

Europe Engulfed



One-Map Tournament Scenario

(Jul '42 – Oct '43)

This scenario uses the Eastern Map only and is designed for two players (Soviet and Axis) to finish in 2 – 4 hours.

It gives both sides the chance to attack and defend, and uses all the standard game rules (only), with the exceptions that **Axis garrisons are only necessary to avoid Partisan effects in conquered Resource Areas within the Soviet Union, and that Naval Rules (sea-supply / sea-transfer) are NOT used. Fleet Point Markers are not used and neither player has to pay Naval Maintenance (Soviet Fleets are paid by Lend-Lease).**

The scenario begins with the Axis Production Phase of the Jul/Aug 1942 turn and concludes at the end of the Allied Sep/Oct 1943 Player-turn.

Setup - The Soviet player deploys first and moves second. The Axis player deploys second and moves first.

Soviet Setup – Remove from the Soviet Force Pool:

- 2 x Soviet Special Actions
(Soviets will have max of 1 SA in 1942 & 2 SA's in 1943)
- 3 x Soviet 4-step Elite Tanks

One of these Special Actions and 1 Elite tank will enter the Force Pool in Jan/Feb 1943 (See Note #2).

Deploy the following units in the order listed below:

1) Deploy in the Leningrad Fortress:

- 2 x 4-step Soviet Infantry (non-elite).

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

- 4 x 3-step Elite Infantry (4-step units reduced)
- 2 x 3-step Tank (4-step units reduced)
- 1 x 2-step Tank (3-step unit reduced)
- 1 x 1-step Tank (2-step unit reduced)
- 2 x 3-step Cavalry
- 14 x 3-step Inf
- 12 x 2-step Inf
- 1 x Field Fortification
- 2 x Soviet Heavy Fortifications (see 6.95(c))
- 2 x Ground-support Units
- 1 x Special Action

All remaining Soviet Units are in the Soviet Force Pool and are available for Production.

Axis Setup – Remove from the Axis Force Pool:

- 3 x 4-step German Elite Tank
- 2 x 4-step German Tank
- 3 x 4-step German Elite Inf
- 9 x 3-step German Inf
- 2 x German Ground-support Unit
- 1 x German Special Action (Max. this scenario is 4)
- ALL** German Militia Units
- ALL** Bulgarian Units
- ALL** Vichy-French Units
- ALL** Italian Units **EXCEPT** 1 x 3-step Inf

One of the removed German 4-step Elite Tanks and one removed German Elite Infantry will enter the Force Pool in Jan/Feb 1943 (See Note #2).

Deploy the following units in the order listed below:

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

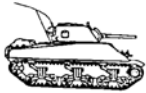
- 1 x 3-step German Elite Tank
- 2 x 4-step German Tank
- 6 x 3-step German Tank (4-step units reduced)
- 11 x 3-step German Inf (4-step units reduced)
- 8 x 3-step German Inf (3-step units at full-strength)
- 1 x 2-step German Airborne
- 4 x German Ground-support Units
- 1 x 3-step Italian Inf
- 1 x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

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

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

All remaining Axis Units are in the Axis Force Pool and are available for Production.

Bidding for Sides — Each player takes a Soviet/Axis control marker and shields it from his opponent's view with one hand, setting it so that the side he wishes to play is face-up. Both players reveal their selection simultaneously. If both players have selected the same side, a bidding process is followed. Player's dice-off for the right to the opening bid. The opening bid may be 'pass', zero, 0.5, or 1.0. The bidding is in VP's, and the maximum bid is 1.0.



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When a bid of 1.0 is made, the bidding ends with the player making that bid getting the desired side. If the player with the opening bid passes, the second player then has the same options as above. If he too passes, the player who won the dice-off gets the desired side with no penalty. If either player wins the desired side with a bid, including a bid of 'zero', then that player loses in the event of a tie (after factoring in the bid).

Victory Conditions – The player with the most Victory Points (VP's) at scenario end wins the game. If both players have the same number of VP's, the game is a draw (exception – see Bidding for Sides).

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

- 1) Each of the following areas held by the Axis at the end of the game with a land supply route to Germany (Slovakia): Baku, Stalingrad, Moscow, & Leningrad.

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

- 1) The Axis player has never controlled any two of the Axis objectives in the Soviet Union at the same instant throughout the scenario.
- 2) The Axis have been completely removed from Soviet Home Areas.
- 3) Each of the following areas held by the Soviets at the end of the game with a land supply route to the Ural Mountains: Warsaw & Bucharest

Either Player is awarded one-half of a victory point if, at the end of the scenario, he controls more areas than he controlled at the start of the scenario (note that only one player could win this award. Leningrad and Sevastopol count as distinct areas.

For Swiss-style tournaments, play the preliminary rounds to decide the best score for advancement to the Semi-Finals or Finals. Ties are resolved 1st by face-to-face results vs. tied opponent(s), 2nd by strength of schedule (opponents' combined W-L record), and 3rd by summing the Victory Point differential achieved over the course of the preliminary rounds.

Special Rules for this Scenario:

1) **Weather** - Because this scenario will be played in tournaments, historical weather is to be used (if playing for fun, random weather is fine). The historical weather pattern for the random weather turns was as follows:

Nov/Dec 1942: **Snow**

Mar/Apr 1943: **Mud**

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

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

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- 1 x 4-step German Elite Tank
 - 1 x 4-step German Elite Infantry
 - REMOVE** one German Special Action

3) **Areas in Play** - The only areas in play for this scenario are The Soviet Union, Finland, The Baltic States, Poland, Slovakia, Hungary, and Rumania.

4) **Slovakia** – This is the only Home Area for Germany in this Scenario. It is the only Supply Source for German and Italian Units, and if German controlled it is assumed to always be able to trace to another Home Area (i.e. it cannot be placed Out of Supply so long as it is Axis-controlled). It is exempt from the two new units per turn Production rule. All newly Produced German units arrive in Slovakia.

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

6) **Axis Production** – The Germans Produce with 25 WERPs per turn (plus conquered and garrisoned Soviet Resource Areas) throughout the entire scenario. The free-step of Axis Minor Infantry (see 9.15) is also received each turn, if an eligible step is available. The Italian unit may never be rebuilt or receive replacements. The loss of the fourth Special Action beginning with Jan/Feb 1943 represents the growing resources needed to keep the Western-Allies contained. If the Axis player enters 1943 with all four Special Actions built, the fourth Special Action is not removed until the next occasion that the Germans use a Special Action.

7) **Strategic Assets & Fleet Points:** There are no Strategic Assets or Fleet Points for this scenario.

8) **Axis Strat-moves:** Germany may use five Strat-moves per TURN in this scenario. Italy may use one Strat-move per GAME.