

War in Europe Theme -- Sept 39

Human receives scripts for Convoy's, Territory, Surrender #1, Partisan, National Morale & Victory.

No Scripts for Experience.

All other scripts are for AI.

AI has limited scripts notice of actions, use reporting systems for AI actions.

Game from September 1, 1939 -> September 1, 1946.

7 days per turn, for around 364 turns per game.

Reset most setting to War in Europe game default(s).

Except listed below other changes to default(s) are minor:

Increase Action Point costs to cross Rivers/Streams.

Increase Major Countries attack & defense points:

Germany -> 1.5;

UK & USA -> 1.0;

Other Major Countries -> 0.5;

Elite units additional -> 0.5.

Start Major Countries MPP productions to 60%.

Change MPP production increase to 15% for Germany, USA, & USSR;

Other countries MPP production increase to 10% per Research level.

Use Set Combat/Movement Penalties/Bonus for units.

Reserve Infantry (Res) has enhanced Soft/Hard defenses.

France AI has a trigger of 30% per turn entering the game.

UK AI has a trigger of 30% per turn after France entries the game.

Other countries AI use Mobilization #1 -> 4 scripts to entry the game.

No Vichy France option.

Balkan countries start game align set to neutral.

Naval unit can reform/rebuild at 10 minimum port and 100% cost and delay.

Set MPP production:

Oil 10 MPP 15 supply level = 150 MPP per turn full level;

Mine 10 MPP 10 supply level = 100 MPP per turn full level;

Fort Town 0.5 MPP 10 supply level = 5 MPP per turn full level;

Cities 1 MPP 10 supply level = 10 MPP per turn full level;

Major Cities 2 MPP 10 supply level = 20 MPP per turn full level;

Capital 3 MPP 12 supply level = 36 MPP per turn full level;

Major Capital 4 MPP 12 supply level = 48 MPP per turn full level.

Partisan start on occupation of these Resource hexes.

Some inland has Partisan.

Supply script for Mines/Oil Field start on 1943/09/01 with 30% trigger;
with GV 1 -> 9 [5,95].

Supply script for Canada Shipping hexes for mines start with Canada -> 100%.

No MPP's for the other Resource hexes.

Country Data Headquarter Attach/Range:

Germany -> 10,10;

UK & USA -> 8,8;

Other Major countries -> 6,6;

Minor countries -> 5,5.

GV [,] sets AI game priorities:

Purchase & Research scripts;

Countries	Infantry	Amour	Air/Naval
UK 1 [,]	1 [1,40]	1 [41,80]	1 [81-100];
France 2 [,]	2 [1,40]	2 [41,80]	2 [81-100];
USA 3 [,]	3 [1,40]	3 [41,80]	3 [81-100];
USSR 4 [,]	4 [1,60]	4 [61,90]	4 [91,100];
Poland 5 [,]	5 [1,60]	5 [61,90]	5 [91,100];
Germany 6 [,]	6 [1,20]	6 [21,80]	6 [81,100];
Italy 7 [,]	7 [1,70]	7 [71,90]	7 [91,100];
Finland 8 [,]	8 [1,70]	8 [71,90]	8 [91,100].

Increase Research cost and lower maximum Research spending:

Axis has fast -> slow research development;

Allies have slow -> fast research development;

UK, USA, & USSR research will overcome Axis early advantages.

Use GV [,] in these scripts:

Territory;

Greece -> Bulgaria hexes 1 [30,90].

Surrender # 1;

Germany -> Poland hexes 6 [10,90];

USSR -> Poland hexes 4 [10,90].

Amphibious;

Canada	-> Caen	1 [1,30]	1943;
	-> Le Havre	1 [31,90];	
	-> Dieppe	1 [91,100];	
	-> St Brieux	1 [1,61]	1944;
	-> Dieppe	1 [61,100].	
France	-> Marsala	2 [1,60]	1943;
	-> Agrigento	2 [61,100].	
UK	-> Caen	1 [1,30]	1943;
	-> Le Harve	1 [31,90];	
	-> Dieppe	1 [91,100];	
	-> St Brieux	1 [1,60]	1944;
	-> Dieppe	1 [61,100].	
USA	-> Caen	3 [1,60]	1943;
	-> Le Havre	3 [61,90];	
	-> Dieppe	3 [91,100];	
	-> St Brieux	3 [1,60]	1944;
	-> Dieppe	3 [61,100].	

Amphibious Minor;

Canada	-> Caen	1 [1,60]	1943;
	-> Le Harve	1 [61,90];	
	-> Dieppe	1 [91,100].	
France	-> Marsala	2 [1,60]	1943;
	-> Agrigento	2 [61,100];	
UK	-> Caen	1 [1,60]	1943;
	-> Le Havre	1 [61,90];	
	-> Dieppe	1 [91,100].	
USA	-> Caen	3 [1,60]	1943;
	-> Le Havre	3 [61,90];	
	-> Dieppe	3 [91,100];	
	-> Marsala	3 [1,60]	1943;
	-> Agrigento	3 [61,100];	
	-> St Brioux	3 [1,60]	1944;
	-> Dieppe	3 [61,100].	

South Atlantic/Red Sea transit points (loop) are located South Atlantic bottom center/right.

Need to sail to & from these transit points for Allies only;

131,252 South Atlantic -> Red Sea;

425,252 Red Sea -> South Atlantic;

509,227 Persia Gulf -> Red Sea.

Empire (54) entrance point is located at George Town hex 510,233.

Axis starts with advantages but within time the Allies will match and then pass the Axis.

London and Washington in this version are not in victory conditions. Will address with upgrade.

To include expand AI scripts in all sea movements, offense and any other weak points.

Set the game scripts to vanilla and standardize settings,
making it easier to expand or build offshoot.

Not recreation of history, use history as the game background.

The game does start on September 1, 1939.

This is just a Moped not a Harley or Triumph, that for you all history bluffs.

Changes to Elessar2 map:

Removed ports on Ladoga Lake and Caspian Sea.

No Land Crossing;

Sicily -> Italy;

Denmark -> Sweden.

Forts & Ports;

Hex	Reason
295,66	add port;
301,97	add fort;
311,69	add fort;
315,88	add fort;
322,188	add fort;
314,96	port facing wrong direction.

Road Type;

291,204	80 -> 134;
297,114	109 -> 87;
297,124	105 -> 132;
298,65	87 -> 84;
296,66	87 -> 74;
299,64	deleted -> 87;
299,65	added -> 83;
300,64	87 -> 8;
300,65	89 -> 133;
350,22	deleted -> 350,22
392,89	41 -> 31;
393,89	added -> 82.

Rail Road Type;

335,103	66 -> 45;
337,100	added -> 7;
343,103	12 -> 23;
490,91	8 -> 15;
491,90	added -> 8.

Change Owner;

174,210	Spain -> Morocco;
299,191	Neural -> Italy;
353,35	Sweden -> Finland;
364,201	Neural -> Greece.

Removed USSR Mines;

474,50	474,51	475,50;
475,51	476,51	476,52;
477,51	477,52	477,53;
478,52	478,53	478,54;
479,53	479,54	480,54;
480,55.		