

This is not a standard WWII in Europe game. I use this platform and map to build a blitzkrieg type game. The game is all European Countries versus German. Made major changes to Units/Map/Scripts. This game is built around taking and/or holding Mines and Oil Fields hexes. Control these hexes wins the game, but are not the victory conditions. German needs to take all of Europe's Mines and Oil Fields. Before the Allies out of reach, Mines and Oil Field comes on line overwhelming German MPP production. Campaign ends 1949/09/01 if no victory condition is met. Victory conditions for the most part is holding Major Capitals, plus Prague and Vienna. If a major country national morale falls below 0. The country does not surrender just performs very poorly and cannot recover its national morale.

MAJOR CHANGES:

MAP:

South East Corner is India with Mines and Oil Fields;
South West Corner is Colonies with Mines and Oil Fields;
Nunavik Iceland is Poland – Alta Capital;
Puerto del Rosario former Spain is France – Alta Capital.

Eastern USSR has been enhanced, with increase Mines, Oil Fields, Cities, Major Cities, rails and roads.

All continental Capitals are connected by rails to one another. The rails system connects most resource centers to one another, from south west Africa to eastern Russia to north west Norway.

No Land Connection From:

Messina to Italy;
Copenhagen to Sweden;
Istanbul to Turkey;
Gallipoli to Turkey;
Crimea to Russia.

Atlanta Wall – Fortress AI-1943/01/11

Amiens - 150,81
Rouen - 148,82
Caen - 145,83
Cherbourg - 144,83
Rennes - 143,85

More Ports added to include Major Ports for most coastal major countries.

UK – Has reduced MPP's from British Isles resources. Needs the oversea UK Allies countries convoys for most of UK MPPs.

MPP Production – No MPP's production comes from Ports, Major Ports, Villages, Towns (except USA), and Fortress Towns. Cities, Major Cities, and Capitals produce some MPP's. Major Capitals, Mines and Oil Fields produce large amounts of MPP's. Italy and Poland, Major Ports produce large amount of MPP's. Western Allies depends on the USA for increasing its MPP's. USSR depend on Far Eastern and Southern Russia for most of its MPP's. German depends upon conquest to gain MPP's.

UNIT_ID:

Headquarters - USA starts with attachment increase to 8 and range to 6. German starts with attachment increase to 6 and range to 6. All others are at 5 attachment and 5 range.

Infantry – USSR leg Infantry and all Cavalry comes at no MPP cost for AI.

Coastal Guns - *250mm Artillery Fix* have a range of 2 hexes and a high hit power against Naval Units. Most inland ports and six sided fortifications are defended by 250mm Artillery Fix. 250mm Artillery Fix are set to high defense value against Air/Ground attacks. Use Artillery Research to **greatly** increase defensive capacity. AI is set to higher defense value than human's 250mm Artillery fix. Denmark, Greece, Sweden, and Turkey guns have a range of one hex. This unit type has zero build limit, guns are preplaced or are from #UNIT script.

Rail Gun - *250mm Artillery Rail* German have a range of 3 hexes. Use Artillery Research to increase operational capacity, port defense and defense reduction capacity. Use these Artillery to reduce or destroy 250mm Artillery Fix with its greater range. Received one gun per year from 1940/01/01 to 1943/01/01 from #UNIT script. Allies 250mm Artillery Rail guns are preplaced. Denmark, Greece, Sweden, and Turkey guns have a range of one hex. This unit type has zero build limit.

Partisans' - Activities are more active and numerous. See below for more on this subject.

Shock Units - *Elite* are with greater soft and hard, hit power. France Elite Corps starts weak. Needs Weapons Research to **greatly** increase offense capacity. High hit power with casualty cost. High cost in MPP's to maintain and upgrade.

Mechanize Units - Armor colored units are equipped with Armor weapons. Infantry colored units are equipped with Anti-Tank weapons.

Light Tank – Fast light Armor with an Infantry strength.

Armor Train – Infantry strength with enhance Air-Defense and Anti-Tank weapons, excellent for defense with Research.

Kamikaze - *Patrol Air* can fly only from one base to another base. Patrol has a search range from Patrol base. Ideal for coastal areas around Naval Bases. Spying and Intelligence research increase the search zone hexes.

Cavalry Corps - *Elite Mechanize* [German only] equipped with Tank Weapons. High hit power with casualty cost. High cost in MPP's to maintain and upgrade. This unit type has zero build limit. Best the Allies destroy this unit type immediately.

Motor Torpedo Boat - *Destroyer Escort* [Frigate/Corvettes] has upgraded range and Anti-Submarine weapons.

Research – Unit's equipment upgrades generally cost more MPP's to perform.

MAJOR AI Script Factor(s) [reserves here are referring to units created above built limits]:

Allies:

France April 1943 - Invasion of Italy from Africa.

Italy April 1943 - Invasion of Italy from Africa.

Poland Area of Operation is Scandinavia.

UK Area of Operation are Africa and Mediterranean.

UK India reserves deploys when German approach Egypt or southern Iraq.

UK English reserves deploys with German invasion of England.

UK April 1943 - Invasion of Southern Europe Baltic from Turkey.

USA American reserves deploys when German invades England.

Veterans/Expert levels, deploys reserves without sea transport.

USA American reserves deploys with German invasion of America.

USA Area of Operation is Western Continent of Europe.

USA Assemble units in England and Ireland for invasion.

USA April 1943 - Invasion of Western Continental Europe from Ireland and England.

USA Ground/air/naval units are developed. Intermediate/above Levels increases USA fleet deployment.

Develop:

BC/DD/CV/SS/DE (2) – 1945/09/15;

BC/DD (3)/CVL – 1945/10/15;

DD (3)/CVL – 1945/11/15;

DD (3)/CVL – 1945/12/15;

BB/CA/CV/DE (2) – 1946/02/15.

Develop (AI) – AI Level:

BB/CA/CV – 1946/02/15 – 2;

BB/BC/CA/CL/CV – 1946/02/15 – 3;

BB/CA/CL/CV – 1946/02/15 – 4;

BB/CA/CL/CV – 1946/03/15 – 4.

USSR Russian reserves deploys when German approach major resources.

USSR Russian deploys 250mm Artillery Fix around Moscow.

German:

Deploys reserves when Allied approach Berlin.

Deploys reserves for May 1940 invasion of France.

Deploys reserves for May 1941 invasion of USSR.

BELLIGERENCE Allies Major Countries Cannot Declare War on German before:

1939/09/01 – USSR, if German DoW on Lithuania;

1939/09/01 – Italy, if German DoW on Belgium;

1939/09/01 – Italy, if German DoW on Bulgaria;

1939/09/01 – Italy, if German DoW on Romania;

1939/09/01 – Italy, if German DoW on Spain;

1939/09/01 – Italy, if German DoW on Switzerland;

1939/09/01 – Italy, if German DoW on Yugoslavia;

1939/09/01 – UK, if German DoW on Hungary;

1939/09/01 – UK, if German DoW on USSR;

1939/09/01 – USA, if German units near London;

1940/04/01 – Italy;

1940/05/01 – UK;

1941/09/01 – USSR;

1941/12/15 – USA, if USSR at 100% active;

1942/01/10 – USA.

AI 2 Level 4 - UK, USA, USSR with enter the war at 100 actives.

ANNEXATION Changes:

Bulgaria - Southern Dobruja from Romania 1939/09/30 50%.

Hungary - Northern Transylvania from Romania 1939/09/30 70%.

USSR:

North of the river from Grodno to Baranowicze from Poland after the fall of Warsaw by German after 1939/10/01, this is a big change;

Bessarabia from Romania after 1939/09/30 50%.

IMPORT Into German:

80% Trigger per turn:

Norway – 20 MPP per turn until Stockholm falls or Entries the War;
Spain – 20 MPP per turn until Paris falls or Entries the War;
Sweden – 20 MPP per turn until Paris falls or Entries the War;
Switzerland – 20 MPP per turn until Paris falls or Entries the War;
Turkey – 20 MPP per turn until Belgrade falls or Entries the War;
USSR – 20 MPP per turn after Poland falls until Entries the War.

70% Trigger per turn:

Ploesti – 80 MPP per turn after German controls – Bucharest, Sofia, Belgrade, Budapest, Bratislava and No Allies unit near Ploesti.

GERMAN:

Strategy:

August 1940 - Occupy all the Mines and Oil Fields in Balkans;
August 1940 - Start developing security units to future Partisans' locations;
August 1940 - Take air superiority over both southern and middle England;
October 1940 - Occupy Lisbon, Gibraltar, boot of Italy, Athens and Istanbul;
November 1940 - Take air superiority over western Africa;
March 1942 - Invade western Africa;
December 1942 - End of the siege of Moscow;
November 1942 - All Partisans' locations garrison;
May 1943 - Scandinavia is occupied or multi fortress lines deep inside of Scandinavia;
May 1943 - Have heavy mobile units in Western Europe to fight off invasion(s);
May 1944 - Have multi fortress lines deep inside of USSR.
German player failure to complete these strategic necessities or better. German player stalemates the campaign at best.

Early in the campaign German player needs to be frugal, but do not be misery in MPP expenditures. Purchase; research, air, and submarines, then ground units for USSR invasion. 1939 – 1941, spend foolish here, will cost German dearly in 1944 or for sure in 1945. Conduct attritional warfare with air power over England and West Africa. Secure occupy Partisans' hex's early, or will cost in lost MPP later in the campaign. Reduce Allies MPP by trying to occupy either or both Africa and/or Middle East. USA invasions assembles in Ireland and England. German player must defense from an invasion from Porto to Brest starting in 1943. A large USA naval fleet likely will be in the Bay of Biscay at the time of invasion. A multi-Allies invasion from Africa to Italy and Turkey to Baltic starts in 1943. Approach all six-sided Forts of all types with care, for a fair number has a 250mm Fix Artillery defending.

Here lays German player over all planning situation. Most of the map has no MPP value are going to require large amount of MPP to capture and retain. Most victory points are not near MPP producing hexes. Conduct operations to gain the few Mines and Oil Fields hexes, in reasonable reach. Capturing Western Allies, west Russia, and the Caucuses, Mines and Oil Fields hexes have bonus MPP's for five turns. USSR AI Purchase script Infantry and Cavalry at no MPP cost.

PARTISANS ACTIVITIES:

German has increase Occupation units (Garrisons, Infantry/Cavalry Brigades, Infantry/Cavalry Divisions) units in build force pool. German's needs to build these units to simulate the cost of occupation or faces severe supply situation in occupy lands by the start of late 1941. Occupation units, are for garrison duties to free up combat grade units.

Allied Partisan Locations:

Capitals (both type);

Cities (both type);
Towns adjacent to Mine and Oil field locations;
Mine and Oil Field locations without an adjacent City or Town;
Fortified Towns;
Polish and USSR Villages.

There are over two hundred (200), partisans' locations. Occupation is going to cost German well over 10,000 MPP. Best for German to buy each turn an Occupation unit starting in June 1940. To save MPP in deployment is to march the unit to locations. Yes, a tedious task, but once the unit arrives, put it to sleep. Designed partisans to be a major part of the human German player war (cannot leave the rear empty). German has to conquer Poland and Denmark before late October 1939. Then redeploy to conquer the West, the Balkans and the Mediterranean of the European continent before late October 1940. Then redeploy to the east for operations against USSR. Bring up combat units' strength and research. With all this going on, German has to spend MPP and deploy, for occupation. Plus, German going to need a reserve of Occupation units for newly conquered land, to free up combat units. With research there is an Anti-Air benefit for German with Occupation units. Best to have Occupation units in place before "Partisans start dates:" (see dates below). Found the ripple deployment better than long-distance march. Ripple deployment is deployed to the closest partisan location to border. Then as new units come on line move deploy unit to the next partisan location. So on and so forth; *unit 1* assigned to *location A*. Then assign *unit 1* to *location B* when *unit 2* relieves *unit 1* at *location A*. So forth and so on.

Partisans start dates:

Canada, UK, and USA upon occupation;
USSR North East Forest upon occupation;
Occupy Capitals 1941/11/01;
France & its Allies 1941/11/01;
UK Allies 1942/01/01;
Poland & its Allies 1942/04/01;
USSR & its Allies 1942/06/01;
Italy & its Allies 1942/11/01.

Partisans' locations have German AI Guard and Purchase scripts for occupation. There is random occupation civil unrest to reduce Germany MPP at Mines and Oil Fields brought on by Allies Decision Events starting 1943/01/01.

USSR:

Strategy:

Use infantry as blocking forces. Use mass mobile units early in the campaign on infantry formations only. Keep these mobile units away from German mobile units in the early part of the campaign. Hold the fortifications of Moscow defense zone and Moscow even if isolated at all cost. Time is on USSR sided if can keep German west of the Urals and out of the Oil Fields of Southern Russia.

WEST:

Strategy:

Either hold and counter attack with forces in the Balkans, France, Italy, and Spain;
Or blocking actions and withdrawal to Africa and England, and wait for USA.

Poland to hold and build a defense zone in Scandinavia.

Conduct major Anti-Submarine operations. Take control of sea and air. Build large force(s) for invasion(s). Best time for invasions is when German is in a hard fight in USSR. Invaded multi locations simultaneously with multi-Major countries. West has until about early 1945 to invade, if going to get to Berlin. Either first or USSR first or no Allies gets to Berlin.

CAMPAIGN:

Ground Air Attacks and Artillery are lethal. Use them in attritional warfare. Need Air and Artillery for Infantry to perform offense and defense functions. This campaign does require combined of arms and use of terrain for Infantry. Without Artillery and cover terrain, Infantry is only cannon fodder for heavy mobile units. Use Infantry sparingly in open terrain.

Starting in 1943, all major countries will start suffering 200 MPPs' decrease per event:

Equipment – 10% trigger per turn per country (1943);

Material – 20% trigger per turn per country (1944);

Oil – 30% trigger per turn per country (1945).

All countries alignment is to the Allies; German stands alone.

German increase activities drive scripts mobilizing countries to enter the war.

All Allies countries have a random General Mobilization script.

German is block from diplomacy activities.

Major/Minor countries do not surrender upon German occupation.

Occupy countries, Capitals occupy by German, begin to leave the war starting

1946/04/14 at a random 10% per turn.

RESOURCE CENTERS:

Most Mines and Oil Fields come on line with 100% mobilization of the country in which the Mines or Oil Fields are located.

Except:

Canada:

1940/09/01	Mine	29,92	
	Mine	36,91	
1941/07/01	City	1,96	Toronto
	City	10,93	Montreal
	City	15,89	Quebec
1943/07/01	Mine	1,90	North Bay
	Oil	1,92	North Bay
	Mine	2,91	North Bay

Colonies:

1941/09/01	Oil	1,135
	Mine	2,133
	Mine	2,134
1943/01/01	Oil	1,130
	Mine	2,131
	Mine	2,132

India:

1941/09/01	Mine	266,134
1942/09/01	Mine	264,134
	Mine	264,135
	Mine	265,134

Iraqi:

1942/09/01	Oil	229,117
	Oil	233,115
	Oil	234,116

USA:

1941/01/01	Mine	3,101
Trigger 5%	Mine	5,101
	Town	17,97
	Town	18,96
	Town	20,95
1941/05/30	Town	0,99
Trigger 10%	Town	1,106
	Town	1,114
	Town	1,118
	Town	15,101
1942/05/30	Town	3,98
	Town	3,104
	Town	3,115
	Town	5,99
1943/05/30	Town	5,111
	Town	6,97
	Town	7,98
	Town	10,95
1944/05/30	Town	10,100
	Town	12,101
	Town	13,95
	Town	14,100

USSR:

1941/05/01	Oil	236,97	Grozny
	Oil	243,104	Baku
	Oil	244,105	Baku
	Oil	250,104	Krasnogorsk
1942/05/01	Mines	256,58	Perm
	Mines	256,59	Perm
	Mines	257,57	Perm
	Mines	257,59	Perm
	Mines	258,58	Perm
	Mines	258,59	Perm
	Mines	258,35	Muzi
1943/05/01	Mines	264,62	East Edge
	Mines	264,63	East Edge
	Mines	265,61	East Edge
	Mines	265,63	East Edge
	Mines	266,63	East Edge
	Mines	257,35	Kazyam
	Mines	258,36	Kazyam
	Mines	258,37	Kazyam

German:

1939/11/20	Mines	161,77	Essen
	Mines	162,78	Dortmund
1941/01/01	Mines	174,82	Radiance

1942/01/01	Mines	176,85	Budweis
1943/01/01	Mines	178,81	Pardubice

SEASONAL:

10 – Days Per Turn Spring;
7 – Days Per Turn Summer;
10 – Days Per Turn Fall;
12 – Days Per Turn Winter.

Turns Simultaneous