

War In Europe

WARNING. THIS IS A HUGE SCENARIO (600+ UNITS, 140 x120 HEXES) AND AI TURNS CAN TAKE A WHILE.

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ChangeLog

0.7.318

- Added research pricing at 1000

0.7.268

- Removed Electricity & Coal
- Tweaks

0.7.0

- Changes too numerous to count
 - SFTYPES created
 - weather system created
 - sounds added
 - graphics tweaked
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0.2.93

- Map ready for production testing

- Changing ZOC for minimum PP to capture hex to 5
- set AP penalty for entering enemy ZOC to 10
- enabled Land Antisupply
- No ZOC capture for locations on
- disabled engineers to build roads
- set engineers to lost EP on movement #321
- #819 build locations start with 0 struct points = on
- #881 - set to yes (leave port lose AP)
- #882 - hard amph rule on
- making max free XP to be 25 by default (will probably make a card to make it 45) but XP earned per turn will be 1XP. With 2 day turns plus the fact avg boot camp is 14 weeks i put 90 days/2 = 45 turns as the time when you come out of basic with a decent enough level of training. Now this will be able to be augmented if you throw your boys into the meat grinder though as well.
- tweaked staff XP loss w/transfers getting new troops from .33 to .05
- #141 - Base staff help of morale from 10% to 25% (to simulate a good hq will help keep units from panicing)
- #74 - how much does every hex away from HQ lower 100% hqpow from 20%->25%
- #119 - score kill gives xp pt 30 -> 10
- #120 - score retreat gives xp pts 10 -> 5
- #121 - score pinned gives xp pts 0 -> 1
- #122 - score retreat readiness loss % 50 -> 25
- #123 - score pinned readiness loss % 50 -> 25
- #127 - score pinned entrench loss %50 -> %25
- #142 - enabled counter battery fire
- #147 - intercept range from 50% -> 75% range
- #316 - first round attack mod 1 -> .50%
- #317 - second round attack mod 1 -> .75%
- #325 - extra AP cost per combat round (fought with 100SP) 0 -> 10
- #833 - attack max frontagepts air to ground 0 -> 200
- #834 - attack max frontagepts arty 0 -> 100
- #835 - airfield surprise start reduce attackpower 0 -> 66%
- #836 - airfield surprise reduce each round 0 -> 33%
- #898 - when location is taken its stcut points are set to 0 0 ->1

OVERVIEW

This is a division-level representation of the war in Europe from March 16, 1939 (fall of Czechoslovakia) onwards. The map extends through all of Europe and North Africa to Kazan by the Urals. Due to projection issues with Norway/Sweden/Finland they were chopped down

smaller and abstracted. For the same reason murmansk is in a different place. We also have a box for US abstracted into the map. Fronts/Army Groups and Army's are positioned and named historically. Scale is 10 miles. 1 week per turn.

Scale of Units

1 Inf = 100

1 everything else = 5 (1 game tank = 5 real tanks)

Download info

You can download the game [here](#).

If you are a fan of the map and want to play with it yourself. I have a vanilla copy of it [here](#). All i ask is that if you update the map please get up with me and give back to the community. :)

ORDER OF BATTLE (OOB)

All German Panzer and Motorized divisions, as well as some interesting historical units such as the Spanish Blue Division are also shown. The other units on the map are placed with an attempt at accuracy but are numbered as per the defaults in the scenario editor. HQs. HQ commanders are often named with the units they lead (e.g., Guderian). It is up to the player to keep track of commander as the war progresses.

PLAY OPTIONS

Axis or allies may be played...we will work in allowing unterregimes to perhaps play together down the road.

LIMITATIONS

This scenario will probably not work with the AI currently but i will work on it. You can not build roads, factories or anything.

SUPPLY AND PRODUCTION

The following locations are used

- Factories. Build artillery, vehicles, ships and planes. They are usable by the other side (to some extent) if captured.
- Recruitment centers build infantry and supply. They are not usable by the other side if captured.
- Supply dumps build supply. They are usable by the other side if captured.
- Oil Fields produce oil. Oil must be refined into fuel before it can be used by motorized equipment.
- Fuel - Fuel is refined by providing oil. The fuel is required by most motorized equipment. They are usable by the other side if captured.
- Coal - Coal is required to
- ~~Electricity~~ REMOVED
- Soviets get a few NKVD factories which build NKVD troops which fight better.
- Soviets get a few siberian factories which build siberian troops which fight better.

The Soviet start with a 4:3 production advantage over the Germans.

Soviet production rises to 110% in 1942, 150% 1943 and 150% 1944. German production is constant, except for SS production which increases 20% each year.

The Soviets get a large initial levy of conscripts in turn 5 to represent citizens rallying to the cause. 10 conscripts appear in every Soviet urban area NW of hex 90, 105. They may build conscripts until 1942 (represents end of Soviet human wave tactics)

The Soviets also get worker battalions in Leningrad and Moscow as they are approached. These units are good for building entrenchments.

The Soviets also get Eastern reinforcements in October and December.

The Germans get Volksstrum in Germany if threatened.

Note that players may use action cards to purchase rifle, light tanks, fighters, artillery and supply. Also, players get a pp grant each turn equal to their victory points.

Rail Net (todo)

There are two types of rail on the map:

- European Rail used by the Germans and her allies
- Russian Rail used by the Soviets

There are now two types of supply movement groups as well

- European Supply
- Russian Supply

German resupply will only go over European rail and Soviet resupply will only go over Russian rail. You can play the 'Remove incorrect gauge rail' card for 10PP. This will remove

any of the incorrect gauge rail from your territory. Then you can have your engineers build rail like normal. If you are not careful about keeping your railnet close to the front you can quickly get into a situation where your HQ's & front line units are fighting at with only 75% of their required supplies.

Research

WEATHER

Weather table can be viewed [here](#):

Basically we have 8 weather zones

1. UK
2. Northern Europe
3. Norway/Finland/Sweden
4. Southern Europe
5. Spain/Italy/Balkans
6. Northern USSR
7. Souther USSR
8. Africa

Then you have the following weather types.

1. Clear - Normal movement and combat.
2. Mud - Severe movement penalties. Some readiness reduction
3. Snow - Some movement penalties. Some combat penalties troops.
4. Blizzard -Some movement penalties. Substantial combat and readiness penalties for troops.

PARTISANS AND WARSAW UPRISING

There is a slight chance that partisans will arrive each turn in non-plains hexes occupied by the Axis.

As the Soviets approach Warsaw, the Polish resistance will stage and uprising. Warsaw becomes part of a Polish regime that is at war with both the Germans and the Soviets.

NEW UNITS

Naval and land mines - Inexpensive, immobile, can only defend.

Soviet Worker Battalions - Horrible in combat. Engineering capability

Soviet Conscripts - Horrible in attack, defend like rifle

Volksstrum - Respectable in defense only, some engineering capability

Flak 88 and Katyusha - Similar to units in World at War Scenario.

Railroad artillery guns - These super artillery trains only run on European Rail and have a range of 6 hexes. They are granted with the purchase of an action card.

Add the super jumbo plane the Germans had to transport a ton of units

VICTORY

Victory Points

- City - 1 VP
- Light Urban - 5 VP
- Urban - 10 VP
- Capital - 20 VP

There are no defined victory conditions though the Soviets have significant production around Leningrad, Moscow and Stalingrad. Set your own victory conditions or play to the bitter end.

Notes:

Todo

- ~~fix whatever is causing that crash (Certain weathers are causing the crash pay attention to that)~~
- ~~setup levels for SFTYPES~~
- enable the tank system for this match
- enable leaders
- ~~setup research levels for all the SFTYPES~~
- ~~add oil~~
- ~~add oil to screen~~
- ~~give regimes electricity to start!~~
- ~~add resources~~
- add doctrines for research (armor doctrine, etc)

- Add National specific special units similar to what WaW has
- add in abilities that keep losing players in the game (govt in exile)
- track VP to determine whos winning
- add persian and pacific lend lease routes for soviets
- store those damaged units in stringlists
- maybe add a 3rd dirt road option with more limited supply.
- add weird cards like himmler coup etc
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- ~~make sure precursors are attached to supply network~~
- verify that a 1 train can move a division a good distance
- ~~Make sure electricity is killed off every turn. (you can't keep electricity in batteries)~~
- track killisregvar to give attacking units some extra units (then put some stragglers back to other regime)
- give regimes 2 free research items that are w/i 1 level of their current level
- configure upgrades for the ground troops to be able to upgrade
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Version 2

- add manpower
- do rail similar to GPW
- make a railyard type that can be bombed and will destroy enemy trains
- set a KillISREGVAR for things like oil,coal,etc
- add spare parts have them needed when a unit moves and w/o them you lose some units
- build Iceland abstraction box
- set sounds for all SFTYPES
- allow engineers to make ports (that exist for only 15 turns)
- make a special unit called 'Training Command' Allow this to help soldiers train up.

Version 3

- add radar
- add in weather for sea zones

Create Units

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- add a fact that lets use tweak railtypes when you lose it to an enemy

Todo add to docs

Game Concepts

- Lend lease and support
 - Soviets
 - via murmansk and persia & pacific
 - UK
 - US giving UK additional destroyers
 - Additional US DD escorting convoys
- High Level Concepts
 - Disable strategic transfer of supply require it to be “shipped”
 - Track tonnage sank and supply stopped as metrics for UK to sue for peace
 - allow strategic hexes like gibraltar to use executive supply (if we go with antisupply)
 - add cards for offensive operations for a whole army
- Will make a variant with extra logistics off
- Research
 - There will be a game var called month that is 0 but every 15th turn it will be 1 on that 15th turn reward players with their monthly research quota

Econ

For things like fuel they are built as real SFTypes. They have to be shipped physically to your capital before they at the beginning of the turn will be added to the regime var that accounts for National Fuel Reserves.