

## 60. PREPARING FOR PLAY. (V 11.05.16)

Lay out the maps to form the complete game map for the scenario, as shown on the MAP GUIDE. There is a one hex overlap between adjacent maps.

Sort the counters by nationality, type, size, and strength. Unit designations are given for historical interest. Ignore them for deployment and play of the game unless an exact historical reinforcement schedule is to be adhered to.

### 60.A. GENERAL DEPLOYMENT RULES.

The ORDERS OF BATTLE specify the initial deployments for both sides (abbreviations used in the orders of battles are explained in each ORDER OF BATTLE). Changes from Europa to One-Week Europa are noted below.

#### 60.A.1. GROUND UNITS.

Ground units are generally deployed in their historical army areas. Deploy these units in any hexes of their army areas on their side of the border. Do not violate the stacking limit when deploying units. Except in arctic or arid weather zones (Rule 43.A), units may not be deployed broken down. Each army deploying along the common border has a range of hexes for deployment. Do not deploy units of the army in any hex north or south of this range. *For example, in the 1941 East Front scenario, units of the German 16th army (deployment range 1B:2723 to 1B:2923) may not deploy in hexes north of the 1B:2700 row or south of the 1B:2900 row.* *Note: The ORDERS OF BATTLE often require units to be deployed within a certain number of hexes of border hexsides. Count these hexes starting from the border hexside.*

Any eligible unit may be placed in reserve or operational reserve at the start of a scenario if the required SPs are expended per hex.

#### 60.A.2. AIR UNITS AND ARPs.

All air units of neutral powers are inoperative at the start of the campaign game or scenario unless specified differently.

In scenarios, ARPs are not received unless air missions are flown against your air units or installations. Receive ½ ARP (up to the amount shown in the OB) for each enemy air unit that has flown a mission against you in the previous month.

#### 60.A.3. FORTS.

All “Fort” markers listed in Europa OBs become “Improved Fortified area” markers.

#### 60.A.4. RAIL CAPACITY.

A country’s rail capacity is shown in Rule ????. If a Europa scenario lists a reduced rail capacity, halve the listed capacity.

#### 60.A.5. AIR BASES.

As listed in the scenarios.

#### 60.A.6. PORTS.

The ports of Tobruch and Benghazi are reduced ports (Rule ????) in any scenario beginning before 1941.

#### 60.A.7. ROADS.

The roads that bypass Tobruch and the three hexes between the Lybian border and Sid Barrini begin the game as tracks and must be improved to roads.

#### 60.A.8. SUPPLY TERMINALS.

Ignore any reference to supply terminals but place one free NT on the port for each army HQ or command HQ (Rule 15.K.1.b).

#### 60.A.9. SUPPLY UNITS.

Unless specified otherwise, each major power starts a scenario with the following supply units:

- German PanzerArmee/Panzergruppe:** One truck per army (in addition to those in the Europa OB).
- US Army:** Two trucks per army.
- German/Italian/French Army:** One wagon per army plus one truck per four armies (round up). *Note: One German truck arrives in North Africa two months after German intervention in North Africa.*
- Poland/Minor Countries:** One wagon per two armies plus one wagon per three armies (round down). *For example, a minor country with four armies would get 3 wagons (2 for having 4 armies plus 1 for having 3 armies).*
- United Kingdom:** One truck per army in England. Add one truck in England or North Africa on each Jan 1 turn starting Jan 1 42. These appear on any army HQ. *Note: Two additional trucks may arrive in Egypt as per Rule ???.*

#### 60.A.10. ARMY HEADQUARTERS AND DEPOTS.

Unless otherwise listed, each side begins a scenario with one Army HQ and Major Depot (Rule 15.H.1) for each army listed in the scenario’s OB.

A major power may begin a scenario with one of its army HQs and the attached depot broken down.

#### 60.A.11. SUPPLY AND STRATEGIC RESOURCE POINTS.

Each attack supply point listed equals 5 SPs and 1 SRP if no SRPs are listed for the scenario; 5 SPs only if SRPs are listed in the OB as well as attack supply. Use the same setup restrictions.

If no SPs or SRPs are listed (even in the form of Europa attack supply), each country starts a scenario with a stockpile of two months worth of SPs and SRPs as per the OBs. If no listing for the previous turns exists, multiply the amount received for the current month by two.

#### 60.A.12. REPLACEMENT POINTS.

On the first turn of a scenario, both players start with the turns replacements already in their pools. They do not arrive later in the reinforcement phase. If no RPs are shown as arriving during the first turn, use the first turn that RPs arrive. *For example, War in the Desert begins with the Dec 1 40 turn but no replacements arrive until Jan 1 41. Begin with the Jan 1 41 RPs in the pool but do not receive any on the Jan 1 41 turn.*

#### 60.A.13. SUPPLY MOVEMENT POINTS.

As listed in the scenarios.

#### 60.A.14. OPERATIONAL AND STRATEGIC RESERVES.

All units of neutral countries begin the game in operational reserve unless described differently in the country specific rules. Units in a major powers home country may begin in strategic reserve instead.

Any reinforcement arriving in a front with its depot in operational reserve, must itself be placed in operational reserve (at no cost).

## 60.B. INTRINSIC DEFENCES OF CITIES.

Some scenarios list certain cities as having intrinsic defence factors. An intrinsic defence strength of a city is treated as a supported (Rule 9.A) combat unit with 0 attack strength and a 0 movement rating. It does not have a ZOC and does not count against stacking. Its RE size is equal to half its defence strength (e.g., an 8-point intrinsic defence equals 4 REs). It has no AEC capabilities.

If the intrinsic defence strength of a city is ever eliminated, it may not be replaced.

### 60.B.1. GERMAN. (Germany)

The German player has intrinsic defence strength points in various cities in Norway and East Prussia (in East Front scenarios) as follows:

- a) **8 Points:** Each major city hex in East Prussia, Trondheim (5B:2532), and Narvik (5B:0911).
- b) **4 points:** Each dot city in East Prussia and each port in Norway other than Trondheim and Narvik.
- c) **2 points:** Each reference city in East Prussia.

German intrinsic defence strength has no ATEC capabilities until the Jul 1 44 turn, when it is ATEC neutral (Rule 10I). In addition, one of its REs is full ATEC on and after the Sep 1 44 turn. Intrinsic defence points only exist if the Greater Germany or Northern theatres are not in play.

### 60.B.2. SOVIET. (Russia)

The Soviet player has intrinsic defence strength points in various cities in the Urals MD as follows:

- a) **4 points:** Sverdlovsk (29:2409)
- b) **2 points:** Each partial hex major city
- c) **1 point:** Each dot city hex

Soviet intrinsic defence strength has no ATEC capabilities.

## 60.C. MODIFIED REINFORCEMENT TURNS.

Use the standard Europa OBs but count "Week II" as the third turn of the month in the "One-Week Europa" game.

## 60.D. INITIAL WEATHER.

All scenarios are assumed to have clear weather in all weather zones unless listed differently in the scenario rules.

## 60.E. SCENARIO SETUPS.

### 60.E.1. SPANISH CIVIL WAR.

### 60.E.2. SPANISH WWII SCENARIOS.

### 60.E.3. FIRST TO FIGHT.

At the start of the game, the German player, owns Germany and Slovakia. All other counties are either neutral or may not activate forces unless certain political conditions are achieved. After deployment, the German player receives a special invasion surprise turn (Rule ???).

### 60.E.3.a. DEPLOYMENT SEQUENCE.

At the start of the First to Fight scenario, the German player first plans any airborne operations that he may wish to happen in the first few turns. Next, the Polish player deploys, placing all of his initial forces. Finally, the German player deploys all the initial forces of Germany, Slovakia, and the Soviet Union.

### 60.E.3.b. INCREASED POLISH CAPABILITIES.

The following rules explore plans or options that were within Poland's capabilities. They increase the strength of the Polish forces; use any or all of them as a historically plausible way to increase Polish capabilities in the game.

#### 60.E.3.b.1. FULL MOBILIZATION.

Poland did not fully mobilize its army in August 1939, despite the growing evidence that Germany planned to invade. Britain and France, in particular, pressured Poland, not to declare full mobilization, fearing that this in itself would provoke a German invasion. Had Poland stepped up its mobilization efforts in August, the Polish Army would have been more prepared to face the Germans. After the Polish player deploys his force but before the German player deploys, the Polish player receives all Polish reinforcements, mobilizations, and conversions for Sep 1 and 2. (For two-unit conversions, ignore the fact that both units may not be stacked together. Place the converted unit in either hex of the two original units.)

#### 60.E.3.b.2. RETAINED EXPORTS.

While Poland slowly increased its air force in 1938-39, Polish industry continued to export Poland's best aircraft to foreign nations. Had Poland requisitioned these aircraft, use the following modifications to the Polish initial forces:

*Substitute for 1 x P.7a:*

1 x P.24F      4F4      0/8

*Substitute for 1 x P.23B:*

1 x P.43B      2A3      2/12

#### 60.E.3.b.3. ACCELERATED PURCHASES.

Had Poland accelerated its purchase of foreign aircraft in 1939, substantial numbers of French and British aircraft would have been available. Modify the Polish initial forces as follows:

*Substitute for 3 x P.11c:*

3 x MS.406 4F4      0/8

*Substitute for 2 x P.23B:*

1 x Battle      2B2      2-1/L/18

#### 60.E.3.b.4. ACCELERATED EXPANSION.

Had Poland accelerated the planned expansion of its air force and aircraft industry, add the following to the Polish initial forces.

1 x P.11g      4F4      0/7

1 x P.37B      2B4      2-6/29

### 60.E.4. THE WINTER WAR.

## Europa

### 60.E.4.a. DEPLOYMENT SEQUENCE.

Each player deploys his units as indicated on the order of battle in the following sequence. Units may not begin broken down.

- i) The Finnish player deploys all of his initial forces except his high command reserve.
- ii) The Soviet player deploys all of his initial forces.
- iii) The Finnish player deploys the units of his high command reserve.

### 60.E.5. FALL OF FRANCE.

#### 60.E.5.a. BLITZKRIEG.

Belgian, Dutch and French (but not German or British) units are subject to Doctrinal Limits as follows until Oct 1 40:

#### 60.E.5.a.1. DOCTRINAL LIMITS FOR ALL UNITS.

If a unit moves prior to making an overrun, then its attack strength is halved for overrun calculations. If it expends  $\frac{1}{2}$  or more of its movement allowance (MA) for movement (not including any spent for other purposes), then its attack strength is halved during the following combat phase.

If a unit retreats during the enemy player turn, then its attack strength is halved during the following friendly player turn, regardless of any other movement. Attack strength can only be halved once for this rule.

#### 60.E.5.a.2. DOCTRINAL LIMITS FOR C/M UNITS.

During the exploitation phase, MA and attack strength are halved. Additionally, a unit may not move at all in the exploitation phase if:

- iv) It started the phase in an enemy ZOC, or
- v) It attacked during the preceding combat phase.

#### 60.E.5.b. Optional Rule 1: The "Dyle Plan".

In the reaction phase of the turn German units first enter Belgium and Holland the Allied player may move Dutch and Belgian units and only those French and British units starting west of hex 16:1528 within 3 hexes of the Belgian border. Those French and British units able to move are required to move. And they are required to move as far east into Belgium in order to form a line from Antwerpen hex 16:1025 to Namur hex 16:1426. On the second invasion turn French and British units in the Low Countries may not move except to remain in supply and escape German pockets. All Allied units within 3 hexes of the Maginot Line may not move, all other Allied units are free to move. The third turn of the German invasion all Allied units may be moved without restrictions.

#### 60.E.5.c. Optional Rule 2: Screening Paris.

Until the Allied player declares Paris an Open City he must screen it from German c/m forces. If a German C/M division can trace a clear path of 15 hexes from it to Paris, the Allied player must in his next turn garrison Paris with 9 REs of units until such time as Paris is declared an Open City.

### 60.E.6. BALKAN FRONT.

This game covers the Axis invasion of Greece and Yugoslavia.

Germany starts the game uninvolved in the Balkans. During play, the Axis player may increase the level of German

involvement, through German assistance to Italy or through German intervention.

#### 60.E.6.a. GERMAN ASSISTANCE.

During each Axis initial phase, the Axis player may obtain German assistance if the following conditions are met:

- i) The turn is any turn from Dec I 40 through Apr II 41, inclusive.
- ii) Germany has not intervened in the Balkans on a previous turn, and does not do so on this turn.

Each time the Axis player obtains German assistance, he receives REs of German forces:

- i) 5 REs if there are no British ground units other than position AA in Mainland Greece.
- ii) 10 REs if there are any British ground units other than position AA in Mainland Greece.

The Axis player chooses these assistance forces as he wishes from the German 2nd Army, German 1st Panzer Group, and the Luftwaffe air units allocated to the invasion of Yugoslavia, as listed in the Axis order of battle. For these REs, count non-c/m units at their RE size, c/m units at double their RE size, and air units at 2 REs each. *Example: On Jan I 41, the Axis player obtains German assistance, receiving 5 REs. He chooses a 7-8 mountain division (3 REs) from the 2nd Army and an Me 109E fighter (2 REs) from the Luftwaffe forces.*

These assistance forces appear as reinforcements, in any hexes in Mainland Italy. Note which forces are taken, as they are no longer available as German intervention forces. Also, the Axis player suffers a victory penalty for each RE of German assistance he obtains.

#### 60.E.6.b. GERMAN INTERVENTION IN THE BALKANS.

At the start of the first clear weather turn in weather zone D in 1941, the Axis player may have Germany intervene in the Balkans. If he does not call for German intervention at this time, then Germany will not intervene at all. If Yugoslavia is a pro-Allied neutral when Germany intervenes, then the Axis automatically declares war on Yugoslavia, and Yugoslavia immediately joins the Allies. The Axis player suffers a victory point penalty for having Germany intervene.

On the game turn that Germany intervenes, the Axis player receives an invasion surprise phase with the intervention forces. In the initial phase, the Axis player deploys the German intervention forces, and both players determine the supply status of their units. The German intervention forces consist of the forces for the invasion of Greece, as listed on the Axis order of battle. They also consist of the forces for the invasion of Yugoslavia, minus all forces taken for German assistance to Italy, if Yugoslavia has joined the Allies.

#### 60.E.6.c. GERMAN WITHDRAWAL.

Germany cannot maintain large forces in the Balkans indefinitely, as these forces are needed for the upcoming invasion of the Soviet Union. If Germany intervenes in the Balkans, then the Axis player must order a German withdrawal during his initial phase on May I 1941 or May II 1941. If he waits until May II 1941 to order the withdrawal, he suffers a victory point penalty.

When he orders the withdrawal, he must withdraw from play all German c/m units and all but 30 REs of German non-c/m units. These withdrawals are taken from all German units in play, regardless of whether they entered the game as intervention or assistance forces.

*Note that the Axis player does not order a withdrawal if Germany does not intervene. In this case, all assistance forces that arrive stay in play until the end of the game.*

#### 60.E.6.d. HUNGARY.

Hungary starts the scenario as part of the Axis. The Hungarian operational area consists of Hungary and the Backa region of Yugoslavia.

#### 60.E.6.e. ROMANIA.

Romania starts the game as part of the Axis. While there are no Romanian forces in the scenario, other Axis forces may operate in Romania.

#### 60.E.6.f. SLOVAKIA.

Slovakia starts the game as part of the Axis. While there are no Slovakian forces in the scenario, other Axis forces may operate in Slovakia.

#### 60.E.6.g. THE ITALO-GREEK WAR.

This scenario covers the period of the Italo-Greek War. *Note: The Italo-Greek War is a good introduction to the game and to Europa as it tests each player's offensive and defensive abilities. It involves few forces but requires players to master the rules.*

##### 60.E.6.g.1. GAME LENGTH.

The scenario starts with the Nov I 41 turn and ends upon the conclusion of the Mar II 41 turn.

##### 60.E.6.g.2. SPECIAL RULES.

Use all standard rules. Use the Balkan Campaign orders of battle.

##### 60.E.6.g.3. VICTORY.

Determine victory per the standard victory rules (Rule ???).

#### 60.E.6.h. OPERATION MARITA.

This scenario covers Operation Marita—the German blitzkrieg that overran Yugoslavia and Greece in April 1941.

##### 60.E.6.h.1. GAME LENGTH.

The scenario starts with the Apr I 41 turn and ends upon the conclusion of the Apr II 41 turn.

##### 60.E.6.h.2. SPECIAL RULES.

Use Maps 14A and 15B. Use the Operation Marita orders of battle for initial forces and reinforcements. When eliminating attack strength points as required, reducing a division to cadre counts as eliminating the full strength of the division. (Reducing a 5-6 Mtn XX to a 2-6 Mtn Cadre counts as eliminating 5 points.)

The Allied player sets up first. The Axis player sets up second.

After this, play starts with the German surprise attack turn of Apr I 41.

Germany has intervened on Apr I 41. Bulgaria has joined the Axis and is at passive participation on Apr I 41. Thereafter, Bulgaria is at partial participation. Yugoslavia, previously a pro- Allied neutral, joins the Allies.

At the start of the game, the Allied player owns Greece, Yugoslavia, and the portion of Albania as listed in the Greek order of battle. The Axis player owns Italy, Germany, Slovakia, Hungary, Romania, Bulgaria, the Dodecanese Islands, and the portion of Albania as listed on the Italian order of battle. Turkey is neutral.

#### 60.E.6.h.3. VICTORY.

Determine victory per the standard victory rules (Rule ???).

#### 60.E.6.i. MARITA-MERKUR.

This scenario covers Operation Marita—the German conquest of Yugoslavia and Greece—and Operation Merkur (Mercury)— the German airborne assault on Crete.

##### 60.E.6.i.1. GAME LENGTH.

The scenario starts with the Apr I 41 turn and ends upon the conclusion of the Jun II 41 turn.

##### 60.E.6.i.2. SPECIAL RULES.

Use the special rules from the Operation Marita scenario (Rule ???).

##### 60.E.6.i.3. VICTORY.

Determine victory per the standard victory rules (Rule ???).

#### 60.E.6.j. ASSAULT ON CRETE.

Following the conquest of Greece in April 1941, Germany decided to eliminate Britain's last bastion in the Aegean—the island of Crete—by airborne assault. Taking Crete would strengthen the Axis position in the Mediterranean, as well as removing the threat of the British bombing the crucial Romanian oilfields from Crete.

*Note: This is a short scenario, involving few forces. However, it is not a simple scenario, especially for the Axis player, as it requires expertise in airborne operations and in coordinating air and ground forces for maximum effectiveness.*

##### 60.E.6.j.1. GAME LENGTH.

The scenario starts with the May II 41 turn and ends upon the conclusion of the Jun II 41 turn.

##### 60.E.6.j.2. SPECIAL RULES.

Use Map 15B only. Use the Assault on Crete orders of battle for initial forces, initial conditions, and reinforcements. The Allied player sets up first. The Axis player sets up second and then plans any airborne operations and amphibious landings (Rule 37) for the first turn. After this, play starts with the May II 41 turn.

At the start of the game, the Allied player owns Crete and the nearby islands of Andikythera and Gavdos. The Axis player owns the Dodecanese Islands and all other Greek territory on the map. Turkey is neutral. Axis initial temporary airfields remain in play even if no construction units are present in their hexes.

##### 60.E.6.j.3. VICTORY.

The Axis player wins a major victory if he fulfills either of the following conditions:

- 1) He owns all airbases on Crete.
- 2) He eliminates at least 4 REs of British forces and does not lose more than 2 REs of airborne units. (Count British air units as 1 RE each. Do not count Greek units or any position AA.)

The Axis player wins a decisive victory if he fulfills both conditions.

The Allied player wins a major victory if the Axis player does not fulfill either condition.

**60.E.6.k. PLAN G.**

The Italians launched their attack on Greece with insufficient forces. An Italian staff study before the campaign recognized that they would need greater forces should Greece resist the invasion. This scenario explores the possibilities that the Italian high command heeded the realities of invading Greece.

**60.E.6.k.1. GAME LENGTH.**

The scenario starts with the Nov I 40 turn and ends when the Axis player ceases operations in the Balkans, per Rule 31A.

Special Rules.

Use the standard rules and the Balkan Campaign orders of battle, with the following changes. Add the Italian regular reinforcements for Nov I 40, Nov II 40, Dec I 40, and Dec II 40 to the initial forces of the Albania Troop Command. No Italian regular reinforcements are received for Nov I 40, Nov II 40, Dec I 40, and Dec II 40.

At the start of the game, after initial deployment but before the Axis player turn of Nov I 40 begins, determine if Greece discovers Italy's invasion preparations. The Allied player rolls one die. On a roll of 1 or 2, Greece does not detect the preparations, and the game begins with the Axis player turn. On a roll of 3, 4, 5 or 6, Greece detects the preparations and reacts.

The Allied player receives a special Oct II 40 mobilization turn. This turn consists of an Allied initial phase and movement phase. Greek Nov I 40 reinforcements are received on Oct II 40 instead. Greek units may move inside Greece. After this turn, the game begins with the Axis player turn of Nov I 40. Europa III Page 27

**60.E.6.k.2. VICTORY.**

Determine victory per the standard victory rules (Rule ???).

**60.E.6.l. PLAN Y.**

The Italian invasion of Greece arose from Mussolini's dreams of empire and the hope of a quick victory over a weaker opponent. Italy's Plan Y detailed an invasion of Yugoslavia, and Italy just as easily could have turned on Yugoslavia instead of Greece. This scenario examines this possibility.

Note: This scenario assumes that Germany stays out of the campaign for as long as possible, in hopes of avoiding the war drawing in Greek, British, and even Soviet forces. The scenario ends when Germany must intervene in 1941 or risk disruption of its 1941 campaign plans. The scenario further assumes that Yugoslavia's isolation—surrounded by Axis and neutral nations—precludes any active British intervention.

**60.E.6.l.1. GAME LENGTH.**

The scenario starts with the Nov I 40 turn and ends upon the conclusion of the Mar II 41 turn.

**60.E.6.l.2. SPECIAL RULES.**

Use Map 14A only. Use the Plan Y orders of battle for initial forces and reinforcements. The Allied player sets up first. The Axis player sets up second. After this, play starts with the Nov I 40 turn.

At the start of the game, the Allied player owns Yugoslavia. The Axis player owns Italy and Albania. Germany, Slovakia, Hungary, Romania, Bulgaria, and Greece are neutral, although Hungary and Bulgaria may intervene.

At the start of the game, after initial deployment but before the Axis player turn of Nov I 40 begins, determine if Yugoslavia discovers Italy's invasion preparations. The Allied player rolls one die. On a 1, 2 or 3, Yugoslavia does not detect the preparations, and the game begins with the Axis player turn. On a roll of 4, 5, or 6, Yugoslavia detects the preparations and reacts. The Allied player receives a special Oct II 40 mobilization turn. This turn consists of an Allied initial phase and movement phase. Yugoslav mobilization start with this turn, and Yugoslav units, to the extent allowed by mobilization, may move inside Yugoslavia. After this turn, the game begins with the Axis player turn of Nov I 40.

During any Allied initial phase, the Allied player may move the Yugoslav capital from the city it is in to any other connected city. A city is connected to another if a rail line can be traced from one city to the other, entirely through friendly-owned hexes. In this scenario, the Allied player may not evacuate the Yugoslav capital.

During any Axis initial phase from Nov II 40 on, the Axis player may call for Balkan intervention. Determine Balkan intervention the same as for Bulgarian participation in the Balkan Campaign (see Rule 28C1), except ignore the modifiers concerning the Metaxas Line. If Balkan intervention occurs, Hungary and Bulgaria join the Axis.

**60.E.6.l.3. VICTORY.**

The Axis player wins by capturing the Yugoslav capital. He wins a decisive victory if he captures it on or before Jan II 41. He wins a major victory if he captures it on Feb I 41 or Feb II 41. He wins a marginal victory if he captures it on Mar I 41 or Mar II 41. If the Axis player does not capture the Yugoslav capital, the Allied player wins a major victory.

**60.E.6.m. GREEK APPEASEMENT.**

Italy had intermittently staged incidents and confrontations with Greece, in the hopes of cowing the Greek government. This scenario examines the consequences had Greece conceded territory to Italy in an earlier crisis in an attempt to appease Italian demands. Note: While Greek appeasement seems unlikely in historical retrospect, it was little or no more unlikely than other acts of appeasement in the 1930s. This scenario assumes that the appeasement did not, or course, placate Italy for long and thus only deteriorated Greece's defensive position.

**60.E.6.m.1. GAME LENGTH.**

The scenario starts with the Nov I 40 turn and ends when the Axis ceases operations in the Balkans, per Rule ???.

**60.E.6.m.2. SPECIAL RULES.**

The Cham region of Greece was earlier conceded to Italy. The Axis player owns the Cham region at the start of the game, which is treated for all game purposes as part of Albania. Treat the Cham-Greece border as the international border between Albania and Greece. Note: The island of Kerkyra is not part of Cham and remains part of Greece.

Other than the above, there are no special rules.

**60.E.6.m.3. VICTORY.**

Determine victory per the standard victory rules (Rule ???).

**60.E.7. BARBAROSSA. (Germany/Russia)**

This scenario covers the war against Russia from 1941 to 1945.

**60.E.7.a. DEPLOYMENT SEQUENCE. (Germany/Russia)**

All units are set up in the following order.

**60.E.7.a.1. SOVIET BORDER MDs. (Russia)**

The Soviet player deploys the forces of his border MDs first. Every hex in the Soviet Union next to a border hexside with Greater Germany, Hungary, and Rumania must be occupied by, or in the full ZOC of (before reductions due to terrain, etc.) a Soviet unit. All border hexes containing a transportation line entering the Soviet Union from Finland, Turkey, and Iran must be occupied by, or in the full ZOC of (before reductions) a Soviet unit. Units listed in the non-divisional sections of each MD are deployed stacked with any other combat units in the MD or in any cities or fortresses in the MD. A minimum of one engineer unit, one AA unit, and two artillery units must be placed with units of each Soviet army (if possible). Units that begin the game off-map should be placed in the appropriate OFF-MAP MD HOLDING BOXES.

**60.E.7.a.2. AXIS GROUND UNITS. (Germany)**

The German player then deploys all of his forces except air units, as specified on the AXIS INITIAL ORDER OF BATTLE. Plan any airborne operations or amphibious landings (Rule 37) for any future or current Axis player-turn.

**60.E.7.a.3. SOVIET REAR AREAS. (Russia)**

The Soviet player then deploys all of his remaining forces except air units. His available air units are placed aside for the resolution of the surprise attack turn (Rule 31F). The Soviet player activates and deploys his air units after this attack.

**60.E.7.a.4. GERMAN AIR UNITS. (Germany)**

The German player activates Axis air units. Air units not activated are placed on the available box of the GERMAN AIR CHART. He then chooses which of his Luftwaffe air units (only) will make the surprise attack against the Soviet Air Force; these are placed to one side for the resolution of the attack in the surprise attack turn. Deploy the remaining air units on the map. Axis-Allied air units are placed at airbases in their home countries. Place up to three Luftwaffe air units at airbases in Norway. The remaining Luftwaffe air units are placed at airbases in Greater Germany or Rumania, and the air units making the surprise attack will be deployed at airbases in Greater Germany or Rumania following the attack.

**60.E.7.a.5. REINFORCEMENTS.**

Place all reinforcements that are to arrive on June 4 41 (if using two-week Europa OBs) on the map as if they had arrived on June 3 41.

**60.E.7.b. FIRST TURN. (Germany/Russia)**

After all forces are deployed, begin the game with the German surprise attack turn of the Jun 4 41 turn. The weather is clear in all weather zones' this turn.

**60.E.7.c. OWNERSHIP. (Germany/Russia)**

At the start of the game the German player owns Rumania, Norway, Greater Germany, Bulgaria, and Greece. The Soviet player owns the USSR and Hango. Finland, Hungary, Sweden, Turkey, and Iran are neutral. *Note: Finland, Rumania, and Hungary will enter the war per Rule 32.*

**60.E.7.d. SUPPLY POINTS. (Germany/Russia)**

The Soviets start the game with 50 supply points. The Axis begins with 250 SPs in the national pool out of which 10 SPs may be placed in the Finnish national pool. Up to 20 Axis and 5 Soviet offensive chits may be placed on the map by reducing the SPs in the national pools by the same amount.

**60.E.7.e. MAJOR DEPOTS. (Germany/Russia)**

Each major depot beginning the game starts with 10 SPs. Either side may add up to 10 SPs each to any on-map major depots by reducing the national pool accordingly.

Major depots must be placed in their specified hexes if listed. Otherwise, they must be placed in any city within the setup zone of the army that they serve. All HQs must be attached to their listed major depots.

**60.E.7.f. ARMY HEADQUARTERS.**

All army front HQs must be placed with any unit of their attached army. Each HQ may be carrying as many REs worth of SPs and SRPs as it wishes but these must be removed from the national pool.

**60.E.8. WAR IN THE DESERT.**

The War in the Desert historical scenario begins with the Dec 1 40 Allied turn. *Note: Italy has declared war on Jun 2 40. British replacements and SPs/SRPs are received as of Jul 1 40.*

Italian units in East Africa are under movement restrictions until the Allied player crosses the border into Italian East Africa. Roll 1d6+1 to get the number of REs that the Italian player may move each turn. Units outside of Italian East Africa count 1/2 their RE size.

*Note: Be aware that Italian units in Lybia may use intrinsic supply if they are in towns or cities. As Benghazi is a reduced port, only units tracing to the depot in Tripoli will be able to be in full supply. Most Italian units will only be able to be in limited supply.*

If playing a scenario that begins before Dec 1 40, all non-garrison units in North Africa begin the game in operational reserve. Make a die roll for each side for Jun 1 40 and each month thereafter to see how many REs may change status.

All Allied RPs generated by operational reserves before Italy declares war are sent to England.

**60.E.8.a. ANTI-SHIPPING FORCES.**

No anti-shipping forces of either side are active in the Mediterranean Sea against shipping in North Africa until active operations begin in North Africa (see below). *Note: At this point Puerto Bardia will have no intrinsic supply capacity for the Axis as the Eastern Mediterranean Sea is an unfriendly sea zone.*

**60.E.8.b. UNITS.**

A 2-1-6 Allied tank battalion is a heavy tank.

The 3-6\* X in Malta may be broken down into 2 x 1-6\* battalions and one 0-1-6\* battalion.

The 0-4 X Malta Construction Engineer acts like a command HQ (Rule ???) for all purposes while on Malta.

**60.E.8.c. INITIAL DAMAGE.**

The ports of Tobruk and Benghazi are reduced ports (Rule ???).

The road hexes that bypass Tobruk and the three hexes between the Lybian border and Sid Barrini begin the game as tracks and must be improved to roads. Any SRPs spent to improve tracks to roads are placed in a major port in North Africa instead of being expended. In scenarios starting after Nov 1 40, the road to Sidi Barrini is improved.

**60.E.8.d. ITALIAN POLITICAL DIRECTIVES.**

Due to commands from Mussolini the Italian player is required to perform actions that he may not find in his best interest or suffer penalties.

By Sept 2 40, the Italian player must have 10 REs of units either in Egypt, the North African Eliminated Box, or in the ZOC of a British unit in Egypt or Lybia. This total is increased by 2 REs on the first turn of each month until the Allied Feb 1 41 turn.

For each RE missing from the above requirement, the Allied player is allowed to place a “+1 MP” marker on any Italian unit in North Africa during his initial phase. There is no limit on the total MPs that may be placed on a single unit.

Instead of the above, the Allied player may either make an Italian air unit in North Africa inoperative or use two missing REs to make place an “X” on an air unit.

Any combination of the above maybe performed by the Allies. *For example, if it was Dec 1 40, Italy is required to have 16 REs in Egypt but has none. The Allies could place a “+6 MP” marker on one unit in a stack, “+2 MP” markers on the other two unit in the same stack, place a “+1 MP” marker on a unit in another stack, flip one air unit to inoperative, and place “X” markers on two other air units.*

**60.E.8.e. ITALIAN TRUCKS.**

Each Italian Army in North Africa begins with one wagon unit (which will probably eventually be combined into a single truck) and one additional truck.

Any time during a friendly player turn after Italy captures a town in Egypt the Italian player may call for reinforcements as follows:

- 1) The town must be attached by a road or rail line to an Italian major depot (Rule 15.H.1).
- 2) This may only be done once per game per town.
- 3) One SRP (rounded up) per 5 SPs must be in the town.
- 4) One SRP is received in North Africa per 5 SPs in the town.
- 5) A 1 RE transport counter is received during the reinforcement phase for each SP (and its associated SRP) in the town. Alternatively, a player may take 1 wagon per 5 SPs or 1 truck per 10 SPs. Place on the reinforcement track so as to arrive in North Africa one month later.
- 6) The towns required SPs and SRPs may not be moved or destroyed on the turn the reinforcements are called for.
- 7) These reinforcements may only be received before any German units arrive in North Africa. *Note: This could still occur after German Intervention.*

**60.E.8.f. BRITISH TRUCKS.**

The British player receives one extra truck unit:

- i) In Alexandria when the track between the Lybian border and Sidi Barrini has been improved to a road by the Italians or upon German intervention and
- ii) One month after he has both captured an Italian port in North Africa and the track between the Lybian border and Sidi Barrini has been improved to a road (by either player). *Note: The truck is placed on the replacement track so it arrives one month after both conditions have been met.*

**60.E.8.g. ARMY HEADQUARTERS.**

The Allies begin the game with one Command HQ (Rule 15.K.1.b) and an attached Command Depot (Rule 15.H.1.b). If Italian East Africa is included, two more of each are set up with the starting forces.

Combine into (or replace with) one Army HQ and Major Depot on Sep 1 41.

**60.E.8.h. OPERATIONAL RESERVES.**

All Allied units in Egypt and all Italian units in Tripolantia may begin the game in operational reserve in scenarios beginning after Nov 1 40 unless in garrison.

All non-garrison units in Egypt or Lybia may begin the game in operational reserve in scenarios beginning before Nov 1 40.

The required British Mediterranean Strategic Reserve REs (Rule ???) must be indicated. These REs will either be in the Delta or the MEDITERRANEAN FORMING BOX.

**60.E.8.i. REQUIRED GARRISONS.**

The Italian Fifth Army in Tripolianta must maintain a garrison of 10 REs of garrison capable units plus an army depot, an army HQ, a truck and 1 RE each of artillery and engineer units.

These are released as per Rule ???.

**60.E.8.j. ACTIVE OPERATIONS.**

Active operations begin in North Africa when either the Italian player crosses into Egypt with ground units, bombs Malta in any way, or the British player enters Libya with ground units.

Both players receive the current months active operations replacement rate on the turn active operations begin. The British player also receives an extra 2 SRPs on this turn.

**60.E.8.k. GERMAN INTERVENTION IN NORTH AFRICA.**

The Axis player may roll for German intervention Turn “0” at the end of any player turn after active operations (Rule 60.E.7.g) begin. Roll 2d6. Intervention occurs if the number equals or is less than the combined total of the following items:

- i) The initial number is -12.
- ii) Add the total Italian REs in the NORTH AFRICA ELIMINATED BOX.
- iii) Double the above RE sizes of any unit in the ELIMINATED ISOLATED BOX.
- iv) Double the above RE sizes of any unit with the armour symbol. *For example, a 1-8 lt tank X in the isolated pool would count as 4 REs.*
- v) Subtract two for each previous attempt at German intervention.
- vi) Add the Malta Status number (Rule ???).

- vii) Subtract 1 for each Allied town and 3 for each Allied city hex in North Africa owned by the Italians.
- viii) Add the initial SRP cost of an enemy surprise turn if it occurs in the current or preceding turn.
- ix) Subtract the port size (Rule ???) of any Allied North African port owned by Italy.
- x) Subtract 10 if Malta is Axis owned.
- xi) Add 1 for each town and 3 for each Italian city (not town) in North Africa owned by the Allies.
- xii) Add the port size of any Italian North African port owned by the Allies.
- xiii) Subtract the total number of Italian RPs in the North Africa Replacement Pool.
- xiv) Add the ARP cost of any aborted or eliminated Italian air units in North Africa.
- xv) Subtract the ARP cost of any aborted or eliminated Allied air units in North Africa.
- xvi) Subtract 1 for each month before Dec 1 40. *For example, Nov 4 would be -1; Oct 1 would be -2 and Sept 3 would be -3.*
- xvii) Add 1 for each month after Dec 1.

The turn that the RE total is reached is German Intervention Turn 0. Two months later, a German truck is received.

This will release various Italian North African garrisons (Rule [44.A.7.a.9](#)) and will show the starting turn for the turn count for German reinforcements in North African scenarios.

**60.E.8.I. NORTH AFRICA GARRISONS.**

The Italian player must keep additional units in garrison in North Africa as per Rule ???.

**60.E.9. SECOND FRONT (1943).**

**60.E.9.a. SETUP.**

*Note: All islands off the coast of France are part of France except for the Channel Islands.*

Walachern Island may have a port fortification placed on it.

Inland ports may not have port fortifications placed on them.

**60.E.9.b. INITIAL SEQUENCE OF PLAY.**

- 1) If he so chooses, the Allied player may draw and look at the Italian National Will Card at this time. This will count as if it was done on the Jun 3 43 turn.
- 2) Allied player may secretly designate up to 90 REs of units to move to England from the North Africa Holding Box. Air units are 2 REs, TFs are equal to their strength, NTs/LCs are equal to their carrying capacity, and ground units are equal to their cost to ship. *For example, a tank division would cost 6 REs to move but would not require NTS for transport purposes.*
- 3) Axis setup. Choose one 12-point (or the next largest) airbase in each theatre to be a strategic airbase.
- 4) Allied setup. Allied player plans amphibious landings (Rule 37) and surprise phases for future turns. Choose one 12-point (or the next largest) airbase in each theatre to be a strategic airbase.
- 5) Axis player redeploys up to 7 units (excluding port fortifications) plus their required NTS for transport within each front. *Note: All redeploing units must still meet setup restrictions. For example, a unit that must be setup on Sicily may only redeploy to another hex in Sicily.*

- 6) Allied player moves up to 6 REs and 6 naval units within or between fronts. A naval supply transfer capacity of 30 REs is also usable within or between fronts.
- 7) Allied pregame air and naval phase. *Note: No Axis strategic airforce may be called up. RM hits during this phase reduce the rail capacity in step 10.*
- 8) Allied pregame reinforcement phase.
- 9) Any current or future British, Canadian, US, or minor allies forces may arrive in the ETO instead of the MTO.
- 10) Axis pregame turn. Each setup area may move REs equal to its unmodified rail capacity within the area as normal. *Note: Units may be moved between fronts but this counts against the capacity of both fronts. Air units and TFs are 1 RE. NTS, LCs, and LBs are 1 RE but do not count the REs of transported units unless they have moved otherwise. Strat air may be called up for use in the next turn. Note: This is the July 1 turn.*

Notes:

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OB notes

PzArmee HQ are 0-1-8 c/m

All other HQ are 0-1-6 non-c/m

Soviet Production

Soviet Union starts with 15 factories (1 extra at Minsk)

Factory Production

Art 1/2 mo 1941, 1/mo 1942, 1 1/2/mo 1943, 2/mo 1944-45

Arm 1/mo 1941, 1 1/2/mo 1942, 2/mo 1943-45

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