Netherlands. 11 of the 12 infantry corps in the Rhineland move directly into Belgium, joined by the three panzer corps and three ground-support units coming from Baden. This completes the Initial Operational Movement Phase. One of the two Infantry Corps remaining in Baden then strat-moves to Denmark, if for no other reason than to remove the temptation of an unopposed amphibious invasion from the British during their player-turn.

Movement is now complete and the Initial Combat Phase is resolved in all areas. The order of the battles is determined by the attacker, and the Germans opt to resolve the invasion of Norway first (figure #8). The German player chooses an Assault Combat, which doubles the number of dice both sides roll for this Round of Combat. The defender rolls first, rolling four dice (2x2), needing 5's or 6's (because of the hit-bonus received when defending against an amphibious

assault), and the Norwegians score two hits. The German player must place one hit on each of two full-strength units, and the German opts to place them on the two less expensive Infantry Corps, leaving the Germans with 11 steps. The Germans then fire back with 22 dice (11x2), needing 6's, and score four hits, double what they needed to destroy the defenders. Oslo falls to the invading Germans and Norway will surrender at the end of all Initial Combat Phase combat rounds. Her remaining Corps in Trondheim will be removed. The Germans hope that France will fall easily, so that there will be a Special Action left over to move into Trondheim, so that the British will not be tempted to interfere in Norway.

The German player announces The Netherlands as the next battle to be resolved (see figure #9), declaring a normal attack (one die per step). The defender rolls two dice needing 6's, and misses. The Germans allocate the three ground-support units to each support one of the three Panzer Corps, and the German player rolls 12 dice needing 4's, 5's and 6's to hit (Ground-support and Armor vs. Infantry hit-bonuses). The German's score five hits (needing only two), resulting in The Netherlands being conquered at the end of this phase

The next (and last) battle to resolve for the Initial Combat Phase is Belgium, and again the German declares a Normal Combat. The fives steps of Belgian infantry fire first, scoring one hit, which the German player elects to place on one of the full-strength 3-step Infantry Corps. The Germans again allocate the three ground-support units present to have each support one of the three panzer corps present, again resulting in 12 dice needing 4', 5's, and 6's to hit. Only four hits are scored, so the Germans must roll for the 41 steps of Infantry present (Woof!), or at least roll dice until the first 6 is rolled to score the final hit needed to clear Belgium. The first dozen dice rolled result in three hits, so the remaining 29 dice are not rolled, and Belgium is also conquered. All of the Combat Rounds of the Initial Combat Phase have now been resolved, and the situation is shown in Figure #10, with the Germans still having four Special Actions remaining..

As his first Breakthrough Phase, the German player announces a Breakthrough Operational Movement Phase into Pas de Calais, spending one Special Action (#2 of 5) for this move. The German player can now move units into Pas de Calais using normal Operational Movement rules, except that infantry units must contain at least three steps to move into a contested area during a Breakthrough Phase. All units in Belgium except the 2-step Infantry Corps move into Pas de Calais. The three Panzer Corps and the three ground-support units in The Netherlands (which can move two areas) also move into Pas de Calais. Because this movement results in a newly

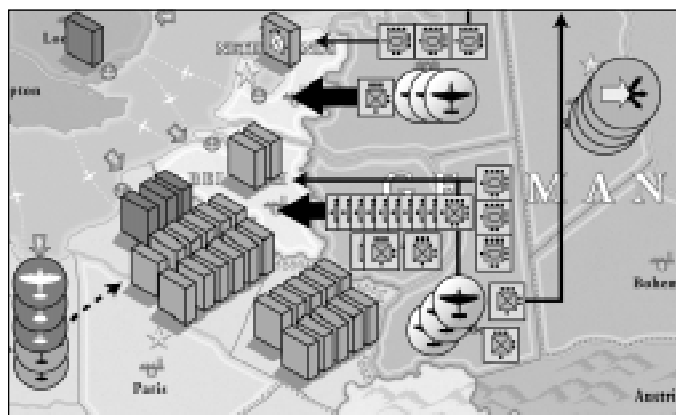


Figure 9

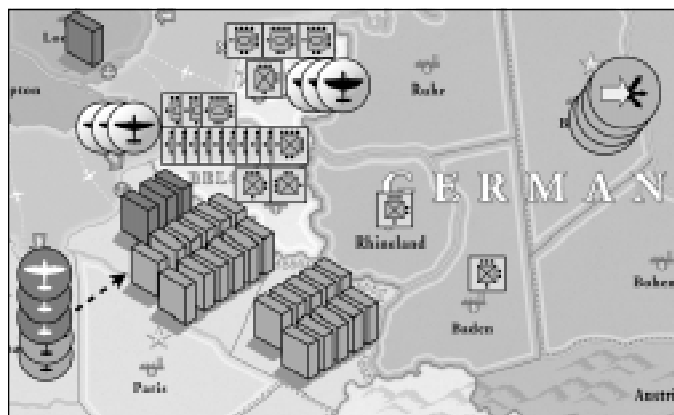


Figure 10

contested area, a round of combat must now be fought, at no additional cost in Special Actions to the German player, and he declares a Normal Combat.

The Allied Players must now choose if they wish to respond by using their own Special Actions, either to retreat before combat or to reinforce the battle. The British player could only choose the former (because there are no British blocks in adjacent areas which could reinforce), but retreating back to England without a fight would mean they wasted time and energy staging into France in the first place, and if they retreat back to Paris, they would no longer be in a port area, and could therefore not extract themselves out of France by sea via their second Special Action later in the turn. So they elect to stay for at least one round, as long as the French also stay. The French decide they'd like to keep their British friends around, and also elect to stay. The other option they have with their Special Action would be to reinforce the battle, which would allow one ground unit and any/all ground-support units to join the battle from each adjacent uncontested area. In this case, this means one 3-step Infantry could reinforce Pas de Calais from Metz. The French player decides that it is more valuable to keep his options open and also elects not to use a Special Action. With the defenders' decisions made, battle is joined.

Because there is not enough room in Pas de Calais to lay out the battle properly, we will deploy the forces in a less cluttered area of the map, and use the battle marker to mark Pas de Calais as the actual battle location. The Allied Armies containing five Ground-support units, eight steps of Armor, and 39 steps of Infantry. The Germans are attacking with six Ground-support units, 24 steps of Armor, and 39 steps of Infantry. Only in Armor do the Germans enjoy a clear superiority, as you can see in figure #11.

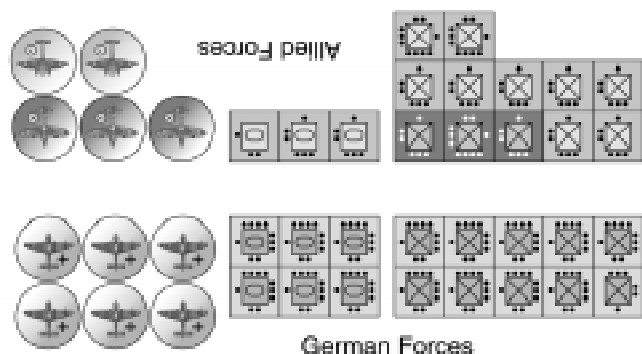


Figure 11

The first act of this Combat Round, since both sides have ground-support units, is to declare how many of the Ground-support units will be dogfighting, and how many will be providing ground-support. Note that no more than three ground-support units of each side may provide ground-support in any given combat round (see 6.63). Both players hide their counters behind one hand and flip the markers to the appropriate side, revealing their decision simultaneously. In this case it is revealed that they both committed all of their units to the dogfighting role. Dogfighting is resolved simultaneously, with both sides rolling one die for each dogfighting unit, needing 5's and 6's to hit. In this battle, both sides score two hits on each other, and with the owning player choosing losses, the Allies elect to destroy both of the French units to match the two ground-support units lost by the Germans. Next, the defending ground units fire. The Allies fire the eight steps of armor first, needing 6's against the German armor, and they score two hits. The 39 steps of infantry then fire on the German infantry, and again needing 6's, score seven hits. The

Germans reduce two full-strength panzer corps and seven full-strength infantry corps to account for the losses, then return fire. The 22 remaining German tank steps, needing 6's, score four hits, reducing each of the three full-strength French tank units by one step, and then the French elect to reduce one of the remaining two-step units down to cadre level. The 32 steps of remaining German infantry then fire, again needing 6's, scoring six hits, reducing six full-strength French infantry corps by one-step each. The result after this round of combat is shown in figure #12:

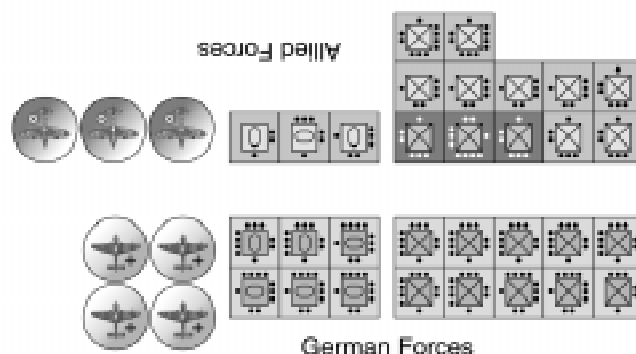


Figure 12

The Germans elect to continue with a Breakthrough Combat Phase by expending another Special Action (#3 of 5) to reengage Pas de Calais, this time declaring an Assault! The Allies again confer about if and how to respond with their Special Actions. The French would like to retreat to Paris, but the British will only stay one more round in France, and only then if the French stay in Pas de Calais, so that the port is usable to flee across the channel if things go poorly this round. The French weigh the options and decide they'd like the protection of the British Ground-support units one more round, and elect to stay and fight. The British likewise stay.

Both sides hide their remaining Ground-support units and flip the counters to be either their dogfighting or their Ground-support side and reveal their declarations simultaneously. The Allies again decided to dogfight with all their units, but the Germans opted to dogfight with only two, the remaining two were slated to the Ground-support role. The dogfighting is then resolved, three dice for the British vs. two dice for the Germans, each needing 5's and 6's to hit, and both sides manage only a single hit. One British plane is destroyed along with one of the two dogfighting German units.

Ground combat is now resolved, with the French electing to fire their armor first, rolling 8 dice (4x2 because of the Assault) needing 6's against the German armor, and scoring two hits. The Germans still have four full-strength Tank units, so must assign one hit each to two of those corps. The Allies next roll 66 Infantry dice (33x2) needing 6's against the German Infantry, and score 10 hits against the German attackers (nearly a third of the 32 attacking steps!). The Germans must assign one hit each to the three remaining full-strength infantry corps, and then assigns the remaining seven hits to reduce four corps to cadre-level, so that the number of infantry corps with 3-steps remaining can be maximized without killing any costly cadres.

The Germans now return fire, assigning the two ground-support units that were allocated to ground-support duties to the two remaining full-strength Panzer corps. These units rolls 16 dice (8x2) needing 5's and 6's to hit the last four steps of French armor (because of the ground-support hit-bonus), and they score five hits, with the surplus hit affecting infantry, causing one of the three re-

maintaining full-strength French infantry Corps to also take a hit. Now that the Allies no longer have armor steps to screen the infantry, the remaining 12 steps of German armor now fire with the armor vs. infantry hit-bonus, rolling 24 dice (12x2) needing 5's and 6's to hit, and scoring nine hits, causing the last two Full strength French Corps, plus all three full-strength British corps to each take one hit, with the other four hits being distributed amongst the doomed French. The 22 remaining German Infantry steps now fire, rolling 44 dice (22x2) needing 6's, and they score only six hits, bringing the turn's total to 16 steps of Allied infantry (out of 33 to start!). The now gloomy situation for the Allies is shown in figure #13.

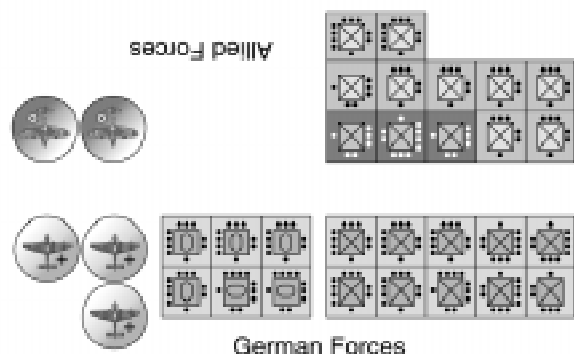


Figure 13

The Germans then purchase another Breakthrough Combat Phase by spending another Special Action (#4 of 5) to again engage Pas de Calais, and again they declare an Assault. The British don't even bother to confer with the French and immediately declare they are using one of their two Special Actions to retreat before combat, reenacting the 'Miracle of Dunkirk' by using three of their four Atlantic Fleet Points to extract the three infantry corps from Pas de Calais, moving them safely back to England, while the ground-support units use the Air-Connection Route between Pas de Calais and Southampton to retreat back to England without the need of ships. The British player then flips three of his Fleet Points to their "w/o Transport" side. The French also use their only Special Action to retreat before combat and pull their remaining 10 steps of infantry back to Paris, thinking that if they're going to die, they might as well enjoy the river hit-bonus and force the Germans to expend their last Special Action to take them down.

The Germans then oblige by expending their last Special Action for a Breakthrough Operational Movement Phase to Paris. All the Panzer Corps and Ground-support units, plus the six infantry corps that still have 3-steps move into Paris, and the Germans declare an Assault to resolve the mandatory combat resulting from this area being newly engaged area. The French have no Ground-support units, so all three of the German units will be on Ground-support duties.

The French fire first, rolling 20 dice (10x2) needing 5's and 6's to hit (river crossing hit-bonus) and score eight hits, causing the German to reduce four of the six infantry corps present to the cadre-level. The Germans allocate the three Ground-support units to the two 4-step Panzer corps and one of the 3-step Panzer corps. These 11 steps roll 22 dice (11x2) needing 4's, 5's, and 6's to hit (ground-support and armor vs. infantry hit-bonuses) and score nine hits, leaving one remaining step of French infantry to destroy. The nine steps of unsupported Panzer corps feel more than up to this task, and roll 18 dice (9x2) needing 5's and 6's to hit, and with 5 hits, more than get the job done. The situation at the end of the Breakthrough Phase is shown in figure #14.

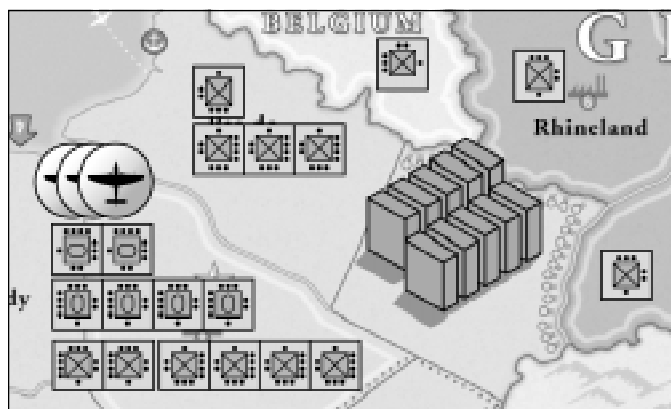


Figure 14

With Paris under German control and able to trace a supply route to Germany, the French must offer the Germans an armistice, which if accepted, will immediately result in Vichy France. If refused, the Germans must then conquer France (which entails holding Paris and Marseille at the end of an Allied player-turn). Since the Germans do not want those 10 unmolested Corps in Metz to counter-attack, the decision is made quickly to accept the Armistice and Vichy France is formed. One 2-step French infantry unit is placed in Marseille, one in Lebanon, and one in Morocco. Since the Germans are out of Special Actions the German's player-turn is now at an end.

15.3 Sample Set-up for the 1939 Campaign Game

Players that are playing *Europe Engulfed* for the first time may want to use this sample set-up. It is a good, solid set-up, and may be used as a reference or starting point until players get more familiar with their own strategies and schemes.

15.31 The Soviet Union: Onega Swamps: 1 x 2-step Inf; Novgorod: 1 x 2-step Inf; Leningrad: 1 x 3-step Inf; Minsk: 1 x 2-step Inf & 1 x 2-step Tank; Moscow: 1 x 2-step Airborne; Pripet Marshes: 1 x 3-step Inf; Kiev: 3 x 3-step Inf & 2 Ground-Support units; Dnepr Bend: 2 x 2-step Inf.

Beginning Strategy: Use the tank unit to occupy Lithuania after Warsaw falls to the Germans, and the infantry to occupy the other areas granted by the non-aggression pact (see 9.25). Make sure that you keep both ground-support units and at least half your ground units in Lithuania, Lvov, Brest-Litovsk, and Bessarabia (see 9.26). Use the other half of your ground units to channel the German attack in the direction you want it to go after the German destroys your front-line army (he will) by defending key areas and setting up speed bumps (cadres) behind the front-line.

15.32 Poland: Warsaw: 4 x 3-step Inf; Brest-Litovsk: 1 x 3-step Inf; Lublin: 2 x 2-step Inf; Lodz: all remaining ground units; Anywhere: the Minor Power Special Action.

Beginning Strategy: Roll 6's.

15.33 Italy: Albania: 1 x 2-step Inf; Marmarica: 1 x 2-step Inf; Sicily: 1 x 2-step Inf; Calabria: 1 x 2-step Inf; Campania: 1 x 2-step Inf; Tuscany: 1 x 3-step Inf; Piedmont: 2 x 3-step Inf; Veneto: 1 x 3-step Inf.

Beginning Strategy: Use your Mediterranean fleets to cycle out the 2-step units from Libya & Albania and cycle 3-step units into Libya. Use your meager production to build some more infantry, your 3-step Tank, and maybe a field fortification in Libya, depending on British deployment in Egypt.

15.34 France: Lebanon: 1 x 3-step Inf; Algiers: 1 x 3-step Inf; Morocco: 1 x 3-step Inf; Paris: 1 x 3-step Inf; French Alps: 1 x 2-step Inf; Pas de Calais: 1 x 3-step Tank & 1 x Ground-support unit; Metz: All remaining ground units.

Beginning Strategy: The big question for the French is should they cross the border into Germany. Crossing into Germany does have negative implications, as it immediately puts an end to the Phony War period (see 9.11(b)). The other danger is that if the next turn is snow, it is possible for the Germans to conquer France by swinging around the French army which is now in Germany. The decision should be weighed carefully, and in most cases it should be decided not to cross. The opening moves are usually spent using the French Fleet Points to strat-move the blocks in French Levant and French North Africa into France. An eventual balance of force of approximately 50-55% of your force in Pas de Calais, 40% in Metz, and 5-10% in rear areas is about as heavily as you should shift the weight of your defense towards Pas de Calais, plus whatever force the British can send to help. Build as many tanks as you can and pray for a German mistake.

15.35 Britain: Alexandria: 1 x 1-step Inf (4-step cadre); Western Egypt: 1 x 1-step Tank (4-step cadre); Gibraltar: 1 x 1-step Inf (3-step cadre); London: 1 x 4-step Inf & 1 x 1-step Inf (3-step cadre); Southampton: 1 x 3-step Inf, 1 x 1-step Inf (3-step cadre) & 1 x Ground-support unit.

Beginning Strategy: Move the two full-strength Infantry units to Pas de Calais along with the Ground-support. Always build ASW in Nov/Dec 1939. Hold off increasing ASW again until the turn immediately after France falls, focusing instead on Special Actions, ground-support, and building up all those cadres you start the game with. Shift units you can spare into Africa and Malta. It is much easier to move them in while Italy remains neutral.

15.36 Germany: East Prussia: 3 x 4-step Inf; Slovakia: 3 x 3-step Inf; Silesia: 2 x 3-step Inf, 3 x 4-step Tank & 3 x Ground-support units; Berlin: 2 x Special Actions; Baden: 1 x 4-step Inf, 2 x 3-step Inf & both Airborne cadres; Rhineland: 2 x 4-step Inf & 3 x 3-step Inf.

Beginning Strategy: Don't move the three corps from East Prussia until after Lodz falls and the Panzer corps and Ground-support can join these three corps using only one Special Action to both move and engage Warsaw. U-boats should be built up to and maintained at the 13 point level (to ensure that 11 points will survive ASW). Concentrate your production on Ground-support, Special Actions, Infantry and Panzers until France falls. The Allied defense of France should be studied, and a plan formulated that hits them where they are weakest. That sometimes means the Maginot line if they have under-manned it. After France falls, U-boats should be built eight a turn, every turn, until the happy number of 60 is attained. Try to maintain 60 U-boats as long as possible, but once the Allies knock you below 50, the decline usually becomes steady and production priorities can move away from U-boats.

15.4 Sample Set-up for the 1941 Campaign Game

Players that are playing *Europe Engulfed* for the first time may want to use this sample set-up. It is a good, solid set-up, and may be used as a reference or starting point until players get more familiar with their own strategies and schemes.

15.41 The Soviet Union: Ladoga Swamps: 3 x 4-step Inf; Moscow: 1 x 2-step Airborne & 1 Special Action; Voronezh: 1 x 3-step Inf; Don River Bend: 1 x 3-step Inf; Leningrad Fortress: 2 x 4-step Inf; Latvia: 1 x 1-step Inf; Minsk: 1 x 1-step Inf; Velikiye Luki: 1 x

1-step Inf; Smolensk: 1 x 1-step Inf; Pripet Marshes: 1 x 1-step Inf; Bryansk: 1 x 1-step Inf; Kiev: 1 x 1-step Inf; Dnepr River Bend: 1 x 1-step Inf; Crimea: 1 x 1-step Inf; Sevastopol Fortress: 1 x 2-step Inf; Lithuania: 2 x 3-step Inf; Brest Litovsk: 3 x 3-step Inf; Lvov: 2 x 3-step Tank, 1 x 2-step Tank, 1 x 4-step Inf, 6 x 3-step Inf, & 2 Ground-Support Units; Bessarabia: 4 x 2-step Inf.

Beginning Strategy: Though the above is a good set-up, mix the units around at least a little bit, especially on the front line. Don't give the German the perfect intelligence of knowing your deployment for the invasion. Now write-off your front-line army and much of the reserve. The Germans are going to destroy and/or pocket most of your deployed army. Go ahead and take the emergency conscription of 50 free-steps over four turns, but treasure your one Special Action. Only use it if by not doing so, you will lose the game, because you won't be able to build it again until Mar/Apr 1942 due to taking the conscription. Don't despair, the German only has two turns of good weather, and the American entry into the war is on the horizon.

15.42 Britain: Wales: 1 x 3-step Armor & 2 Special Actions; Southampton: 1 x 3-step Inf; London: 1 x 3-step Inf & 1 x 2-step Militia; Malta: 1 x 3-step Inf; Tobruk: 1 x 4-step Inf; Western Egypt: 1 x 3-step Armor, 2 x 3-step Inf, 1 Ground-Support Unit, & 1 Field Fortification; Alexandria: 1 x 3-step Inf; Transjordan: 1 x 3-step Inf.

Beginning Strategy: Build the ASW upgrade as soon as you can, and also ship an armored unit to join the infantry in Transjordan to dispatch the Vichy force in Lebanon as soon as possible. Then combine your forces in the desert and try to drive the Axis out of Africa.

15.43 Italy: Athens: 1 x 2-step Inf; Belgrade: 1 x 2-step Inf; Tuscany: 1 x 2-step Inf; Campania: 1 x 2-step Inf; Calabria: 1 x 2-step Inf; Sicily: 1 x 2-step Inf; Marmarica: 1 x 2-step Armor, 1 x 3-step Inf, & 1 x 2-step Inf.

Beginning Strategy: Pray for cold Allied dice and hot Axis dice in the desert. Try to keep the Italians in the war as long as possible, sending more German help if needed.

15.44 Germany: East Prussia: 3 x 3-step Inf; Warsaw: 6 x 4-step Inf; Lodz: 8 x 4-step Panzer & 4 Ground-Support Units, Lublin: 10 x 4-step Inf; Bucharest: 2 x 3-step Inf; Athens: 1 x 3-step Inf; Crete: 1 x 1-step Airborne (3-step at cadre level); Marmarica: 1 x 4-step Elite Panzer & 1 Ground-Support Unit; Bordeaux: 1 x 3-step Inf; Normandy: 1 x 3-step Inf; Pas de Calais: 2 x 3-step Inf; Paris: 1 x 3-step Inf; Belgium: 2 x 3-step Inf; The Netherlands: 1 x 3-step Inf; Denmark: 2 x 4-step Inf; Trondheim: 2 x 3-step Inf.

Beginning Strategy: Produce all your Special Actions and 8 U-boats, along with whatever supporting units you can afford and hit the Soviet Union HARD. Analyze his defense carefully and map out the best use for your Special Actions. Try to pocket some Soviets and destroy the larger concentrations. Good Hunting!

15.45 Finland: Helsinki: 1 x 3-step Inf; Karelia: 2 x 3-step Inf.

Beginning Strategy: Leave a garrison in Helsinki or a Soviet airborne unit could remove this ally prematurely.

15.46 Hungary: Ruthenia: 1 x 2-step Inf; Budapest: 1 x 2-step Inf.

Beginning Strategy: The Hungarian border may not be crossed in any direction during the Initial Operational Movement Phase. As soon as allowed, use a Hungarian infantry to garrison Warsaw to free the German unit to do battle and never mix Hungarian units with any Rumanians.

15.47 Rumania: Bucharest: 1 x 3-step Inf & 3 x 2-step Inf.

Beginning Strategy: Use the two German units also in Bucharest to join with the Rumanians to cross the river and attack Bessarabia with a “normal” attack, pinning the Soviets so that Army Group South can pocket them by taking Kiev and the Dnepr River Bend. After that, use Rumanians to garrison resource areas in the Soviet Union and be careful not to mix them in the same area with Hungarian units.

15.48 Bulgaria: Thessalonika: 1 x 2-step Inf.

Beginning Strategy: Use Bulgarian units to garrison the Greek beaches and guard against Yugoslavian partisans.

15.49 Vichy France: Morocco: 1 x 2-step Inf; Lebanon: 1 x 2-step Inf; Marseille: 1 x 2-step Inf.

Beginning Strategy: These units can’t move, can’t take replacements, and can’t fight Americans. Be ready to quickly occupy Metropolitan France with Germans as soon as the Vichy rules allow.

16.0 SCENARIOS & SHORT GAMES

16.1 Patton’s Fantasy (Jul ’45 – Dec ’45)

This is an introductory scenario which pits the Western Allies against the Soviets after the surrender of Germany. It is historically unlikely that the French and British would have happily joined such a crusade, or that the Allies would have tolerated arming Germans to assist in the effort, but that’s why this scenario carries its title. Victory is determined at the at the conclusion of the Nov/Dec 1945 turn. The Western Allies must control all of Germany (except East Prussia) to win. The Soviets must control at least three areas of Germany (excluding East Prussia) to win. Any other result is a draw.

16.11 Soviet Setup: Remove all 2-step units from the force pool, they are not used in this scenario. The seven elite units and the four ground-support units are deployed full-strength. All other Soviet units are deployed at 1-step below full-strength. The Soviets begin with three Special Actions. The Soviets must deploy at least one ground unit in each area of Poland, Hungary, Rumania, East Prussia, the Baltic States, and friendly-controlled Germany. These areas do not need to maintain a garrison after the first Allied Player-turn (but see rule 4.7 for the resource areas and partisan effects).

16.12 Allied Setup: Remove all 1-step and 2-step units from the force pool, they are not used in this scenario. All British units are deployed, at 1-step below full strength, in Ruhr, along with three British ground-support units. All remaining American units are deployed, full-strength, along with four American ground-support units within Baden and Austria, as desired. The French forces (one 3-step French tank unit and three 3-step French Infantry units; remove all other French units from the force pool) are deployed in the Rhineland. The Americans begin with three Special Actions, and the British begin with two. The French are considered to be American units in every way except they may not move into a contested area and they may not leave the Western Weather Zone. The French may only defend if Soviet forces move into an area that the French were already within.

Reinforcements: The Americans receive three non-elite 4-step German infantry units as reinforcements to begin each of turns two and three. These units act as American units for all purposes and may use American Special Actions (only).

16.13 Special Rules for this Scenario:

1) The only areas in play are France, The Netherlands, Belgium, Germany, Poland, East Prussia, the Baltic States, Hungary, Rumania, and the Soviet Union. Supply is traced to and new units are placed in any port area on the Atlantic Sea-zone for the Western-Allies, except for the German infantry, which is placed in any friendly-controlled area of Germany. Supply for the Soviets is traced overland to Soviet Home areas as in rule 3.1. Fleet Points (and all associated rules involving fleets) are not used in this introductory scenario.

2) All areas in play within the Eastern weather-zone begin the game as Soviet-controlled, all other in play areas begin the game as Allied-controlled.

3) The Soviets deploy first and move last.

4) The Soviets and British must pay one additional WERP for each ground unit step produced (per 9.24(g) and 9.38).

5) Due to the Allied bombing of the Soviet supply network (all those heavy bombers have to do something), the Soviets may not produce Special Actions. Once the three Special Actions they start with are used, there will be no more.

6) The game begins with the Allied Initial Operational Movement Phase. The Allies do not produce on turn one. The Soviets produce normally when their player-turn arrives.

16.2 Tournament Scenario (Jul ’42 – Oct ’43)

This scenario is for two players and is designed to be finished in three to four hours, it gives both sides the chance to attack and defend, and uses all the standard game rules (only). The game begins with the Germans launching their 1942 summer offensive (Axis player-turn of Jul/Aug 1942) and ends with the Soviet drive on the Dnepr after Kursk and with Italy surrendering after the Western-Allied landing in Salerno (complete the Sep/Oct 1943 game turn).

16.21 Setup: The Allied player deploys first and moves second. The Axis player deploys second and moves first.

16.211 Allied Setup—Remove from the Allied Force Pools:

- 2 x Soviet Special Actions
- 3 x Soviet 4-step Elite Tanks
- 2 x U.S. Special Actions
- ALL U.S. + British Airborne
- 1 x 4-step British Armor
- 1 x 4-step British Inf

Deploy the following units in the order listed below:

1) Within the Leningrad Fortress: 2 x 4-step Soviet Infantry (non-elite).

2) Within the Soviet Union; at least one ground unit must be in the Onega Swamps, and at least three ground units each must be in the Ladoga Swamps, Moscow, Tula, Voronezh, Don River Bend, and Krasnodar Areas. Remaining units may be deployed in any of the Soviet Home Areas listed above or east of this front line (All units listed are Soviet):

- 4 x 3-step Elite Infantry (4-step units reduced)
- 2 x 3-step Tank (4-step units reduced)
- 1 x 2-step Tank (3-step unit reduced)
- 1 x 1-step Tank (2-step unit reduced)
- 2 x 3-step Cavalry
- 14 x 3-step Inf
- 12 x 2-step Inf
- 1 x Field Fortification

- 2 x Soviet Heavy Fortifications (see 6.95(c))
- 2 x Ground-support Units
- 1 x Special Action

3) Deploy in Malta and/or Egypt (except Western Egypt, which is Axis Controlled):

- 1 x 3-step British Tank
- 1 x 4-step British Inf
- 2 x 3-step British Inf
- 1 x Field Fortification (El Alamein only)
- 1 x British Ground-support Unit

4) Deploy in British Home Island areas:

- 2 x 3-step British Tank
- 2 x 3-step British Inf
- 1 x 1-step British Militia
- 2 x British Ground-support Units
- 1 x British Special Action
- 1 x 4-step U.S. Inf
- 1 x U.S. Ground-support Unit

5) Deploy in the U.S.A. Holding box:

- 2 x 3-step U.S. Tank
- 2 x 3-step U.S. Inf

16.212 Axis Setup - Remove from the German Force Pool:

- 3 x 4-step Elite Tank
- 3 x 4-step Elite Inf
- 1 x Special Action (Maximum for this scenario is 4)
- ALL Militia Units

Deploy the following units in the territories listed below:

1) Deploy in Soviet Union Home Areas. At least one ground unit each must deploy in Novgorod, Velikiye Luki, Smolensk, Kursk, Kharkov, Crimea, and Sevastopol. Remaining units may deploy in the above listed areas or in Soviet Union Home areas to the west of those listed:

- 1 x 3-step German Elite Tank
- 2 x 4-step German Tank
- 6 x 3-step German Tank (4-step units reduced)
- 11 x 3-step German Inf (4-step units reduced)
- 8 x 3-step German Inf (3-step units at full-strength)
- 1 x 2-step German Airborne
- 4 x German Ground-support Units
- 1 x 3-step Italian Inf
- 1 x 3-step Rumanian Inf
- 1 x 2-step Hungarian Inf
- 4 x Field Fortifications

2) Deploy in the specified Axis Minor Power's Home Country:

- 3 x 3-step Finnish Inf
- 3 x 1-step Rumanian Inf (2-step Units reduced)
- 1 x 2-step Hungarian Inf

3) Deploy within Yugoslavia, Greece, and/or Italy:

- 1 x 3-step German Inf
- 1 x 2-step Italian Tank
- 1 x 3-step Italian Inf
- 3 x 2-step Italian Inf
- 1 x Italian Ground-support Unit

- 1 x 2-step Bulgarian Inf (must deploy in Greece or Yugoslavia per National restrictions)

4) Deploy In Libya, Western Egypt, and/or Crete. At least one ground unit must deploy in Western Egypt:

- 1 x 3-step German Tank (4-step Unit reduced)
- 1 x 1-step Italian Tank (2-step Unit reduced)
- 2 x 3-step Italian Inf
- 1 x German Ground-support Unit

5) Deploy within Norway, Denmark, Poland, Germany, The Netherlands, Belgium, and Occupied (non-Vichy) France:

- 1 x 3-step German Elite Tank (4-step Unit reduced)
- 1 x 3-step German Tank (4-step Unit reduced)
- 8 x 3-step German Inf
- 1 x German Ground-support Unit
- 3 x Field Fortifications

6) Deploy Vichy French forces as follows:

- 2 x 2-step Inf (One each in Marseille and Morocco)

16.22 Victory Conditions: The player with the most Victory Points (VP's) at scenario end wins the game. If both players have the same number of VP's, award the Allied player a marginal victory. The Germans must finish with more VP's or they are unable to delay the historical end of the war, so the burden of setting a strategy and accomplishing something lies with that player. For Swiss-style tournaments, play an even number of rounds, alternating sides and opponents, and award tournament points as follows:

<i>Victory Point Differential</i>	<i>Allied Points</i>	<i>Axis Points</i>
Allied Decisive (per 10.47)	10	0
Allies with +4 or more VP's	9	1
Allies with +3 VP's	8	2
Allies with +2 VP's	7	3
Allies with +1 VP's	6	4
Neither Player has more VP's	5.01	5
Axis with +1 VP's	4	6
Axis with +2 VP's	3	7
Axis with +3 VP's	2	8
Axis with +4 or more VP's	1	9
Axis Decisive (per 10.41)	0	10

The Axis Player is awarded one VP for each of the following:

- 1) Cumulative Allied bomber hits do not exceed 10.
- 2) Italy's morale is prevented from collapsing (i.e. The Axis are still hanging on in Africa).
- 3) One point each for holding in supply at the end of the game: Morocco & Alexandria.
- 4) Each Allied European Atlantic beachhead that is Repulsed.
- 5) One point for each of the following held by the Axis at the end of the game with a land supply route to Germany: Baku, Stalingrad, Moscow, & Leningrad.

The Allied Player is awarded one VP for each of the following:

- 1) Cumulative Allied bomber hits are at 25 or higher.
- 2) Italy has surrendered.
- 3) The Allies control Paris in supply at game-end.

- 4) The Allies control Oslo in supply at game-end.
- 5) The Axis player has been never controlled any two of the Axis objectives in the Soviet Union at the same instant throughout the game.
- 6) The Axis have been completely removed from Soviet Home Areas.

16.23 Special Rules for this Scenario:

1) Because this scenario will be played in tournaments, it is unfair to favor any one player because of random weather. As such, historical weather should be used for this scenario in a tournament setting (if playing for fun, random weather is fine). The historical weather pattern for the random weather turns was as follows:

Nov/Dec 1942: (E: Snow, W: Snow, S: Clear)

Mar/Apr 1943: (E: Mud, W: Mud, S: Lt Mud)

2) Force Pool Adds: To begin the Jan/Feb 1943 game turn, the following units are added to their respective Force Pools:

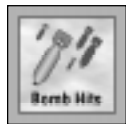
1 x 4-step British Inf
1 x 4-step British Tank
1 x 3-step British Airborne

1 x U.S. Special Action
1 x 3-step U.S. Airborne

1 x Soviet Special Action
1 x 4-step Soviet Elite Tank

2 x 4-step German Elite Tank
1 x 4-step German Elite Infantry

3) The Soviets do not pay double for the cadre-level of new units for the first three game turns. Beginning with the Jan/Feb 1943 turn, the Soviets must pay double for cadres, per the normal rules. The Soviets have already exercised the emergency conscription prior to the start of this scenario, so that option is not available to them.



4) Cumulative Allied bombing hits: The 'Bomb Hits' marker is used to track cumulative Allied bombing hits.

EXAMPLE: If the first bombing run is conducted in Nov/Dec 1942 and the Allies score two bomb hits, the marker is placed on '2' space of the General Information Track. If they then score three hits in Jan/Feb 1943, the marker is increased by three and placed on the '5' space.

5) General Information Track: the beginning levels are as follows:

0 box - German Bombers & Cumulative bomb hits
2 box - Allied Bombers, British & German Flak
3 box - ASW
4 box - German Fighters
5 box - Allied Fighters
9 box - U-boats (Use the +30 side of the counter)
i.e. - the Germans begin with 39 u-boats

6) Fleet Points: Beginning Points by Sea-zone are:

Baltic Sea: Germany: 1; Soviet Union: 1
Atlantic: Germany: 1; Western Allies: 5
Mediterranean: Italy: 3; Western Allies: 3
Black Sea: Soviet Union 1

7) Restricted Builds (see 4.6) are all available for construction beginning with the first turn of this scenario.

16.3 European War (Sep '39 – Dec '41)

The concept for this scenario was suggested by Gary Robinson on www.consimworld.com and we fleshed out the concept into this short introductory scenario. The basic idea is that the Soviets go to war with Germany almost immediately, and the U.S. stays out of the war, except for providing Lend-Lease.

16.31 Setup: Setup all forces as in the 1939 Campaign Game (see 17.0).

16.32 Victory Conditions: The player with the most victory points is declared the winner. A tie results if neither player has more Victory points than the other.

The Axis Player is awarded VP's for the following:

- 1) Each Axis-controlled Resource Area in Britain.
- 2) One VP each for Axis control of Paris, Alexandria, Moscow, Leningrad, and Baku.
- 3) One VP (total) if the Axis control all three of Belgrade, Athens, & Crete.

The Allied Player is awarded VP's for the following:

- 1) Each Allied-controlled Resource Area in Germany.
- 2) One VP each for Allied control of Paris, Warsaw, Ploesti, Oslo, and Sicily.
- 3) One VP (total) If Italy's Morale has collapsed.

16.33 Special Rules for this Scenario:

1) The Soviet-German non-aggression pact is in force until the Allied Player-turn of Jan/Feb 1940, when the Soviets must declare war on Germany. The Soviet Union may also declare war on the Axis Minor Powers, as a combined group, if desired.

2) The Soviet's Base Production level is 17 WERPs per turn for the first three game turns of 1940. Beginning with Jul/Aug 1940 their Base Production level raises to 34 WERPs, where it remains throughout the balance of this scenario.

3) The Soviet do not receive the Cadre benefit (see 9.24(d)) nor do they receive the emergency conscription benefit (see 9.24(f)) until the first Allied Production Phase in which the Axis Powers control at least one Soviet Home Area AND there is currently at least one Axis unit within a Soviet Home Area. Other than these restrictions and the one mentioned in rule 16.33(2) above, the Soviets have no rules that conflict with section 9.2.

4) The Strategic Warfare rules (see 2.0) are not used in this scenario. Instead Britain's Base Production level is considered to be 12 WERPs (4 per Home Resource Area) and Germany's Base Production level is considered to be 20 WERPs (4 per Home Resource Area). The 12 lost British WERPs and the 10 lost German WERPs per turn are considered to be expended and/or lost by each power each turn to the pursuit and conduct of Strategic Warfare.

5) The U.S.A. does not begin providing Lend-Lease to any Power until Paris has fallen or the declaration of Vichy France (see 9.34).

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