

## **EUROPE ENGULFED - Official Optionals & Variants**

(Variants: Brett W. Johnson)

Caveat – all marked as (variant) as implemented in Vassal module v3.0 are NOT official and probably not balanced... Just For Fun!!! Use at own risk and expect wacky games...

### **SET EXPERT (official)**

This implements the official expert rules Force Pool (FP) changes for Germany and the US.

Germany 5x INF-4 and 5x INF-3 are moved from the German FP to 1942.

US 4x ARM-4 and 5x INF-4 are moved from US FP to 1943 (half, round down) & 1944 (half).

### **6th German SA (official)**

This implements the official optional 6th German Special Action, which is added to the German FP. It is prominently marked as available only in July-Aug 1941 and players should delete it after that.

### **Tougher Poles (variant) [cost: free]**

Historically, Germany and the rest of the world was suprised by how easily Poland was conquered.

This variant explores a prepared and much tougher Poland adding in both historical Polish armor (ARM-2) and a Fortification, both in Warsaw. Expect significantly increased German casualties.

### **France Digs In (variant) [cost: free]**

Historically, France was suprised by how quickly Germany blitzed thru the Low Countries.

This variant explores how France might have reacted if they had more time to prepare.

Accordingly, this variant is available in a French Production phase ONLY if Germany has violated Phony War restrictions (i.e., attacked on the Western Front). This variant adds a \*free\* Fortification in Pas de Calais (ignoring normal weather restriction). Expect significantly increased German casualties.

### **Germany Mechanizes (variant) [cost: 20 WERPS]**

This variant explores Germany fielding Mechanized Infantry units.

This variant adds 5x Mech Infantry (MINF-4) to Germany's FP and deletes ARM-4 and 4x INF-4 from their force pool.

Mechanized Infantry is treated as regular infantry with the following exceptions:

Cost 4/1 (cadre/step)

Move: 2 & use armor rules for movement (i.e., may not enter swamp; may not amphibious assault; may engage enemy units on a SA operational move regardless of strength)

### **El Duce's Dream (variant) [cost: 20 WERPs, minimum 10 loaned from Germany]**

Mussolini (i.e., El Duce) had a dream of military conquest, but the Italian military was not up to the task. This variant explores what if Italy had significantly modernized (with Germany's assistance) their army. This variant adds ARM-4, 2x INF-4, AB-3 and deletes 2x ARM-2, AB-2, 5x INF-2.

NOTE – the cost of "Germany Mechanizes" and "El Duce's Dream" does NOT include unit costs.

**WARNING** – Both "Germany Mechanizes" and "El Duce's Dream" will delete certain units, regardless of location. Ideally, these units should be in the force pools when the variant(s) is triggered. If these units are on the map, an equivalent unit should be pulled from the FP to replace them.

**Desert Rats (variant)** [cost: 20 WERPs – this includes cost of unit]

Historically, the "Desert Rats" fought hard against Rommel in North Africa. Additionally, the Long Range Desert Group (special ops) conducted both valuable hit & run raids and gathered key intelligence. This variant represents the combined efforts of both and adds an **elite** ARM-3 to the British Forces.

Special Rules:

This unit can only operate in the Southern Weather Zone.

This unit can only be newly built in Alexandria, if uncontested and British controlled. The initial build (only) of this unit is at full strength (cost 20), which can be accumulated over multiple turns. Subsequent Cadre/Step costs are normal (8 cadre, 4/step). Home territory for building to maximum strength purposes includes all of North Africa (French N. Africa, Libya, Egypt, British Mandate, French Levant), Gibraltar, and Malta.