

## **Europe Engulfed - Expert Rules**

### **OFFICIAL ERRATA - NEW DESIGNERS' OPTIONAL RULES**

**13.5 Expert Play Rules** - Once players have Mastered the preceding Designers' Optional Rules (13.2 - 13.4), and have become expert in the games' systems, they may discover that the German player can too efficiently play the early part of the game and have a much larger than historical German Army for Barbarossa. The following rules will address that problem while adding another layer of realism to your EE experience. Use them all together as a package (suggested) or pick and choose as desired.

**13.51 ITALY** - Italy does not produce until the turn that they enter the war, except that they can spend WERPs sent by Germany (up to 5 per turn as normal). Italy begins producing per the normal rules on the turn that they go to war against Great Britain.

**13.52 GUNS AND BUTTER** - German Home resource areas are worth 5 WERPs each instead of 6, beginning on the first Axis Production Phase after the conquest of France (or Vichy Declaration). German Home production therefore drops from 30 to 25 WERPs (plus all captured and garrisoned resource areas). The German player decides on which turn the home areas resume contributing 6 WERPs each, but the German player **MUST** declare war against the Soviet Union on that turn.

**13.53 ADDITIONAL FORCE POOL LIMITS** - Remove five 4-step infantry and five 3-step infantry from the German at-start Force Pool. Additionally, remove all 4-step units from the USA at-start Force Pool (except the one 4-step infantry that starts in the USA box).

Jan/Feb 1942 - Return the 10 removed German Blocks to the German Force Pool.

Jan/Feb 1943 - Return half (rounded down) of the 4-step units of each class to the USA Force Pool

Jan/Feb 1944 - Return the remaining 4-step units to the USA Force Pool.