

RISE AND DECLINE OF THE **THIRD REICH**

THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS GAME OF WORLD WAR II GRAND STRATEGY

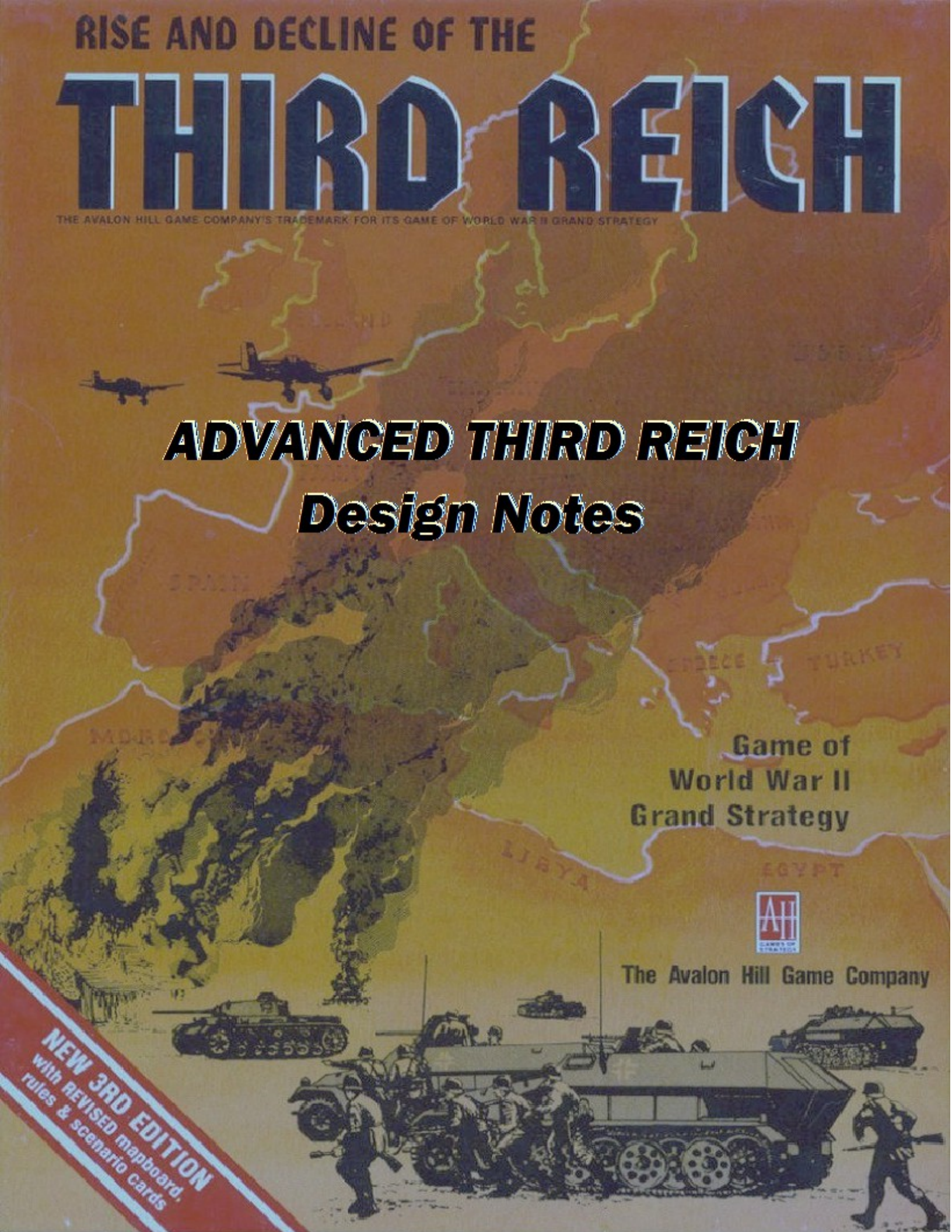
ADVANCED THIRD REICH **Design Notes**

Game of
World War II
Grand Strategy



The Avalon Hill Game Company

NEW 3RD EDITION
with REVISED mapboard,
rules & scenario cards



Strategic Command WWII: War In Europe Edition

An Adaptation, by Bill Macon

Introduction

This is an adaptation of Avalon Hill's 1992 board game *ADVANCED THIRD REICH* (A3R), the sequel to *THE RISE AND DECLINE OF THE THIRD REICH* originally designed by John Prados in the 1970s. The term "adaptation" is used loosely here because, frankly, while many features are more or less faithful recreations of A3R, there are many other features that are not. This adaptation has roughly the same map scale, the same force pools and scenario orders of battle, and the same relative economic production and unit costs. The scale and scope is essentially the same, so veteran players familiar with A3R should feel right at home – right down to the customized military unit icons. However, many things are different and players may notice elements of the *Strategic Command* (SC) series, *Clash of Steel* (COS), *A World at War* (AWAW), *World in Flames* (WiF), *European Theater of Operations* (ETO), *Blitzkrieg General* (BG) and the more recent *John Prados' Third Reich* (JP3R). Gameplay itself is fundamentally different because the game mechanics of SC are significantly different than those of the A3R board game. Thus, this adaptation is a melting pot of sorts for the World War Two ETO grand strategy game genre.

Overview

The time scale is monthly turns, specifically 4-week (28-day) simultaneous turns which gives each player about 13 turns per year. The map scale is about 32 miles per hex, half the scale of A3R's 65 miles per hex because of no unit stacking in SC. The map is an adaptation of the WiF map with its terrain features but with the A3R cities and objectives with some updates based on the AWAW map such as revised objective cities. Unit scale remains at corps level. What veteran A3R players will notice, and will have to get used to, is that this adaptation provides much more operational flavor with its monthly turns than the original game did with its 3-month seasonal turns. In general, things happen more or less consistently with A3R. If players step back and consider results over three monthly turns and compare these results with what usually happens in a single A3R seasonal turn, they should find consistency. *Fall Gelb*, for instance, may start in April-May 1940 and finish with France surrendering around July-August 1940 or even September 1940, consistent with starting in Spring 1940 and ending in Summer 1940 in A3R. Exact simulation of the historical WWII timetables has been difficult to recreate in A3R and most other games, and this is true as well for this adaptation.

Mechanics of play are the same as in SC. Obviously, the old A3R game mechanics regarding such things as option selections for each front, exploitation movement of armor, over-stacking on bridgehead hexes, air and naval warfare rules and the rest cannot be recreated in SC. The good news is that by using the new game mechanics of SC (e.g., fog of war, unit experience, HQ leadership bonuses, weather effects, etc.), the old A3R game experience is enhanced in many ways.

Economics

Countries have monthly BRP production value approximately equal to A3R's annual BRP production value. For example, Germany has a base of 150 BRPs in A3R and starts with about 150 BRPs of resources in this adaptation. Thus, annual production is about 13 times greater, which means unit costs should also be that much higher. However, with SC's rules for extra BRPs via plunder and reduced costs (80%) for most unit rebuilds for units in

supply, unit costs are slightly higher – about 15 times greater rather than 13. For example, the typical 3-3 infantry corps that cost 3 BRPs in A3R costs 45 BRPs, the typical 5-4 air unit that cost 15 BRPs costs 225 BRPs (120 BRPs for the Fighter component and 105 BRPs for the Tactical Bomber component), and the typical 9-factor fleet that cost 27 BRPs costs about 405 BRPs for the generic Fleet. Reinforcement costs are higher than default SC percentages, set at 8% cost per reinforcement point rather than 5%. Therefore, players may find it is easier to build units but harder to maintain them relative to SC. This is more consistent with A3R board game combat results where unit losses were all total losses, and better recreates the A3R economic model.

Production Technology (PT) and Industrial Technology (IT) research is allowed up to the A3R growth rates for each country. For instance, Britain with a 40% growth rate can reach Level 4 in each area, at 5% per level, for a 20% maximum in both PT and IT. Combined together (i.e., increased production plus reduced costs), this is considered comparable to the 40% growth rate. To simulate the expansions of the United States and Russia economies, both countries have several scripted mobilization events to add resources over time and are allowed to purchase two chits for IT research. For example, United States gears up from a base of 140 BRPs in 1939 to 290 BRPs in 1945, and with Level 5 IT at 25% this total could be up to 360 BRPs by 1945. Axis should reach a high-water mark by 1942 or 1943, but Allied production can and will continue to grow. Eventually the Allied war machine should outpace the Axis.

Note: Adapting the A3R boardgame economics to the SC computer game was not directly possible. While production values and unit costs are generally comparable, many other SC features are not at all comparable. For example, SC provides plunder upon country conquest in addition to production values, players are not charged BRPs for declarations of war or front offensives, and players do not lose annual BRPs upon loss of controlled countries. So, using A3R production values and unit costs as a starting point, the historical Axis gains during the early war were used to baseline Allied economic growth, Lend Lease, and Murmansk Convoys to best recreate the Allied gains during the late war. While not perfect, playtesting of Axis AI versus Allied AI at default difficulty level indicates that play balance is generally comparable to the historical results. AI difficulty level, game variants, strategic options selected, and battle results during a solitaire game will provide different results, for better or for worse, but the baseline economics appear adequate for play balance and replayability.

Land Units

Land units have their original A3R combat values. For example, the typical 3-3 infantry corps has soft/tank attack/defense values of 3 and AP value of 3. National characteristics are retained, which means there are noticeable differences between German 4-6 Armor and Russian 3-5 Armor. British and American 3-4 Infantry have their higher mobility. Why keep the AP values the same as the board game? With a 1/2-scale map and a 1/3-scale game turn, units may appear to get about 150% movement capability during a season. But with the SC blitz attack/movement penalty and other terrain/weather movement costs, plus units halting for reinforcements, things balance just about right. While there may not be breakthrough hexes and exploitation movement per se, players can create a breakthrough on one turn and perform exploitation movements on the following turn(s). Again, when results are considered over a 3-month season, players should find consistency with the old A3R results. Another feature worth mentioning is that while most land units have a standard spotting range of 2, Armor units have an extended spotting range of 3 to reflect additional motorized reconnaissance assets plus Armor units have two strikes capability.

Land unit combat target data values (CTDVs) remain constant and generally cannot be changed by research. This retains the relative balance between countries and assumes technological and doctrinal advances are keeping up with the current standard. The *Strategic Command WWII: War In Europe* edition provides more unit types than before; therefore, this latest update now provides practically all of the original force pool units and limits. The only exceptions now are for certain units that had phased arrival dates, such as the German 5-6 armor with two units available in Spring 1943 and a third available in Spring 1944. Some compromises were made to allow earlier availability in some cases or to delay availability in other cases by placing some units on the Production Queue ("free" units that do not have to be purchased). For example, the German *GSD* 5-6 Heavy Armor arrives in January 1944, the British *1 Can* 4-5 Armor and *2 Can* 3-4 Infantry arrive in January 1942, Russian 3-3 Infantry are not available for purchase until 1942 but Russia receives 5 "free" 3-3 Infantry units upon war with Germany, etc.

HQs are designated as Army Groups (AGs) and arrive per Production Queue on a historical schedule. Axis gets a total of 9 AGs whereas Allies get a total 13. Axis starts in 1939 with an advantage, 4 AGs to Allies 2, and maintains this edge into 1942-43. After that, United States and Russia AGs enter the game and the balance shifts. The intent is not to have leader personality HQs, although the AGs are named, but to focus more on simulating national capabilities to conduct major operations as the war progressed. It took time for the Allies to develop their command structures and logistical capabilities. Some players may find this frustrating compared to the default SC game, but the good news is that the expensive AGs do not have to be initially purchased. Variant events may introduce additional AGs.

Special units. Special Forces, Artillery and Rockets are included only as variant events. Britain may get Special Forces (Commandos). Russia and Germany may get Artillery (Katyushas and Nebelwerfers). Germany may get Rockets (V-weapons). Anti-Aircraft units are only included as German Interceptors. There are no Engineers to build fortifications.

Air Units

Generic 5-4 air units in A3R are represented by separate 3-8 Fighters and 3-8 Tactical Bombers, similar to WiF. The A3R feature of nationality die roll modifiers (DRMs) is still retained for Fighters, but somewhat reversed. Germany, Britain and United States get full air attack/defense values of 3. Italy, France and Russia get reduced air attack/defense values of 2.5. The calculations for the force pools and CTDVs used in this adaptation are complicated, but essentially preserve the relative nationality advantages of the Fighters and Tactical Bombers as appropriate. Fighters have an air-to-air combat advantage whereas Tactical Bombers have a generic ground attack advantage. Overall the relative qualitative advantages should play out, where the better units should inflict higher losses on the poorer units. Air unit costs are relatively equal despite differences in quality; therefore, higher losses should mean relatively more expenses for countries with lower quality aircraft.

Representing the generic 5-4 air unit was problematic with just the single Air Fleet using the Tactical Bomber unit type with Fighter characteristics, primarily because of how the generic AI moves Fighters to engage and then moves Tactical Bombers to support. This issue necessitated splitting the Air Fleets. Tactical Bombers are sufficiently powerful with default ground attack values of 3, and this may be increased with ground attack aircraft research. Air units are still limited in number and their use is restricted during bad weather. Axis gets a total of 8 each Fighters and Tactical Bombers, and Allies (less France) get up to 13 each. Spread across the continent of Europe the power of the Tactical Bombers only goes so far, and they require Fighters for support. While it is possible to mass air power at specific

times and places to perform multiple air strikes and destroy individual units, strength in one place usually means weakness elsewhere. Players should carefully decide how they want to allocate their limited air power assets.

Air ranges are doubled based on the 1/2-scale map, thus Fighters and Tactical Bombers have both a strike range and movement range of 8. Strategic Bombers have a default range of 12, increased to 16 for Britain and France and to 18 for United States. Long-range aircraft research can upgrade these ranges by +2. Airborne Divisions have an operational range of 12. Players should find that they have considerable flexibility with their air power.

Naval Units

A challenge in this adaptation was how to best represent the standard 9-factor generic fleet in A3R. Previous versions of this mod had various units of battleships, cruisers, destroyers (ASW) and carriers, but this update returns to the generic Fleet and a lower unit density on the high seas. The Fleet CTDVs are similar to those for Battleships in SC. The major differences are that most values are slightly lower, resulting in less bloody engagements at sea. This gives players a few more chances to regroup and reinforce losses, but naval battles can still result in sunk Fleets. German U-Boats and Allied ASW are primarily for strategic warfare against each other and are generally not effective for naval combat versus surface Fleets, but there is some nominal engagement capability due to the SC game mechanics.

Naval ranges are based on slightly more than doubled SC values. The typical 25-hex range means a Fleet can cover a very large zone during a monthly turn, but not quite so large as to cover the entire Atlantic Ocean or the Mediterranean Sea. In A3R, fleets could go anywhere on a front during a seasonal turn and be intercepted anywhere. Players should see similar results here, with skirmishes beginning on one turn, possibly growing to a larger naval battle on the next turn(s), and then both sides regrouping to repair damages and prepare for another round.

As with the air units, the A3R feature of nationality DRMs is also implemented for naval combat. Britain, United States and Sweden get +0.5 modifiers. Germany gets a +1.0 modifier. The CTDVs used in this adaptation are also complicated (see table at end), but essentially preserve the relative nationality advantages of the naval units as appropriate.

Transports have a nominal naval defense capability to represent escorts. Britain and the United States have an additional sub defense value for ASW, whereas Germany has an additional surface naval defense; unit icons show an additional Destroyer image to reflect these escorts.

Research

Research is intended to be more subtle in this game than in the typical SC games. As mentioned above, land units cannot upgrade except for Russian armor. Most other research areas are only allowed a single chit and a Level 1 increase, and this is intended to only provide some minor variation from game to game rather than for all countries to try to increase all techs each game. For advanced aircraft and naval warfare, these areas are allowed to go up to Level 2. A few research areas related to strategic warfare are allowed to go higher, up to Level 3 maximum. Germany can get Level 3 subs, and Britain and United States can get Level 3 ASW for balance. Britain and United States can get Level 2 and Level 3 heavy bombers and amphibious warfare.

To keep research subtle (i.e., not too much and not too fast), costs are about 100-150 BRPs per consumable chit and only 1 chit may be invested per tech area to prevent too many rapid advances. United States and Russia are allowed to purchase a second chit for Industrial Technology, but these are the only two exceptions. Players will be challenged enough to invest in the critical research areas for national economic growth and strategic warfare needed for long-term survival. Other discretionary areas will require a tougher decision by players to invest in research that may or may not provide a marginal benefit. Players who get research breakthroughs in advanced aircraft, long-range aircraft, naval warfare, ground attack aircraft and/or motorization can change the flavor of a game, but probably will not significantly affect game play unless they are exceptionally lucky to get several early advances.

Diplomacy and Politics

Diplomacy is similar to the default SC game but there are several A3R-related changes. A3R modifiers such as Axis capture of key objectives now affect the Russia and United States activation levels. Russia has options for fighting over the Finnish border, invading the Baltic States, and annexing Bessarabia from Romania. Germany has an option to create Vichy France after France surrenders. If Vichy France is created, then Vichy Algeria, Morocco, Syria and Tunisia have a chance of activating as Free French Allied minors; if Vichy France is not created then the colonies have a reduced chance of activating as Free French. Several additional event scripts are also included for various pro-Axis or pro-Allied coups that should provide for variation in every game for replayability. An appendix at the back of these design notes provides more details.

The game starts with Germany at war with Britain and France. Germany is expected to declare war on Poland. With the unit placement variation option, the Polish defense is different with every game. If Germany does not attack Poland, the assumption is that Britain and France would have been aware of the Molotov-Ribbentrop Pact signed in late August 1939, regardless of whether Germany executed its option in the east in lieu of an option in the west. So, it is assumed here that Britain and France would have pre-emptively declared war on Germany in anticipation of an imminent invasion of neutral Poland, and Germany reacts by suspending Fall Weiss and shifts west. Russia would have felt cheated by Germany's violation of the Pact and would begin mobilizing faster. Players are free to explore some alternative history options here and their consequences.

Event and AI Scripts

Several A3R variants and other random events are included in the game. Veteran A3R players may recognize Z Plan Accorded Higher Priority, Successful Soviet Five-Year Plan, and Increased Commitments from the Dominions. The A3R Siberian Transfer rule is partially implemented, but only as a single transfer of one armor and three infantry units. There is a possible semi-historical event for Axis to use Spanish ports. There are also other surprises.

Both Axis and Allied AI scripts have been developed to provide challenging semi-historical game play, and all of the scripting has been significantly improved and enhanced in this update for the Strategic Command WWII: War In Europe edition. Some specific AI events provide extra units for the computer opponent for play balance, and some scripts provide alternative Axis and Allied strategies at the higher difficulty levels. Global variables are used for possible land, air or naval grand strategies for each major country, providing modest research and purchase bonuses as applicable.

Recommended game settings are Veteran (+50%) difficulty level plus the default computer bonuses for Veteran. Playtesting AI versus AI at default Intermediate (+0%) difficulty settings resulted in somewhat sluggish Axis offensive behavior in France and Russia (Barbarossa) and sluggish Allied offensive behavior in the Middle East and Russia (1943-44), but the improved AI and event scripting at the higher Veteran level helps make the computer opponent a challenging adversary for an experienced human player. Feel free to try playing at the Intermediate level to get started, but please use the more challenging Veteran or Experts level for better play balance against the AI computer opponent.

Special Notes

Germany must garrison Konigsberg, Warsaw and Krakow starting in 1940 and then maintain a Russian border garrison starting in 1941 to satisfy Nazi-Soviet Pact requirements. Italy surrenders after Allies invade mainland Italy or when Germany surrenders. Axis Minors (Bulgaria, Finland, Hungary, and Romania) surrender after France is liberated and Russian forces approach their capitals.

Victory Conditions

Allied Decisive - Conquer Axis by September 21, 1944

Allied Tactical - Conquer Axis by March 21, 1945

Allied Marginal - Conquer Axis by June 21, 1945

Allied Pyrrhic - Conquer Axis by September 21, 1945

Stalemate - Conquer Axis by December 21, 1945 (Game Ends)

Axis Pyrrhic - If Axis not conquered by December 21, 1945 (Game Ends)

Axis Marginal - Axis still controls Europe and Libya at March 21, 1944

Axis Tactical - Axis conquer any two Allied major powers by March 21, 1945

Axis Decisive - Axis conquer three Allied major powers; United States sues for peace

Initial Strategy Notes

Britain

Britain should purchase a third Fighter for the air defense of England and an ASW fleet for the Battle of the Atlantic, and continue to invest in ASW research as advances occur. These are the big-ticket items for long-term survival. Buying a few land units and reinforcing Egypt should happen early too, but Britain can partially rely upon mobilization of the home guard in the event of a *Sealion* invasion and reinforcement of Egypt by Australian, Indian and South African corps. Britain may want to help defend France by deploying the *British Expeditionary Force* (BEF) units. The BEF is likely to be lost, but they may help delay the surrender of France until Fall 1940 and the onset of bad weather. German U-boats will begin annoying raids on convoys, but the Royal Navy should be very careful about leaving port and engaging in early naval battles with German Kriegsmarine. BRP losses in 1939 and

1940 due to convoy raiding may be annoying; unnecessary and expensive fleet losses and repairs will be painful. 1941 will likely to be a tough year and Britain should prepare for it.

The Egypt garrison plus reinforcements can be pretty tough but Britain should be wary of over-extending itself with an offensive into Libya too early or being caught off-guard by a pro-Axis coup in Iraq. Britain may want to intervene in Norway, Greece or in a former French colony that possibly activates as Free French. Contingency plans should also consider possible surprises in Spain or Turkey. If a *Sealion* invasion occurs and Axis capture London and Manchester, the Britain government will relocate to Canada. Britain needs to hang on until Germany shifts its attention to Russia and/or the United States enters.

France

France starts with most of its force pool ready to go, but its units are low quality and there is no AG to support offensive operations. France can easily afford its remaining land units and a second Fighter, but with production delays is not likely to see everything deployed by the time Germany launches its expected attacks in Spring 1940. France needs to prioritize whether extra armor or extra air shows up first. After that, France usually has BRPs left over. Early diplomacy is an option and France has 2 chits available. Once Germany attacks, however, those extra BRPs will be needed to replace losses as quickly as possible. Combined German and Italian offensives are likely to exhaust French BRP reserves by late summer 1940. With luck, France might survive into Fall 1940 and hope for bad weather to stall the Axis.

United States

The United States' pre-war build-up goal is to purchase a couple more Fleets, another Fighter and Tactical Bomber, several Infantry and some Armor prior to entry into the war. With production delays, it is important to start building Fleets early to be able to fight and win in the Atlantic once at war. Early consideration should be given to continued investments in ASW and IT research. United States starts with one Strategic Bomber (the first of up to four!) and should plan to expand this powerful strategic warfare asset. United States has no AG to support offensive operations until Summer 1942, after which time they should consider historical landings into North Africa or alternative operations in western Europe to bring pressure against the Axis. With production delays, it is also important to start building additional Fleets early to be ready to support invasions of Europe.

Russia

Russia's pre-war build-up goal is to purchase its remaining 1-3 Infantry, about a dozen more 2-3 Infantry, a few more 3-5 Armor and another Fighter and Tactical Bomber prior to expected entry into the war in Summer 1941. Russia should have enough BRPs to purchase these units and also invest in necessary research for armor upgrades and continued investments in IT. Russia may choose to fight a Winter War with Finland, invade the Baltic States, or annex Bessarabia while neutral. Each action will gain valuable buffer space to slow an Axis invasion, but will also have a negative effect on United States entry.

An entrenched frontier garrison will help slow an initial Barbarossa invasion but cannot hold for long. The Red Army should plan to fight a delaying action, falling back on its supply sources while drawing the Germans further from theirs. Use river defense lines and forests as much as possible. Try to avoid isolations so that any destroyed units may be rebuilt at reduced cost and production delay. Russia can generally field units faster than Germany

can march theirs to the front. Russian Winter, Siberian Transfer and persistent partisans should help slow the German advance and give Russia a chance to regroup.

Russia can expect Urals Industry transfer in late 1941 and economic mobilization events in 1942 and 1943 to bring their total base production from 230 up to about 320 BRPs. Historical loss of Smolensk, Kiev, Dnepropetrovsk, Kharkov, Rostov and Maikop will reduce the Russian economy by about 80 BRPs. Russia will need Lend Lease and economic research advances to survive. Once the Red Army begins building higher quality 3-3 Infantry and 4-5 Heavy Armor and several AGs become available, Russia should then be able to hold its own and eventually push back against the Axis tide.

Germany

Germany is in a race against time to achieve the historical milestones. Poland should fall easily in September 1939 unless the weather turns bad. Denmark usually has no defenders and can be occupied at any time. Norway could possibly have a pro-Axis coup by April 1940, and if not then amphibious assault and air strikes should be planned in case of a pro-Allied coup. The real challenge in the first year of the war, however, is *Fall Gelb* in the west.

Germany's build-up goal is to purchase a couple of Armor, a half dozen more Infantry and perhaps the Fallschirmjaeger Airborne in time for arrival during Spring 1940. Germany starts the game with 150 BRPs which could be used to purchase another Fighter and Tactical Bomber if an air strategy is desired. Germany needs to prioritize its purchases while carefully considering production delays to ensure a critical mass of force is available when the weather clears in April/May 1940. Trying to attack the Low Countries and France in bad weather during the winter and early spring is possible, but expect slow progress and additional losses. Do not underestimate France. *Fall Gelb* can be a very tough campaign if the French do not use a forward defense and their defenders are entrenched behind the Seine River. Use the Luftwaffe for all it is worth and poke holes in the defense. Keep pressing the attack until Paris is captured and France surrenders.

When France surrenders, Germany may choose to create a Vichy French government. Doing so will bring potential minor allies and colonies into the Axis alliance, but the colonies could also become Free French. By not creating Vichy France, Germany would control the resources of southern France and be better positioned to invade Spain but risks losing the French colonies to the Allies. After France, Germany may consider its many options – *Sealion* invasion of England, Spain, U-boat campaign, Balkans, Turkey and/or North Africa and the Middle East. Time and BRPs are all limited and attention will need to eventually shift east to Russia, and possibly sooner rather than later if Allies get variants for Stalin not purging the officer corps or the Red Army not weakened by purges.

In whichever direction Germany decides to go, their build-up goal should make unit production a priority. BRPs spent on research and diplomacy means fewer BRPs available for combat units, and units are the fuel for offensive combat operations. Germany has a lot of potential for early success with its potent AGs, Luftwaffe and panzer forces. However, the 4 AGs available through early 1941 can only do so much in the time available and must be used wisely.

Germany's minor allies are available to help. Finland has the Mannerheim AG and Romania has the Antonescu AG. These allies are useful for securing the Balkans and for early *Barbarossa* offensives against low quality Russian defenders, plus the extra AGs help with the limited supply situation in Russia. With luck, Spain or Turkey could also be swayed into entering the Axis alliance.

Italy

Italy's pre-war build-up goal is pretty simple. Buy another 2-5 Armor and a few more 2-3 Infantry for action against France and the British garrison in Egypt. A second Fighter and Tactical Bomber will eventually be needed in North Africa because the Britain's RAF will chew up the low quality Italian army. Italy should be very cautious about engaging in early naval battles with the British Royal Navy until it has built up its own navy, unless a very good opportunity to sink a Fleet presents itself. With production delays, it is important to start building additional Fleets early if they are to arrive while Italy is still fighting the war.

With both of its AGs and heavy 3-3 Infantry available at start, it may appear that Italy is ready for offensive action. But this is deceptive considering the low quality of its other land units and generally poor overseas supply situation. Therefore, Italy needs to be very selective about which direction it goes and careful not to overextend itself. Italy will need Germany's help to accomplish just about anything, whether it's just Luftwaffe and Fallschirmjaeger support in Greece or the Rommel AG and *Deutsche Afrika Korps* (DAK) panzers in Libya. Once the Italians complete their unit builds and have adequate air support, Italy has some potential for success with limited offensives into Egypt and the Middle East, Russia, Spain and/or Turkey.

Contact

Comments and feedback are welcome. Game reports with general observations and specific suggestions for improvement are most useful. Thank you. Enjoy!

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In Memoriam

Many thanks to Dave Maurer (aka Immer Etwas) and his many insights and suggestions over the years as this A3R mod project evolved through successive editions of the *Strategic Command* series. Rest in peace, my friend.

Appendix I - Diplomacy Points

BRITAIN= 112 Allies 100%
DP allotment (3)

FRANCE= 40 Allies 100%
DP allotment (2)

UNITED STATES= 115 Allies 25%
DP allotment (3)

RUSSIA= 116 Allies 25%
DP allotment (2)

[Russia may allocate DPs only to Balkan countries (Bulgaria, Hungary, Romania, Yugoslavia and Greece), Persia, Sweden, Finland, Turkey, and itself.]

GERMANY= 45 Axis 100%
DP allotment (3)

ITALY= 59 Axis 65%
DP allotment (2)

Appendix II – Diplomacy Summary

General

10% chance per turn for a DP influence effect
20% chance for a minor influence bonus effect
Random 3-5% mobilization effect for a major power
Random 10-15% mobilization effect for a minor country

ALBANIA= 3 Neutral

ALGERIA= 4 Neutral
Allies DOW on Syria (20-30% -> Axis) M1
Allies DOW on Morocco (20-30% -> Axis) M1
Allies DOW on Tunisia (20-30% -> Axis) M1

BALTIC STATES= 8 Neutral

BELGIUM= 10 Neutral
General Allies DOW (20-30% -> Axis) M1
Allies DOW on Luxembourg (30-40% -> Axis) M1
Axis DOW on Luxembourg (30-40% -> Allies) M1

BULGARIA= 19 Axis 10% Signed Tripartite Pact 3/1/1941

General Allies DOW (10-20% -> Axis) M1
France Surrenders to Axis (20-30% -> Axis) M1
Axis DOW on Spain (20-30% -> Allies) M1
Russia Invades Baltic States (10-20% -> Axis) M2
Russia Occupies Bessarabia (10-20% -> Axis) M2
Russia Occupies Finnish Border Hexes (10-20% -> Axis) M2
Signs Tripartite Pact (20-30% -> Axis) M3
Germany and Russia at War (20-30% -> Axis) M3

CANADA= 21 Allies 25%

DENMARK= 31 Neutral
General Allies DOW (30-40% -> Axis) M1

EGYPT= 36 Allies 100%

FINLAND= 39 Axis 10%
France Surrenders to Axis (20-30% -> Axis) M1
Russia Invades Baltic States (20-30% -> Axis) M2
Russia Occupies Finnish Border Hexes (10-20% -> Axis) M2
Russian Naval Maneuvers Alert Finnish Defense Forces (10-20%) M2
Germany and Russia at War (20-30% -> Axis) M3

FRANCE (active)

Resolve when France falls.

French colonies may become Free French.

See French Surrender Logic Notes in DECISION event script.

GREECE= 46 Neutral
Allies DOW on Turkey (10-20% -> Allies) M1
Axis DOW on Turkey (10-20% -> Axis) M1
Turkey is an Allied Minor Ally (10-20% -> Axis) M2
Turkey is an Axis Minor Ally (10-20% -> Allies) M2

HUNGARY= 52 Axis 10% Signed Tripartite Pact 11/20/1940
General Allies DOW (10-20% -> Axis) M1
France Surrenders to Axis (20-30% -> Axis) M1
Axis DOW on Spain (20-30% -> Allies) M1
Russia Invades Baltic States (10-20% -> Axis) M2
Russia Occupies Bessarabia (10-20% -> Axis) M2
Russia Occupies Finnish Border Hexes (10-20% -> Axis) M2
Signs Tripartite Pact (20-30% -> Axis) M3
Germany and Russia at War (20-30% -> Axis) M3

IRAQ= 56 Allies 0%
Axis Control of Syria (10-20% -> Axis) M2
Pro-Axis Coup in Persia (10-20% -> Axis) M2
Pro-Axis Coup in Iraq (25% chance 100% -> Axis) M2

IRELAND= 57 Neutral
Axis Ground Units in Britain (10-20% -> Axis) M2
Axis capture London (20-30% -> Axis) M2
United States at War (10-20% -> Allies) M3

ITALY Axis 65%
General Allies DOW (3-6% -> Axis) M1
General Surrenders to Axis (3-6% -> Axis) M1
Allies Abandon Mediterranean Positions (3-6% -> Axis) M2
Axis Ground Units in France (3-6%/turn -> Axis) M2

LIBYA= 63 Axis 100%

LUXEMBOURG= 65 Neutral

General Allies DOW (20-30% -> Axis) M1
Allies DOW Belgium (30-40% -> Axis) M1
Axis DOW Belgium (30-40% -> Allies) M1

MOROCCO= 70 Neutral

Allies DOW on Syria (20-30% -> Axis) M1
Allies DOW on Algeria (20-30% -> Axis) M1
Allies DOW on Tunisia (20-30% -> Axis) M1

NETHERLANDS= 73 Neutral

NORWAY= 78 Neutral

Allies DOW on Sweden (20-30% -> Axis) M1
Axis DOW on Denmark (10-20% -> Allies) M1
Axis DOW on Sweden (20-30% -> Allies) M1
Russia Occupies Finnish Border Hexes (10-20% -> Axis) M2

PERSIA= 82 Neutral

Allies control Damascus (10-20% -> Allies) M2
Allies control Baghdad (10-20% -> Allies) M2
Axis control Rostov (10-20% -> Axis) M2
Axis control Sevastopol (10-20% -> Axis) M2
Axis control Ankara (10-20% -> Axis) M2
Axis control Port Said (10-20% -> Axis) M2
Axis control Damascus (10-20% -> Axis) M2
Axis control Baghdad (10-20% -> Axis) M2

POLAND= 85 Allies 0%

PORTUGAL= 87 Neutral

ROMANIA= 93 Axis 10% Signed Tripartite Pact 11/23/1940

General Allies DOW (10-20% -> Axis) M1
France Surrenders to Axis (20-30% -> Axis) M1
Axis DOW on Spain (20-30% -> Allies) M1
Russia Invades Baltic States (10-20% -> Axis) M2
Russia Occupies Bessarabia (10-20% -> Axis) M2
Russia Occupies Finnish Border Hexes (10-20% -> Axis) M2
Signs Tripartite Pact (20-30% -> Axis) M3
Germany and Russia at War (20-30% -> Axis) M3

RUSSIA= 116 Allies 25%

General Allies DOW (2-4% -> Axis) M1
Axis DOW on Baltic States (6-12% -> Allies) M1
Axis Ground Units in Britain (1-2%/turn -> Allies) M2
Axis capture Paris (2-4% -> Allies) M2
Axis capture London (2-4% -> Allies) M2
Axis capture Birmingham (2-4% -> Allies) M2
Axis capture Manchester (2-4% -> Allies) M2
Axis control Finland (1-2% -> Allies) M2
Axis control Hungary (2-4% -> Allies) M2
Axis control Romania (2-4% -> Allies) M2

Axis control Bulgaria (2-4% -> Allies) M2
Axis control Turkey (3-6% -> Allies) M2
Axis control Persia (3-6% -> Allies) M2
Insufficient Eastern Front Garrison 1940 (1-2%/turn -> Allies) M2
Insufficient Eastern Front Garrison 1941 (1-2%/turn -> Allies) M2
United States Naval Aggression Near Arctic Circle (2-4% -> Axis) M2
1939- Poland not surrendered (1-2%/turn -> Allies) M3
1939- Poland surrendered (0-1%/turn -> Allies) M3
1940- France surrendered (0-1%/turn -> Allies) M3
1942- (1-2%/turn -> Allies) M3
VARIANT – No 1937 Purge of Red Army Officers (6-12% -> Allies) M3

SAUDIA ARABIA= 95 Neutral

SPAIN= 99 Axis 10%
Allies DOW on Portugal (10-20% -> Axis) M1
Vichy France is an Axis Minor Ally (10-20% -> Allies) M2
Axis Ground Units in Britain (10-20% -> Axis) M2
Axis capture London (20-30% -> Axis) M2
Axis capture Malta (10-20% -> Axis) M2
Axis capture Alexandria (10-20% -> Axis) M2
Axis capture Suez (10-20% -> Axis) M2
Allies capture Benghazi (10-20% -> Allies) M2
United States Naval Activity (20-30% -> Axis) M2
United States at War (10-20% -> Allies) M3

SWEDEN= 103 Axis 20%
Allies DOW on Norway (10-20% -> Axis) M1
Axis DOW on Norway (10-20% -> Allies) M1
Russia Occupies Finnish Border Hexes (10-20% -> Axis) M2
Russian Naval Maneuvers Alert Swedish Defense Forces (10-20%) M2
United States Naval Aggression Near Arctic Circle (10-20% -> Axis) M2

SYRIA= 105 Neutral
Allies DOW on Algeria (20-30% -> Axis) M1
Allies DOW on Morocco (20-30% -> Axis) M1
Allies DOW on Tunisia (20-30% -> Axis) M1

TUNISIA= 110 Neutral
Allies DOW on Syria (20-30% -> Axis) M1
Allies DOW on Algeria (20-30% -> Axis) M1
Allies DOW on Morocco (20-30% -> Axis) M1

TURKEY=111 Neutral
Allies DOW on Greece (10-20% -> Allies) M1
Axis DOW on Greece (10-20% -> Axis) M1
Greece is an Axis Minor Ally (20-30% -> Allies) M2
Greece is an Allied Minor Ally (20-30% -> Axis) M2
Allies control Tobruk (10-20% -> Allies) M2
Allies control Benghazi (10-20% -> Allies) M2
Allies control Tripoli (10-20% -> Allies) M2
Axis control Sevastopol (10-20% -> Axis) M2
Axis control Rostov (10-20% -> Axis) M2

Axis control Cairo (10-20% -> Axis) M2
Axis control Jerusalem (10-20% -> Axis) M2
Axis control Amman (10-20% -> Axis) M2
United States at War (10-20% -> Allies) M3

UNITED STATES= 115 Allies 25%

General Allies DOW (3-6% -> Axis) M1
General Axis DOW (2-4% -> Allies) M1
Russia Invades Baltic States (2-4% -> Axis) M2
Russia Occupies Bessarabia (2-4% -> Axis) M2
Russia Occupies Finnish Border Hexes (2-4% -> Axis) M2
Axis Ground Units in Britain (1-2%/turn -> Allies) M2
Axis capture Paris (2-4% -> Allies) M2
Axis capture London (2-4% -> Allies) M2
Axis capture Moscow (2-4% -> Allies) M2
Axis capture Birmingham (2-4% -> Allies) M2
Axis capture Manchester (2-4% -> Allies) M2
Axis capture Gibraltar (2-4% -> Allies) M2
Axis capture Malta (2-4% -> Allies) M2
Axis capture Alexandria (2-4% -> Allies) M2
Axis capture Suez (2-4% -> Allies) M2
Axis capture Madrid (2-4% -> Allies) M2
Axis capture Baghdad (2-4% -> Allies) M2
Axis capture Leningrad (2-4% -> Allies) M2
Axis capture Stalingrad (2-4% -> Allies) M2
Axis control Jerusalem (2-4% -> Allies) M2
Axis control Amman (2-4% -> Allies) M2
Axis control Mosul (2-4% -> Allies) M2
Axis control Damascus (2-4% -> Allies) M2
Axis control Tehran (2-4% -> Allies) M2
Axis control Ankara (2-4% -> Allies) M2
Italian Naval Activity in Mediterranean (1-2% -> Allies) M2
Axis Ground Units in Canada (100% -> Allies) M2
1939- (0-1%/turn -> Allies) M3
Germany and Russia at War (0-1%/turn -> Allies) M3
Pearl Harbor - Historical (6-12% -> Allies) M3
Pearl Harbor - Variable (6-12% -> Allies) M3
1942- (1-2%/turn -> Allies) M3

Results

60% Lend Lease approved. (Historical date March 11, 1941)
100% United States declares war on the Axis. (Historical date December 12, 1941)

VICHY FRANCE= 118 Axis 0%

Allies DOW on Spain (10-20% -> Axis) M1
Axis DOW on Spain (20-30% -> Allies) M1
Allies DOW on Syria (20-30% -> Axis) M1
Allies DOW on Algeria (20-30% -> Axis) M1
Allies DOW on Morocco (20-30% -> Axis) M1
Allies DOW on Tunisia (20-30% -> Axis) M1
Allied Ground Units in Italy (10-20 -> Allies) M2
Allied Ground Units in France (20-30 -> Allies) M2
Axis control Malta (10-20% -> Axis) M2

Axis control Suez (10-20% -> Axis) M2
Axis control Alexandria (10-20% -> Axis) M2
Axis control Gibraltar (10-20% -> Axis) M2
United States at War (10-20% -> Allies) M3

YUGOSLAVIA= 120

Axis 10%

Signed Tripartite Pact 3/25/1941*

* Coup d'état 3/27/1941

* Germany DOW 4/4/1940

General Allies DOW (10-20% -> Axis) M1
France Surrenders to Axis (20-30% -> Axis) M1
Axis DOW on Spain (20-30% -> Allies) M1
Russia Invades Baltic States (5-15% -> Axis) M2
Russia Occupies Bessarabia (5-15% -> Axis) M2
Russia Occupies Finnish Border Hexes (5-15% -> Axis) M2
Signs Tripartite Pact (10-20% -> Axis) M3
Germany and Russia at War (20-30% -> Axis) M3

Minor Country Forces Table

<i>Country</i>	<i>Land</i>				<i>Air</i>	<i>Naval</i>
	AG	1-3	2-3	2-5	Ftr	FF
Belgium		3	1		1	
Bulgaria		4			1	
Finland	1		5		1	
Greece		4			1	1
Hungary		6	1		1	
Iraq		1				
Netherlands			1			
Norway		2				
Persia		5			1	
Poland		7	3		2	
Portugal		1				
Romania	1	6	2		1	1
Spain	1		7	1	2	1
Sweden			5		1	1
Turkey		6	2	2	2	1
Yugoslavia		6	1		1	

Army Groups

Britain

Wavell (6)	At Start
Alexander (8)	Jan 42
Montgomery (10)	Jan 43

France

Weygand (6)	Jan 40
de Gaulle (8)	1944

United States

Bradley (8)	Jan 42
Eisenhower (10)	Jan 43
Patton (8)	Jan 44

Russia

Timoshenko (8)	At Start
Konev (8)	Jun 41
Zhukov (10)	Sep 41
Vatutin (6)	Jun 42
Vasilevsky (6)	Sep 42
Rokossovsky (8)	Jan 43

Germany

Bock (8)	At Start
Rundstedt (8)	At Start
Leeb (6)	Nov 39
Rommel (8)	Jan 41
Kleist (6)	Sep 41
Manstein (10)	Jan 42
Kesselring (8)	Jan 43

Italy

Garibaldi (6)	At Start
Graziani (6)	At Start

Finland

Mannerheim (6)	Upon Entry
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Romania

Antonescu (6)	Upon Entry
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Spain

Franco (6)	Upon Entry
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Britain

Initial BRP Levels: 125 ('39), 130 ('41), 130 ('42), 165 ('44)

Max Production/Industrial Technology Level: 4

Mobilization: None

Research Allocation: 6 **Diplomacy Allocation:** 3

Modifiers: +2 Air, +1 Naval, Motorized Infantry/Army Groups

Year	Land								Air			Naval	
	AG	R	1-3	-	3-4	2m3	2-5	4-5	Ftr	Tac	Str	FF	ASW
1939	1	1	3	-	3	-	1	1	2	2	-	6	-
1941	1	3	3	-	5	-	1	2	2	2	1	8	1
1942	1	3	3	-	6	-	1	2	2	2	1	8	2
1944	3	6	3	-	7	1	1	4	4	4	2	10	2
Max	3	6	3	-	7	1	1	4	4	4	2	10	2

France

Initial BRP Level: 80 ('39)

Max Production/Industrial Technology Level: 3

Mobilization: None

Research Allocation: 3 **Diplomacy Allocation:** 2

Modifiers: +1 Air

Year	Land								Air			Naval	
	AG	R	1-3	2-3	-	-	3-5	-	Ftr	Tac	-	FF	-
1939	-	-	3	14	-	-	1	-	1	1	-	3	-
Max	1	4	3	16	-	-	3	-	2	2	-	3	-

United States

Initial BRP Levels: 150 ('39), 200 ('41), 180 ('42), 410 ('44)

Max Production/Industrial Technology Level: 5

Mobilization: +20 BRP in 1941, 1942, 1943, 1944, 1945

Research Allocation: 8 **Diplomacy Allocation:** 2

Modifiers: +2 Air, +1 Naval, Motorized Infantry/Army Groups

Year	Land								Air			Naval	
	AG	R	-	-	3-4	2m3	-	5-6	Ftr	Tac	Str	FF	ASW
1939	-	-	-	-	2	-	-	-	1	1	1	2	-
1941	-	-	-	-	4	-	-	-	1	1	1	3	1
1942	-	2	-	-	5	-	-	1	2	2	2	4	2
1944	2	4	-	-	8	2	-	3	4	4	3	6	3
Max	3	7	-	-	15	2	-	5	5	5	4	7	4

Russia

Initial BRP Levels: 90 ('39), 170 ('41), 155 ('42), 180 ('44)

Max Production/Industrial Technology Level: 3

Mobilization: +20 BRP in 1942, 1943

Research Allocation: 6 **Diplomacy Allocation:** 3

Modifiers: +1 Air

Year	Land								Air			Naval	
	AG	-	1-3	2-3	3-3	2m3	3-5	4-5	Ftr	Tac	-	FF	-
1939	1	-	12	5	-	-	3	-	1	1	-	2	-
1941	1	-	15	10	-	-	6	-	3	3	-	2	-
1942	3	-	15	7	8	-	6	-	2	2	-	2	-
1944	6	-	10	7	17	2	5	4	3	3	-	2	-
Max	6	-	15	10	20	-	7	5	4	4	-	2	-

Germany

Initial BRP Levels: 150 ('39), 290 ('41), 345 ('42), 447 ('44)

Max Production/Industrial Technology Level: 5

Mobilization: None

Research Allocation: 8 **Diplomacy Allocation:** 5

Modifiers: +2 Air, +2 Naval

Year	Land								Air			Naval	
	AG	R	1-3	-	3-3	2m3	4-6	5-6	Ftr	Tac	Int	FF	U-Boats
1939	2	6	-	-	8	-	4	-	4	4	-	2	2
1941	4	6	-	-	24	1	8	-	4	4	-	2	3
1942	5	6	-	-	28	-	8	-	4	4	-	2	4
1944	7	6	-	-	28	1	6	2	6	6	2	2	3
Max	7	8	6	-	31	2	12	3	6	6	3	4	5

Italy

Initial BRP Levels: 75 ('39), 75 ('41), 90 ('42)

Max Production/Industrial Technology Level: 2

Mobilization: None

Research Allocation: 2 **Diplomacy Allocation:** 2

Modifiers: +1 Air

Year	Land								Air			Naval	
	AG	R	1-3	2-3	3-3	2m3	2-5	-	Ftr	Tac	-	FF	-
1939	2	-	6	-	2	-	1	-	1	1	-	3	-
1941	2	2	4	3	2	-	2	-	1	1	-	3	-
1942	2	-	6	4	2	-	2	-	2	2	-	4	-
Max	2	6	6	4	2	1	2	-	2	2	-	4	-

Combat Target Data Values

	TT	S	AP	SR	OR	SA	TA	AA	BA	NA	UA	RA	SD	TD	AD	BD	ND	UD
Army Group	Soft	2	3	0	-	0	0	0	0	0	0	-	1	1	1	1	0	-
Replacements	Soft	2	1	0	-	0	0	0	0	0	0	-	1	1	0	0	0	-
Corps¹	Hard	2	3	1	-	1	1	2	2	2	2	-	1	1	0	0	0	-
Infantry¹	Hard	2	3	1	-	3	3	6	6	6	6	-	3	3	0	0	0	-
Commandos*	Hard	2	3	1	-	1	1	3	3	3	3	-	1	1	0	0	0	-
Airborne¹	Hard	2	3	1	12	2	2	4	4	4	4	-	2	2	0	0	0	-
Partisans	Soft	2	3	1	-	1	1	2	2	2	2	-	1	1	0	0	0	-
Interceptors	Anti-Air	4	1	8		0	0	3	3	0	0	-	0	0	2	2	0	-
Artillery*	Artillery	2	3	2	-	2	2	2	2	2	2	-	2	2	0	0	0	-
Rockets*	Rocket	2	3	4	-	2	2	2	2	0	0	4	1	1	0	0	0	-
Armor¹	Tank	3	6	1	-	4	4	8	8	8	8	-	4	4	0	0	0	-
Fighters	Fighter	4	8	8	-	1	1	3 ²	3 ²	1	0	-	0	0	3 ²	1	0	-
Tactical Bombers	Bomber	4	8	8	-	3	3	3	3	3	0	-	0	0	0.5	0.5	0	-
Strategic Bombers	Strategic Bomber	6	16 ⁴	16 ⁴	-	0	0	0	0	0	0	4	0	0	1	1	0	-
Fleet	Naval	1	25	1	-	2	2	1	1	3 ³	0	-	0	0	1	1	3 ³	1
Anti-Sub Warfare	Naval	1	25	1	-	0	0	0	0	1	2	-	0	0	1	1	1	2
U-Boats	Sub	1	25	1	-	0	0	0	0	1	0	-	0	0	0	0	2	-
Transport	Transport	1	25	0	-	0	0	0	0	0	0	-	0	0	0	0	0 ⁵	0 ⁵
Amphibious Transport	Transport	1	10	0	-	2	1	0	0	0	0	-	0	0	0	0	0 ⁵	0 ⁵
Amphibious Transport (LR)	Transport	1	20	0	-	2	1	0	0	0	0	-	0	0	0	0	0 ⁵	0 ⁵

Note 1 – Values shown are for typical 1-3 Infantry, 3-3 Infantry, 2m3 Airborne, and 4-6 Armor

Note 2 – Air DRM modifier -0.5 for France/Russia/Italy

Note 3 – Naval DRM modifier +0.5 for Britain/United States/Sweden, +1 for Germany

Note 4 – Strategic Bomber range modifier +2 for United States

Note 5 – Transports modifier +1 ND for Germany, +1 UD for Britain/United States (ASW)