

EXCLUSIVE RULES FOR WAR IN EUROPE

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[67.3] War in Europe Player Roles

War in Europe is conceived as a three "Player" game. That is, there are three clearly distinct sides represented by the Soviet Player, the Axis Player and the Allied Player. Only one Player can emerge as a decisive winner though this in itself should be a rare event. Normally play will result in one Player defeated with the other two Players as various shades of winners. Ideally, several hundred hours of sweat, toil and trouble should result in utter frustration as no Player finishes a winner. Indeed, **War in Europe** is designed not to be won but to be played.

The overall Strategic situation casts the Axis Player in the role of pace setter. If he does not force the pace, attacking and expanding to the outer limit of his capabilities, the game will drag. While there are subtle and not-so-subtle incentives built into the game to encourage Axis aggression, nothing can substitute for the thrust of a competitive personality. A cautious Axis Player will never win, but he will rarely lose. An Axis Player content to merely overrun Poland, the Low Countries and, say, France is not much of a Nazi even though this is a far sighted and sensible course of action.

[68.0] SEQUENCE OF PLAY

GENERAL RULE:

War in Europe is played in Game-Turns with an intervening Strategic Cycle after every fourth Game-Turn. Each Game-Turn is composed of (two or) three Player-Turns (depending upon whether or not it is a two or three Player game). Within the Game-Turn the Axis Player is always the First Player unless a specific instruction (or Player agreement) states otherwise. The Allied Player normally takes the position of second Player with the Soviet Player acting third and last. This would be the formal order of Play unless some unusual coalition or circumstance dictates a change. Actually in most normal situations the Allied and Soviet Players should be able to execute their respective turns simultaneously since for the vast majority of time they are physically operating in different areas of the map with little or no interaction and cooperation. The rules on Diplomacy can modify the Sequence of Play see (69.0), in the three Player Game. The following Sequence Outline and Instructions deal with the three-Player version, as it modifies the standard sequence detailed in Section 4.0 of the Standard Rules.

[68.1] GAME-TURN SEQUENCE OUTLINE

A. JOINT TACTICAL AIR WAR TURN

1. **Commitment Phase:** All Players commit their available Air Points as desired.

2. **Air Combat Phase:** Combat occurs between opposing Air Points. Players execute Port Suppression Missions. We assume in the majority of cases that the Allies will be operating in the West and South Air Fronts exclusively while the Soviets operate in the East Air Front exclusively. Thus the execution of this turn can follow the format of Section 13.0. For those instances in which all three Players are operating in the same Front see Section 70.0.

B. FIRST PLAYER-TURN (normally Axis)

C. SECOND PLAYER-TURN (normally Allied)

D. THIRD PLAYER-TURN (normally Soviet)

Each Player-Turn proceeds exactly as outlined in 4.0 except phase nr. 8, dealing with removal of Enemy Air Interdiction Markers.

8. **Air Interdiction Phase:** The Phasing Player places his own Air Interdiction Markers during his own Air Interdiction Phase. These should remain on the map in play until removed at the beginning of his next Player-Turn.

E. HOUSEKEEPING

[67.2] Number of Players

War in Europe can be played either as a two-Player or three-Player game. In a two-Player game the Soviet Union functions initially as an unusual "Armed Neutral" which (presumably) is eventually attacked by the Axis Player, falling therefore to the control of the Allied Player. In the three-Player game, one of the Players is identified as the Soviet Player and as such has a completely free and independent role from the start of the game.

[68.2] STRATEGIC CYCLE SEQUENCE OUTLINE

This is nothing but the amalgamation of the Strategic Cycles of War in the West and War in Europe.

STAGE 1. THE U-BOAT WAR

STAGE 2. ALLIED REINFORCEMENTS

STAGE 3. THE STRATEGIC AIR WAR

STAGE 4. GERMAN PRODUCTION

STAGE 5. SOVIET PRODUCTION

[69.0] PLAYER ASSOCIATION [DIPLOMACY]

GENERAL RULE: Players are free to deal among themselves as they wish, make war and peace and contract various alliances. Such agreements are not binding; treachery and double-dealing are encouraged.

After all, it's a wargame and the idea is to beat the other two guys. There is no formal negotiating period set aside during the Sequence of Play, as is expected that Players will be dealing with one another at all times. **Regardless of any Player agreement, no Player may use units belonging to another Player nor may a Player alienate his sequence of play rights to another Player.**

Example 1: The Soviet Player and the Allied Player will normally agree to cooperate in defeating the Axis Player. This agreement can take many forms including coordinating strategy, i.e. "I'm going to invade Italy next turn, how about attacking in the Ukraine to pin down those panzers?" or "He has too much Luftwaffe in the East, how about starting the Strategic Air War a little sooner so he has to put some points on air defense?"

The status of cooperation or "association" rests on verbal agreement of the two Players concerned. It may be broken by either Player at any time.

Example 2: The Allied and Soviet Players agree to associate and play along together for several turns. Then in the middle of the Axis Combat Phase, as the Axis Player is attacking an Allied unit whose supply path happens to pass adjacent to a Soviet unit the Soviet Player says "Sorry about that. I'm now your enemy" and the Allied unit is instantly out of supply.

Example 3: It is conceivable that the Allied and Soviet armies could be engaging the Axis forces in the Balkans with Allied and Soviet units in close relationship or even adjacent to one another, actively cooperating to defeat the Axis. Though in this case the Players are "friendly" to one another they may not consider their forces Friendly to one another in the game rules usage context of the word "friendly". By the same token they do not consider their forces hostile to one another but rather in an in-between state called **associated**.

[69.1] EFFECT OF ASSOCIATION ON MOVEMENT AND STACKING

A Friendly unit may ignore the Zone of Control of an associated unit in moving. A Friendly unit may not enter a hex containing an Associated unit during any phase of play, nor may it move through a hex containing an Associated unit.

[69.2] EFFECT OF ASSOCIATION ON SUPPLY, RAIL AND PORTS

Friendly forces must trace Friendly supply lines. They may trace through Associated units and controlled hexes but they may not trace over Associated railroads or through Associated ports. A Railroad or Port can be Owned by or Friendly to only one Player at one time, and may not benefit any other Player regardless of his degree of amity to the Owning Player. Associated units do not negate Enemy Zones of Control for purposes of tracing Friendly supply.

It is hypothetically possible for the Allied Player to commit forces to Russia, say through the Allied Player (net 3 Allied lost, 1 Axis loss) and 6 Limited War rages with Allied Player. With Soviets

[71.0] WAR AND PEACE

GENERAL RULE:

The game begins with the Axis and Allied Players at war. The Soviet Union is at peace and in a limited form of association with the Axis. The Axis and Allied Players may at any time declare peace between themselves via mutual agreement, making any deals they see fit within the strictures of case 69.0. The situation of the Soviet Union vis a vis either Axis or Allied Player is more complicated.

Beginning the game in a peaceful state, the Soviet Player may declare a 'Limited War' against either or both Axis and Allied Players with all the risks and benefits attending thereto. Once he is in a Limited War state he may not return to Peace unless both Axis and Allied Players agree to this return to Peace. Note that both non-Soviet Players must agree to the resumption of peace even though the Soviet may be actually fighting with only one Player. Only the Soviet Player may initiate Limited War. Only the Axis (or, in exceptional circumstances the Allied) Player may initiate Total War by escalating a Limited War as in case 71.1 or attacking the Soviet Union at peace.

[71.1] SOVIET BELLIGERENCY

The Soviet Player begins War in Europe in a state of peace. Pursuant to the Non-Aggression Pact he may still absorb the frontier-annexations (Poland etc.) and still remain at peace. (Note he may absorb the Baltic States, his part of Poland and Bessarabia. He can finesse Finland as he wishes.) If he wishes he may proceed further, attacking Axis, Allied, or Neutral countries. Any such acts precipitate a state of Limited War. Once in a state of Limited War the Soviet persists in this state either until Peace is agreed upon by all three Players or, either the Allied or Axis Player invades the Soviet Union and seizes three Personnel centers, which event precipitates Total War. Assuming that the Soviet Player foregoes Limited War and remains at Peace, then only an Axis attack upon the Soviet Union precipitates Total War. The exact belligerent status of the Soviet Union is important because of its effect on Soviet Production. At Total War, the Soviet Union produces like a bandit. Limited War production is just enough to sustain foreign adventure while methodically upgrading the armed forces, while peace permits only a slow modernization (in comparison with Limited or Total War).

[71.11] Effects of Change in Belligerency Status

From the standpoint of the conduct of war Limited War and Total War are the same thing. For example, the Soviets may advance into Germany under Limited War; he just won't have maximum production to back him up. A few hypothetical situations will help clarify the application of this rule.

rule.

embroiled in Limited War. Axis attacks on Polish front, once again fatally comprising Soviet position before seizing three personnel centers.

[71.2] TRIGGERING TOTAL WAR STATUS

The Allied Player can never attack the Soviet Union if the Soviet Union is at Peace. Nor may he advance into Russia and seize three personnel centers until after he has seized Rome. (This rule is to prevent the Allied and Soviet Players from collaborating in some fashion to trigger a Total War status.)

[71.3] TWO-PLAYER GAME

In a two Player Game the following rules prevail. In the beginning, the Allied Player has limited control of the neutral Soviet Union, to the extent that he is allowed to plan and execute Soviet peacetime production and move and deploy Soviet forces at peace. He must conduct the winter War and every other way comply with the provisions (explicit and implicit) of the Non-aggression Pact. Prior to 0/8/41 he may not use Soviet forces to engage in Limited War. He must in every way conduct Soviet affairs as though he were a third person though he may assume the fore-knowledge that he will eventually one way or the other assume full control of Soviet power.

[71.32] Starting with Strategic Cycle 8/41 the Allied Player assumes full control of the Soviet Union. (If the Axis Player had attacked the Soviet Union prior to this date ipso facto the Allied Player would already be in full control.) While in full control the Allied Player may not treat Soviet Forces as Friendly to his own. Naturally they would be associated and since he controls them he would never worry about a Soviet double-cross but he still can't stack Allied units with Soviet units or use Allied ports for Soviet supply etc. With full control comes the right to engage in Limited War or if the Allied Player desires he may keep the Soviet Union at peace for as long as he wants.

[71.33] If the Soviet Union is defeated by the Axis (case 52.16) the Allied Player cannot win the game regardless of his success with the Allied forces. At best he can draw. (Note: This provision applies only to the two-player game.)

[71.4] ADDITIONAL POLITICAL POINTS

When playing WAR IN EUROPE do not use the Political Level Adjustment listed for the Axis Player on his Game-Turn/Cycle Record Track. Instead, add the following events to the Political Points Award Schedule.

[72.1] FINNISH BELLIGERENCY

If Finland joins the Axis because of the Winter War, its participation is limited to attacking Soviet units within the area encompassed by the 1942 start line, and all other restrictions of War in the East. If Finland becomes a belligerent under any other circumstance (say the Soviets attack Finland in 1942) then the Finns can go anywhere, attack anybody (even Free French in Morocco). If the Axis attacks Finland, in its armed neutral status the Finns become Soviet-controlled and such an attack is considered an attack on the Soviet Union. If the Axis attack a Pro-Axis neutral Finland, the Finns collapse and disappear immediately.

rule.

[72.2] TIME LIMIT FOR WINTER WAR

The Soviet Player must decide whether or not to wage the Winter War after the fall of Poland and before the conclusion of 1939. If the Soviet Player refuses the Winter War during this time (or for some reason the Axis Player doesn't eliminate Poland in 1939,) Finland remains an armed neutral.

rule.

Any post-1939 Soviet action against Finland (i.e. any action outside the Winter War) is considered a normal violation of Finland's neutrality.

[72.3] EXECUTION OF THE WINTER WAR

Assuming the Soviet Player chooses the Winter War, he can immediately assume that the area encompassed by the Russo-Finnish border and the 1941 start line is Soviet territory. He then has until 4/2/40 to garrison the 1941 startline with units taken from the Leningrad Military District.

rule.

(Note: Some Players will have deployed Finnish units in this frontier area at the start of the Game. These units should simply be moved back behind the 1941 Start Line. In other words, the Axis Player

points attacking the Soviet (net 1 Soviet loss and 1 Axis loss). This leaves a balance of 6 unattacked Soviet points which the Soviet Player splits 3 and 3 to attack both the Axis and Allies (net 1 loss to both). Neither the Axis or Allies may counterattack this attack because all their points had already engaged in combat. The final standings after combat are Axis 21, Allies 10 and Soviet 11.

Air Superiority is now determined with the Player with the most surviving points (the Axis with 21) determining if he has more than 2-1 over either opponent. If he does he may use the balance over 200% to attack the opponents' other missions (if any). Then the second strongest Player determines if he has 2-1 plus over the weakest Player and is also allowed to attack with the excess.

[70.1] EFFECT OF ASSOCIATION ON THE JOINT AIR WAR

Associated Air Points have no bearing on the Joint Air War. It is conceivable that the Allies could have 60 points, the Soviets 50 points and the Axis 80 points on air superiority on the same front, with each other. The Axis is the stronger Player and only the worst series of die rolls in recorded history could cause the Allied and/or Soviet Player to gain Air Superiority over him.

[70.2] ALLIED STRATEGIC BOMBING VERSUS SOVIET PRODUCTION

The Allied Player can direct his Strategic Bombing against the Soviet Production apparatus. Specifically he may bomb Soviet resource (oil) targets and Soviet Arms Centers. He may not bomb Personnel or Training Centers (i.e. bombing has no effect on these centers.) To bomb he uses exactly the same procedure as that used against the German Economy. A manufacturing or transport hit is effective against an Arms Center, a Resource or Transport hit is effective against a Resource Center. He may not bomb Siberian Centers.

[70.21] Soviet Defense against Strategic Bombing

The Soviet Player may not use his Air Points as "Interceptors". Each Soviet 10-1-10 counts as one Anti-aircraft point, when placed on a target hex. The Soviet Player may attempt to repair a bombed center using the same repair table as the Axis Player.

[70.22] Consequences of Bombing

If bombed and unrepaired a Soviet Center does not contribute to the Soviet Production apparatus. This is of particular consequence with regard to the five "oil" centers. If bombed their "temporary" loss will reflect just as though they had been destroyed by Enemy occupation. (Though they can come back on line via the repair procedure (case 24.68) for bombing rather than case 61.7.)

rule.

[70.23] Ploesti

The five centers at Ploesti may serve instead of the Caucasian centers for purposes of providing oil to the Soviet Production. In other words if and when the Soviet Player captures Ploesti he may repair the centers there just as he would a reoccupied Caucasian center. Thereafter they would serve as backup to his Caucasian centers. This would be their only purpose, their possession in working order supplements but does not augment the Soviet Production.

rule.

rule.

[70.24] Players Note

The only effect Allied bombing can have on Soviet Production is to reduce Soviet Arms Point production either through outright hits on arms centers (rather ineffective) or by chopping at the oil (remember each oil center hit cuts arms point production 10%). Practically speaking any Allied air offensive will have to be based in the Mid east or Egypt.

[72.0] THE WINTER WAR AND FINLAND

GENERAL RULE:

The 1940 "Winter War" between Finland and the Soviet Union is abstracted by this rule. That is, the Soviet Player simply says "I fight the Winter War" or "I don't fight the Winter War." If he fights the Winter War he occupies Finland up to the '41 Start Line (and he is required to garrison this line); otherwise his border is the one printed on the map (and he is not required to garrison it.) The Winter War is considered sanctioned by the Non-Aggression Pact and is not a limited or total war event. If the Soviets wage the Winter War, Finland becomes a Pro-Axis Neutral and enters the war automatically as an Axis nation two Game-Turns after the Axis and Soviet Players are at war (unless attacked even earlier by a foolish Soviet Player.) If the Soviet Player refuses to wage the Winter War, Finland is simply an armed neutral. It becomes an Axis nation only if the Axis achieve a political point total of 90.

[71.2] TRIGGERING TOTAL WAR STATUS

The Allied Player can never attack the Soviet Union if the Soviet Union is at Peace. Nor may he advance into Russia and seize three personnel centers until after he has seized Rome. (This rule is to prevent the Allied and Soviet Players from collaborating in some fashion to trigger a Total War status.)

[71.3] TWO-PLAYER GAME

In a two Player Game the following rules prevail. In the beginning, the Allied Player has limited control of the neutral Soviet Union, to the extent that he is allowed to plan and execute Soviet peacetime production and move and deploy Soviet forces at peace. He must conduct the winter War and every other way comply with the provisions (explicit and implicit) of the Non-aggression Pact. Prior to 0/8/41 he may not use Soviet forces to engage in Limited War. He must in every way conduct Soviet affairs as though he were a third person though he may assume the fore-knowledge that he will eventually one way or the other assume full control of Soviet power.

[71.32] Starting with Strategic Cycle 8/41 the Allied Player assumes full control of the Soviet Union. (If the Axis Player had attacked the Soviet Union prior to this date ipso facto the Allied Player would already be in full control.) While in full control the Allied Player may not treat Soviet Forces as Friendly to his own. Naturally they would be associated and since he controls them he would never worry about a Soviet double-cross but he still can't stack Allied units with Soviet units or use Allied ports for Soviet supply etc. With full control comes the right to engage in Limited War or if the Allied Player desires he may keep the Soviet Union at peace for as long as he wants.

[71.33] If the Soviet Union is defeated by the Axis (case 52.16) the Allied Player cannot win the game regardless of his success with the Allied forces. At best he can draw. (Note: This provision applies only to the two-player game.)

[71.4] ADDITIONAL POLITICAL POINTS

When playing WAR IN EUROPE do not use the Political Level Adjustment listed for the Axis Player on his Game-Turn/Cycle Record Track. Instead, add the following events to the Political Points Award Schedule.

[72.1] FINNISH BELLIGERENCY

If Finland joins the Axis because of the Winter War, its participation is limited to attacking Soviet units within the area encompassed by the 1942 start line, and all other restrictions of War in the East. If Finland becomes a belligerent under any other circumstance (say the Soviets attack Finland in 1942) then the Finns can go anywhere, attack anybody (even Free French in Morocco). If the Axis attacks Finland, in its armed neutral status the Finns become Soviet-controlled and such an attack is considered an attack on the Soviet Union. If the Axis attack a Pro-Axis neutral Finland, the Finns collapse and disappear immediately.

rule.

[72.2] TIME LIMIT FOR WINTER WAR

The Soviet Player must decide whether or not to wage the Winter War after the fall of Poland and before the conclusion of 1939. If the Soviet Player refuses the Winter War during this time (or for some reason the Axis Player doesn't eliminate Poland in 1939,) Finland remains an armed neutral.

rule.

Any post-1939 Soviet action against Finland (i.e. any action outside the Winter War) is considered a normal violation of Finland's neutrality.

[72.3] EXECUTION OF THE WINTER WAR

Assuming the Soviet Player chooses the Winter War, he can immediately assume that the area encompassed by the Russo-Finnish border and the 1941 start line is Soviet territory. He then has until 4/2/40 to garrison the 1941 startline with units taken from the Leningrad Military District.

rule.

(Note: Some Players will have deployed Finnish units in this frontier area at the start of the Game. These units should simply be moved back behind the 1941 Start Line. In other words, the Axis Player

can have no bearing on the Soviet Union's ability to produce oil or personnel.

[69.3] EFFECT OF ASSOCIATION ON COMBAT

Technically since each Player has his own Player-Turn and therefore his own Combat Phase, and since Associated units can't stack with one another, Association can have no effect on Combat. However it is possible to foresee Associated Players taking advantage of the separate Combat Phases to Attack the same Enemy unit twice in the same Game-Turn. This is expressly Prohibited. (The final standings after combat are Axis 21, Allies 10 and Soviet 11.

Air Superiority is now determined with the Player with the most surviving points (the Axis with 21) determining if he has 2-1 over either opponent. If he does he may use the balance over 200% to attack the opponents' other missions (if any). Then the second strongest Player determines if he has 2-1 plus over the weakest Player and is also allowed to attack with the excess.

[71.3] TWO-PLAYER GAME

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[71.4] ADDITIONAL POLITICAL POINTS

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[72.1] FINNISH BELLIGERENCY

[73.12] Effect of Neutral Control on Soviet War Status

The Soviet Player may control a listed neutral without causing his belligerency status to change. For example, with the Soviets at peace, the Axis Player attacks Yugoslavia. The Soviet Player then gets to move and fight the Yugoslavian units. From the standpoint of Soviet Production he would remain at peace with the Axis Player unless he declared limited war or took some action, other than simply moving and attacking with the Yugoslavians.

[73.21] Deployment: Neutral 14 x 2-4, 3 x 1-3, 2 x 1-6

[73.22] Supply Center: Bucharest (hex H0215)

[73.23] Restrictions: Unit may not enter any other nation except Hungary, Germany, Poland and the USSR.

[73.24] Mobilization: 8 x 2-4, 3 x 1-3, 3 x 1-6 place on or adjacent to Bucharest on the cycle after Limited or Total War with USSR.

[73.25] Activation: Romania becomes an active Axis nation when the Axis political point total reaches or exceeds 60.

[73.26] Surrender: (See War in the East)

[73.27] Reinforcement: Conditional; Receive 1 x 2-4, 1 x 1-3 every even numbered cycle, and 1 x 1-6 every 6th and 12th cycle after mobilization (replaces War in the East track.)

[73.28] HUNGARY (War in Europe)

[73.29] Deployment: Neutral 12 x 2-4, 2 x 2-10, 2 x 1-3

[73.30] Supply Center: Budapest (hex C5133)

[73.31] Restrictions: Units may not enter any other nation except Germany, Rumania, Poland, Yugoslavia and USSR.

[73.32] Mobilization: 1 x 1-10, 1 x 1-3, 2 x 1-6 place on or adjacent to Budapest on the cycle after limited or total war with USSR.

[73.33] Activation: Hungary becomes an active Axis nation when the Axis Political Point total reaches or exceeds 55.

[73.34] Reinforcements: Conditional; (Receive 2 x 2-4, 1 x 1-6 every third cycle after mobilization) Replaces War in the East Track.

[73.35] SWEDISH NEUTRALITY

So long as Sweden remains neutral the Axis Player derives the fruits of the Swedish rail system to connect via Swedish port/Baltic Sea/German Port with Germany or the Malmö connection. However if the Allied Player controls Paris after 1/1/43 then the Axis Player loses any Swedish consideration, and may no longer draw on the Swedish resources or use the Swedish rails for supply.

[73.36] If SWEDEN is attacked...

...by the ALLIES, control falls to the SOVIETS.

...by the AXIS, control falls to the SOVIETS.

...by the SOVIETS, control falls to the AXIS.

If SPAIN is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the ALLIES.

If SWEDEN is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the ALLIES.

If PORTUGAL is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the ALLIES.

If SWITZERLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the AXIS, control falls to the ALLIES.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

...by the SOVIETS, control falls to the AXIS.

If TURKEY is attacked...

...[see below].

If FINLAND is attacked...

...by the ALLIES, control falls to the AXIS.

[74.5] TIMETABLE FOR PEACETIME DEPLOYMENT AND OCCUPATION

[74.51] Poland. While at peace the Soviet Player may attempt to fortify one hex during each Game-Turn. For purposes of deployment requirements a fortified infantry division counts as a 1-4 infantry division.

[74.6] LIMITED WAR DEPLOYMENT

If the Soviet Player is at Limited War he is not bound by the peacetime deployments (except the Siberian forces), and he may dispose his armies as he sees fit, within or without the Soviet Union, except that he must garrison all European land frontiers with units or Zones of Control. He need not garrison the Turkish or Iranian frontier (nor the Finnish if he didn't execute the Winter War.)

[74.61] After the Surrender of the Soviet Union [War in Europe]

If a surrender of the Soviet Union occurs (see 52.16), the following events take place:

- [1] All non-partisan Soviet units are removed from the map. All Production Point Pools are eliminated.
- [2] All "in cycle" Soviet Production is eliminated (removed from the Production Spiral).
- [3] All off-map ("Siberian") Personnel, Arms, and Training Centers continue to produce normally, beginning with the next Strategic Cycle. Soviet units produced after the surrender of the Soviet Union may be withheld from the map, or may enter from the Eastern mapedge (They may enter in Enemy Zones of Control). The Eastern mapedge remains as a source of supply for the Soviet Player, and partisans may be deployed or converted following the normal routine. The Soviet Player is considered to be eliminated. There is no chance of Soviet Victory. (The Stalin Regime collapsed after the fall of Moscow et al and was replaced by a committee of young army and party officials who are continuing the war from Siberian bases.) The post surrender Soviet units are controlled by the Allied Player, and are considered Allied units.

[74.7] SIBERIAN FORCES

Siberian forces (74.12) during peace or Limited War must remain off-map "in Siberia". These units will be available to the Soviet Player beginning on the 0/11/41 cycle if the Soviet Player is in Total War, and the Soviet Player may extract them from Siberia by execution of the routine detailed in 4B.4. Though he may not employ these units on-map prior to 0/11/41, the Soviet Player may use them in his production system, building the 1-4s into 4-4s and 5-5s etc. Indeed he is encouraged to do so. This will require a bit of mental gymnastics because the production apparatus does not distinguish between units which came from on-map locations or from Siberia nor does it detail for units in the slice where they will eventually reappear in the game.

[74.71] Deployment in transition

It is apparent that for much of 1939 and 1940 the Soviet deployment will neither correspond to the initial set-up nor the final required 3/5/41 set-up but will be something in-between, in transition. During this transition period the Soviet Player may dispose of his forces pretty much as he sees fit so long as he does not deploy units outside of territorial parameters of the Districts and Fronts listed for 3/5/41. At the beginning of every cycle all Soviet units must belong to some Front or District (be within five or three hexes, etc.). Railroad Repair and Mobile Supply units need not comply with this restriction. During the four Game-Turns between each cycle the Soviet Player may have units in motion all over the place but when the music stops they all have to be sitting in a chair.

[75.0] CAMPAIGN SCENARIOS

GENERAL RULE:

Putting together a War in Europe Campaign Scenario is a bit like your old Aunt's cake recipe, a pinch of this a bit of that, a handful of what-have-you. Basically you take the War in the West Scenario and meld it with its corresponding War in the East Scenario and vice versa. The problem arises when there are no corresponding scenarios.

[75.1] 1939

This scenario of course encompasses the war from start to finish and is the whole banana so to speak.

- [75.11] ALLIED DEPLOYMENT: exactly as outlined in 39.22 and 39.52
- [75.12] AXIS DEPLOYMENT: see 39.21 and 39.51 and 39.6
- [75.13] SOVIET DEPLOYMENT: see 74.12 and 74.13 and 74.14.

[75.2] 1940

So long as the Soviet Player is content to remain at peace his deployment evolution is fairly well described. And if he goes to Limited War his deployment is essentially free. But if he goes to Limited War and then returns to peace. How closely must he adhere to the 3/5/41 deployment requirements? What if peace finds him in occupation of either expanded or reduced territories from the peacetime norm? What if he has suffered casualties such that he can not meet the manning requirements for his districts and fronts? Etc. etc. Obviously these questions can not be answered with hard and fast rules. The following guidelines applied with a modicum of common sense will have to suffice.1. After Limited War with the coming of peace the Soviet Player must man his "active" frontiers with at least the same forces detailed to the Baltic, Polish and Romanian Fronts, in the initial (1939) deployment instructions, or with 50% of his combat units whichever is greater. An active front would be defined as any border with an Axis or pro-Axis neutral country.

**RR
(1) 1**

[74.56] Rail Repair and Port Function

The Soviet Player must repair Polish and Baltic railroads in order to use them. However, in view of the "peaceful", "enthusiastic" cooperation of the populace he is permitted to repair them at the "same gauge" rate (i.e. 5 hexes per Turn). This privilege only applies to his initial occupation of Poland and the Baltic. Likewise the Baltic States ports are presumed to fall intact to Soviet control on the Game-Turn of the Soviets enter the Baltic States.

[75.3] 1941 While at peace the Soviet Player may attempt to fortify one hex during each Game-Turn. For purposes of deployment requirements a fortified infantry division counts as a 1-4 infantry division. **[74.6] LIMITED WAR DEPLOYMENT** If the Soviet Player is at Limited War he is not bound by the peacetime deployments (except the Siberian forces), and he may dispose his armies as he sees fit, within or without the Soviet Union, except that he must garrison all European land frontiers with units or Zones of Control. He need not garrison the Turkish or Iranian frontier (nor the Finnish if he didn't execute the Winter War.) **[74.7] AFTER THE SURRENDER OF THE SOVIET UNION [WAR IN EUROPE]** If a surrender of the Soviet Union occurs (see 52.16), the following events take place: - [1] All non-partisan Soviet units are removed from the map. All Production Point Pools are eliminated. - [2] All "in cycle" Soviet Production is eliminated (removed from the Production Spiral). - [3] All off-map ("Siberian") Personnel, Arms, and Training Centers continue to produce normally, beginning with the next Strategic Cycle. Soviet units produced after the surrender of the Soviet Union may be withheld from the map, or may enter from the Eastern mapedge (They may enter in Enemy Zones of Control). The Eastern mapedge remains as a source of supply for the Soviet Player, and partisans may be deployed or converted following the normal routine. The Soviet Player is considered to be eliminated. There is no chance of Soviet Victory. (The Stalin Regime collapsed after the fall of Moscow et al and was replaced by a committee of young army and party officials who are continuing the war from Siberian bases.) The post surrender Soviet units are controlled by the Allied Player, and are considered Allied units.	**[75.31] AXIS DEPLOYMENT:** (see 63.2 and 75.34 below) **[75.32] SOVIET DEPLOYMENT:** (see 74.22, WIE Production one 10/39 (Warsaw and Poland may or may not have fallen by then—so long as the Soviets do not penetrate past the partition line, they remain at peace.) Prior to the fall of Warsaw Soviet and Axis forces may associate in "Soviet" (eastern) Poland, presumably in crushing the Poles. (Poland is an Allied nation and the Allies are prohibited from attacking a "peaceful" Soviet Union; case 71.2.) Within two Game-Turns of the fall of Poland, all Axis units must withdraw westward behind the partition line. Within four Game-Turns after the fall of Poland the Soviets must occupy hexes adjacent to the partition line border with units and/or Zones of control. Soviet units used in the Polish operation are to be drawn from the Kiev, Kharkov and Minsk military districts. In effect this operation creates the Polish Front. **[74.52] Baltic States.** Beginning on 1/11/39, or four Game-Turns after the fall of Poland (whichever comes first), the Soviet Player may enter the Baltic States with units drawn from the Leningrad and Moscow Districts. Within four Game-Turns after he enters the Baltic States he must garrison the Lithuanian/East Prussian border. This occupation creates the Baltic Front (74.22). On any Game-Turn after the Fall of Paris, the Soviet Player may create and man the Riga District. From that point on he may consider Riga a Soviet Personnel Center. **[74.53] Bessarabia** Within four Game-Turns after the fall of Paris the Soviet Player may occupy Bessarabia, garrisoning the annexation line with units drawn from anywhere in the Soviet Union (except Siberia) thus creating the Bessarabian Front (74.22), to execute this operation the Soviet Player informs the Axis Player of his intent. The Axis Player then moves any Rumanian units out of Bessarabia. Failure of the Axis Player to accommodate the Soviet Player on this Union, i.e. Total War. **[74.54] Deployment in transition** It is apparent that for much of 1939 and 1940 the Soviet deployment will neither correspond to the initial set-up nor the final required 3/5/41 set-up but will be something in-between, in transition. During this transition period the Soviet Player may dispose of his forces pretty much as he sees fit so long as he does not deploy units outside of territorial parameters of the Districts and Fronts listed for 3/5/41. At the beginning of every cycle all Soviet units must belong to some Front or District (be within five or three hexes, etc.). Railroad Repair and Mobile Supply units need not comply with this restriction. During the four Game-Turns between each cycle the Soviet Player may have units in motion all over the place but when the music stops they all have to be sitting in a chair.	**Appearing 0/8/41** U-Boat Points Completing first step: 3 Completing second step: 3 Air Points: 7 Flak: 7 Infantry Replacement Points: 3 6-3 Security Div.: 1 U-Boat Points (completing 1st step): 3 (completing 2nd step): 3 Air Points: (7) Anywhere within the borders of... Norway, Crete, Denmark, Yugoslavia etc. see 43.51 ITALY (behind 1944B startline) Nine 6-5, four 1-5Kg, two 8-8, one 2-8PzGKg, one 10-8, two 2-8PzKg, and two 7-5. One 4-6 Italian in Great Britain. Ten 8-10, twenty-seven 2-10 BG, one 3-10, two 9-8, two 2-8BG, five 3-8, 2RR, 2SUP MAP SECTION B&C in Gibraltar: MAP SECTION E in Egypt: Two 8-10, four 2-10BG, one 3-10, two 2-8BG in Tobruk: One 8-10, one 3-8 MAP SECTION J in Palestine, Syria and/or Iraq One 8-10, two 3-10 one RR, one SUP VICHY Vichy is in existence. Vichy units detailed in 33.72 should be deployed except those units in the Levant (01222, J1517 and J1420) since the Levant has fallen to the Allied Player per rule 33.75. AIR/NAVAL/RAIL AVAILABILITY: Air Points Available: 25 (West), 6 (South) Amphibious Assault Points Available: 3 Replacement Points: 1MR, 1IR (West); 1IR (South) Twenty-five 6-5, three [5]-1, two 6-3, one 1-5kg, one 2-8Pzkg GERMAN, Anywhere within the borders of... Norway: Eleven 6-5, one 2-8PzGkg Denmark: One 6-5 France, Belgium, Holland, Luxembourg: Twenty-five 6-5, three [5]-1, two 6-3, one 1-5kg, one 2-8Pzkg Yugoslavia and Greece (inc. Crete); Seven 6-5, one 2-5 parachute rgt, 2RR, 2SUP in Libya: One 10-8, one 2-8PzGkg, one 2-8PzGKg, one SUP Germany: Twenty-five 6-5, two 10-8, one 8-8, (The German Reserve case 63.1) ITALIAN Anywhere the borders of... Italy: Thirteen 2-4, six 1-4, one 3-4 Albania, Yugoslavia and Greece (inc. Crete) and Rhodes: Twenty 2-4, twelve 1-4, three 1-10, two 2-10, three 3-6, one 4-6, 2SUP Libya and Egypt up to '41 start line): Six 2-4, one 1-4, one 4-6, two SUP BULGARIAN Eight 2-4 in Greece and Yugoslavia AVAILABILITY AXIS/AIR/SEA/RAIL Additional Naval Transport Points: 3 Amphibious Assault Points Available: 1 Additional Air Points Available: 12Ge (West Front) 5GE, 7IT (South Front) Air Transport Points Available: 2 (South Front) 2 Great Britain, 1 Italy **[75.31] ALLIED DEPLOYMENT:** (see 43.22 and 43.52) **[75.32] SOVIET DEPLOYMENT:** (see 42.22 and 42.54) **[75.33] ALLIED DEPLOYMENT:** (see 42.22 and 42.54) **[75.34] SOVIET DEPLOYMENT:** (see 41.21, 41.51, 41.6 and 64.2) **[75.35] ADDITIONAL AXIS DEPLOYMENT**: see 41.22 and 41.52 **[75.36] ADDITIONAL SOVIET DEPLOYMENT:** see 64.2 et al in Beachhead two 9-10, six 8-10, one 2-10kg, one 11-8 Amphibious beachheads hexes: 1703, 1803 and 1804. Anywhere in Great Britain... United States: six 8-10, one 11-8, four 9-8, four SUP Commonwealth: Seven 8-10, three 3-10, four 9-8, seven 3-8, twenty 2-10BG, one 2-8BG and three SUP Free French: One 9-8 Anywhere in Italy (below 44B Start Line) United States: One 9-10, seven 8-10 and one 9-8 and one SUP Free French: Six 8-10, one 9-8 Anywhere in North Africa/Mideast etc. United States: none Commonwealth: see 43.52 Free French: see 43.52 ALLIED AIR/SEA/RAIL AVAILABILITY Air Transport Available: 1 [South] [3] recycling from 2/6/4 drop] 2 [West], [12] recycling from D-Day assault] Rail Repair: 2 Great Britain, 1 Italy **[75.31] SOVIET DEPLOYMENT:** (see 43.21, 43.51 and 43.52) **[75.32] ALLIED DEPLOYMENT:** (see 42.22 and 42.54) **[75.33] SOVIET DEPLOYMENT:** (see 41.21, 41.51, 41.6 and 64.2) **[75.34] ALLIED DEPLOYMENT:** (see 42.22 and 42.54) **[75.35] SOVIET DEPLOYMENT:** (see 41.21, 41.51, 41.6 and 64.2) **[75.36] ALLIED DEPLOYMENT:** (see 42.22 and 42.54) **[75.37] SOVIET DEPLOYMENT:** (see 41.21, 41.51, 41.6 and 64.2) **[75.38] ALLIED DEPLOYMENT:** (see 42.22 and 42.54) **[75.39] SOVIET DEPLOYMENT:** (see 41.21, 41.51, 41.6 and 64.2) **[75.40] ALLIED DEPLOYMENT:** (see 40.21, 40.52 and 40.6) **[75.41] AXIS DEPLOYMENT:** (see 39.21 and 39.52) **[75.42] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.43] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.44] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.45] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.46] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.47] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.48] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.49] AXIS DEPLOYMENT:** (see 39.21 and 39.52) **[75.50] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.51] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.52] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.53] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.54] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.55] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.56] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.57] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.58] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.59] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.60] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.61] AXIS DEPLOYMENT:** (see 39.21 and 39.52) **[75.62] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.63] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.64] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.65] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.66] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.67] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.68] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.69] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.70] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.71] AXIS DEPLOYMENT:** (see 39.21 and 39.52) **[75.72] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.73] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.74] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.75] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.76] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.77] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.78] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.79] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.80] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.81] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.82] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.83] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.84] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.85] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.86] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.87] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.88] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.89] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.90] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.91] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.92] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.93] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.94] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.95] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.96] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.97] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.98] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.99] SOVIET DEPLOYMENT:** (see 39.21 and 39.52) **[75.100] ALLIED DEPLOYMENT:** (see 39.21 and 39.52) **[75.101] SOVI**

[75.91] AXIS CRITERIA

- Political Point Total: 50 or greater
- Control Paris, Amsterdam, Marseilles, Kiev, Rostov and Sevastopol.
- Control all MANUFACTURING Centers (including Lille and Brussels)
- Control all Wehrkreis (including the two "Polish" hexes) See 77.7.
- Italy, Hungary and Romania must be in the game as Axis nations (or pro-Axis neutrals...lotsa luck)

details a whole series of instructions so that the Axis Player can simulate East Front activity in War in the West. This rule is superfluous in War in Europe. Likewise the rule regarding disappearance of Italian units from the East Front which for War in the East simulates the surrender of Italy is not applied to War in Europe. The Combat Results Tables are identical for either War in the West or War in the East and of course may be used interchangeably for War in Europe. Likewise the terrain effects charts. The Allied and Axis Players should use the Air Front Displays contained in the War in the West. (The one display labeled East Front for the Axis Player in War in the East is superfluous in War in Europe.) In War in Europe the passage of time is recorded on the War in the West Game-Turn Cycle Record Tracks. The Allied Player of course uses his track and both the Soviet and Axis Player use the Axis track. (Note the tracks contained in War in the East do not extend through the entire war. The Soviet Player may wish to refer to his track for purposes of pacing his total war production.)

All Allied Reinforcements are detailed on the Allied Game-Turn Cycle Record Track and their arrival (Commonwealth and U.S.) is governed by the U-boat War. (French reinforcements continue after 0/8/40 at the 0/8/40 rate if France is still in the game.)

Soviet Reinforcements are a product of the Soviet Production System, as executed by the Soviet Player. The Soviet uses the Soviet Production Charts from War in the East for this purpose. The Soviet Player receives no reinforcements other than those he generates through production except those militia he mobilizes on the first three turns of Total War. (3, 2 or 1-4 infantry division per personnel center). The Axis player receives his German Reinforcements by execution of the German Production System for which he uses the War in the West German Production charts and displays. Italian reinforcements are those detailed on the War in the West Game-Turn Cycle Record Track. Rumanian, Hungarian and Finnish reinforcements appear as per Special rules detailed for the various War in the West or East scenarios maybe applied or not as the Player's wish. It should be apparent that many of these rules are included for historical purposes such as the German Pre-Game turn (40/42) in the France 40 scenario or the German first turn bonus (63/51) in the Barbarossa Scenario. Application of these rules so that they affect only the part of the game they should must be a matter of common sense.

No matter what scenario is chosen as a starting point for your War in Europe Game, they must all end by 4/6/45. At this point Victory is judged according to rule 75.9.

[75.92] ALLIED CRITERIA

- Political Point Total 20 or less
- Control Rome, Paris, Lille, Brussels and at least 1 German Manufacturing Center
- Control Berlin, Prag and Vienna
- Control Belgrade, Budapest, and Bucharest
- Control Istanbul (automatic if neutral)

[75.93] SOVIET CRITERIA

- Political Point total: zero
- Control Belgrade, Bucharest, and Budapest
- Control Berlin, Prag and Vienna
- Control ten German Manufacturing Centers
- Control Istanbul (automatic if neutral)

[75.94] HOW TO LOSE

The Axis Player loses if Germany surrenders, the Soviet Player loses if the USSR surrenders and the Allied Player loses if England surrenders. Otherwise a Player cannot lose even if some other Player wins a victory of some type. (Note however it is pretty hard for the Soviet Player to win a decisive victory unless the Axis Player loses.)

[76.0] 1945: THE BATTLE FOR GERMANY SCENARIO

[76.1] SCENARIO INFORMATION

[76.11] GAME-LENGTH

Game-Turns (3/13/44)

[76.12] MAP SECTIONS IN PLAY

Map Sections C, D, and G.

[76.2] DEPLOYMENT

[76.21] AXIS INITIAL DEPLOYMENT

GERMAN—MAP SECTION C

Three 6-5's each in hex:

3114 Two 6-5's each in hexes:
3311, 3211, 3113, 2823, 3133, 2933.
One 6-5's each in hexes:
3607, 3608, 3509, 3317, 3118, 3017, 2917, 2918, 3215, 3316, 3706, 3708, 3411, 3213, 3313, 3410, 2732, 3032, 2631, 2531, 2026, 2224, 3232, 3531, 3732, 3533, 2932, 3132, 2731, 2630.

One [5]-1 each in hex:

3204, 3506, 3405, 3306, 3608, 3317, 3409, 3410, 3113, 3213, 3217, 2028
Two 8-8's each in hexes:
3511, 3312.
One 13-8 in hex:

3610 One 11-8 in hex:
3133 Two 10-8's each in hexes:
3212 One 3-8 each in hexes:
3211, 3510, 3315, 2932.
Two 8-8's each in hexes:
3213, 3214, 3610, 3313, 2832
One 11-8KG each in hexes:
3017, 2326.

[75.9] VICTORY (Three-Player Game)

Each Player is given a set of five Victory criteria. He "wins" the game to the extent that he meets the criteria set forth for him. A Player wins a decisive victory if he meets all five criteria, a substantial victory if he meets four of the five and a marginal victory if he meets three of the five.

[76.22] COMMONWEALTH—MAP SECTION D

One 10-8KG each in hexes:

3214 Two 8-10 each in hexes:
2901 One 8-10 each in hexes:
3316 One 6-5KG each in hexes:
3101, 0903, 1006, 0909, 2704, 3608, 3509, 3214, 3217, 2319, 3409, 3215, 3410, 3311, 3211, 3113, 3114, 2831, 2326, 3531, 2933, 2428, 3331, 2631
ARMY GROUP A

Six 6-5's, Sixteen 6-5's, Sixteen 6-5KG's, One Hun 2-4

ARMY GROUP NORTH

One 11-8, Two 10-8's, Fifteen 6-5's, Sixteen 6-5KG's, Twenty-Three 6-5's, One 2-3, Twenty 6-5KG's.

ARMY GROUP SOUTH

Two 11-8's, Four 10-8's, four 6-5's, Two 2-3's, One 8-8KG, Five 6-5KG's, Five Hun 1-6's, Thirteen Hun 2-4's, Three Hun 1-3's.

ARMY GROUP F

One 8-8, Six 6-5's, Four [5] 1's, Nine 6-5KG's.

CENTRAL RESERVE

Six 6-5s, eight 6-5KG's.

INDEPENDENT

One 6-5 in hex:
G1002.

FASCIST ITALIAN—MAP SECTION C:

One 2-4 each in hexes:
2802.

SOVIET—EAST OF 1945 START LINE (INC)

Five 9-6, seven 8-6, twenty 2-3, forty 5-5, thirty-one 4-4, thirty 1-4, thirty-two 0-1-10, eighteen 10-1-10, six SUP, six RR, four 9-6BG, eight 8-6BG, nineteen 4-4BG. Soviet may repair 100 hexes of rail west of 44 Start-Line, no repaired segment may extend more than twenty hexes.

BULGARIAN—EAST OF 1945 START LINE (INC)

Seven 2-4, one 1-3.

RUMANIAN—EAST OF 1945 START LINE (INC)

Three 2-4.

YUGOSLAVIAN

In Yugoslavia, on or east of the 1945 Startline: Nineteen 2-5.

In Yugoslavia, west of the 1945 Startline: Six 5-0.

[76.23] STANDARD SCENARIO REINFORCEMENT SCHEDULE

Allied Player:

Each odd Game-Turn: 3 AP (CW)
Each even Game-Turn: 6 AP (US)
Game-Turn 6: 3 IR (CW), 4 MR (CW), 2 IR (US), 2 MR (US)

Soviet Player:

Game Turns 1-6: 1 AP, 1 x 9-6, 1 x 8-6, 1 x 1-10
Game-Turns 7-27: 1 AP [Plus "rebuilt" units]

Axis Player:

Game-Turns 1-27: 4 AP, 1 MR, 1 IR
Game-Turns 1, 5, 9, 13: 1 Fort
Game-Turn 22: 2 x 10-8

Status of Strategic Air War

Aliies have three bases in operation; one in Great Britain, one in France and one in Italy, with 32 SB and 25 escorts distributed among them. Bombing Accuracy heading 18

Bombed German Production Centers Dulmen R hit

Wesseling R Hit
Leuna T Hit, R Hit
Brux T Hit
Politz T Hit

[76.24] ALLIED AIR/SEA/RAIL AVAILABILITY

Air Points Available: 60CW, 80US (West); 25CW, 35 US (South)

Rail Repair: 4 In France and Italy

Replacement Points: 3IR US, 2IR CW, 6MR US, 4MR CW (West)

[76.25] MAP SECTION D

One 8-10 each in hexes:
3507, 3508, 3408, 3205, 3306, 3406, 2533
One 3-8 each in hexes:
3507, 3508, 3408, 3406, 3205, 2633, 3033
U.S.—MAP SECTION D

One 8-10 each in hexes:
2601, 2401
One 11-8 each in hexes:
2701

[76.26] COMMONWEALTH—MAP SECTION C

One 9-8 each in hexes:
3507, 3508, 3408, 3205, 3306, 3406, 2533
One 3-10 each in hexes:
3105
One 3-10 each in hexes:
2705, 3107, 3106
One 9-8 each in hexes:
3508, 3408, 2833
Three 8-10's each in hexes:
3033
One 3-10 each in hexes:
3105
One 3-10 each in hexes:
2705, 3107, 3106
One 9-8 each in hexes:
3507, 3508, 3408, 3205, 3306, 3406, 2533
One 3-8 each in hexes:
3507, 3508, 3408, 3406, 3205, 2633, 3033
U.S.—MAP SECTION D

One 8-10 each in hexes:
2601, 2401
One 11-8 each in hexes:
2701

[76.27] CAMPAIGN SCENARIO PRODUCTION

GERMAN CAMPAIGN SCENARIO PRODUCTION

Production Pool Level: 0

Appearing 0/1/45

Three U-Boat Points (completing 2nd Step), twenty-three Air Points, one Fort, three MRP twelve IRP

Appearing 0/2/45

Six U-Boats, twenty-six Air Points, one Fort, three MRP, twelve IRP

Appearing 0/3/45

Three U-Boats, seventeen Air Points, one Fort, three MRP, eight IRP

Appearing 0/4/45

Four U-Boats, twelve Air Points, one Fort, three MRP, eight IRP

Appearing 0/5/45

One U-Boat, twelve Air Points, two 10-8

SOVIET CAMPAIGN SCENARIO PRODUCTION

Soviet Production Pool:

Personnel Points: 12

Arms Points: 300

Appearing: 0/1/45

4 AP, 4 x 9-6, 4 x 8-6, 4 x 10-1-10

Appearing: 0/2/45

4 AP

Appearing: 0/3/45

4 AP

Appearing: 0/4/45

4 AP

[76.28] VICTORY CONDITIONS

The Axis Player wins if he has not surrendered by the end of the 27th Game-Turn (which is the end of the game.) The Allied and Soviet Players win if the Axis Player surrenders. To determine who wins between the Allied and Soviet Players win if the Axis Resource Center and each Wehrkreis controlled by either Player at the end of the game, the winner to be the one with the most points.

Player's Note: If very well may be to a Player's advantage not to knock out the Germans too early if he is not in a good position to grab the spoils.

[76.29] SPECIAL RULES

[77.1] COLLAPSE OF THE GERMAN ECONOMY

If at any time the Axis Player cannot produce at least one Production Point during a cycle, his entire economy and production apparatus collapses; he

**AWARD or LOSS of
POLITICAL POINTS**
EVENT**Action by Axis Player:**

Enter Moscow (hex 64123)	+5
Enter a Soviet Personnel Center	+1
Enter a Soviet Resource Center	+1

Action by Soviet/Allied Player:

Re-enter Moscow	-5
Re-enter a Soviet Personnel Center	-1
Re-enter a Soviet Resource Center	-1

[74.4] SOVIET PRODUCTION MULTIPLES

When in a Peacetime or Limited War Status, Soviet Personnel and Arms Multiples are set at "one". This is essentially meaningless since the total Personnel and Arms Points added each cycle is far less than the number of centers in existence. On the first cycle of Total War the Soviet Production Multiples revert to the following schedules.

	Cycle of Total War	Personnel	Arms
		Multiple	Multiple
	1	3	1
	2	2	1
	3-18	1	1
	19-24	1	2
	25-27	2	2
	28	2	3
	29-31	1	3
	even nr.		
	32-42	0	3
	odd nr.		
	33-43	1	3
	44+	0	3

[74.32] Limited War Production Table

If the Soviet Player is at Limited War, he is limited in the number of Personnel and Arms Points he may add to his pools per cycle, according to the table given below. The amounts vary with the year in question.

Year of Cycle	Personnel Points	Arms Points
1939	5	9
1940	7	10
1941	7	11
1942	8	13
1943	9	15
1944	10	20
1945	10	25

Note: Prior to Total War the Soviet Player will either be at Peace or at Limited War. It is possible that he flip flop back and forth between the two states. No matter, each cycle he can only be one or the other applying either 74.31 or 74.32 as the case may be.

These schedules are the same numbers as on the Soviet Cycle Record Track. Of course, in *War in the East* the game starts with Total War. In *War in Europe* it will be rare that the first Total War Cycle coincides with 0/8/41.

[77.5] AXIS NORTH SEA INTERDICTION

Whenever the Allied Player traces an Amphibious Assault through any hex of the North Sea, each of the moving units are exposed to Axis North Sea interdiction (in addition to other possible types of Air-Sea Interdiction.) This Interdiction capability represents a large variety of local defenses, primarily minefields and light naval units assigned to coastal duties. The effectiveness of this Interdiction varies with the year:

Die Roll	YEAR							
	'39	'40	'41	'42	'43	'44	'45	
1	D	D	D	D	D	D	D	
2	•	•	D	D	D	•	•	
3	•	•	•	•	•	•	•	
4	•	•	•	•	•	•	•	
5	•	•	•	•	•	•	•	
6	•	•	•	•	•	•	•	

[77.51] Explanation of Results

D = same effect on Amphibious Assault Points as Air-Sea interdiction in 13.36.

• = No effect.

The North Sea is bounded by hexes (inclusive: C2702, C2802, C2803, C2804; the line of hexes running b3320 - B5229. The Axis player retains this capability as long as he controls a supplied port hex on the North Sea. Each unit is attacked separately and may not be attacked more than once per Game-Turn.