

Combat Results Tables

Ground Combat Results Table

Scorched Earth

Die Roll	Odds Ratio													Die Roll
	1:4	1:3	1:2	1:1	1.5:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	
-1	AE	AE	AE	AE	AE	AE	AH	AR	EX	NE	HX	DR	DR	-1
0	AE	AE	AE	AE	AH	AH	AR	EX	NE	HX	DR	DR	DH	0
1	AE	AE	AE	AH	AR	AR	EX	NE	HX	DR	DR	DH	DH	1
2	AE	AE	AH	AR	AR	EX	NE	HX	DR	DR	DH	DH	DE	2
3	AE	AH	AR	AR	EX	NE	HX	DR	DR	DH	DE	DE	DE	3
4	AE	AR	AR	NE	NE	NE	DR	DR	DH	DE	DE	DE	DE	4
5	AH	AR	NE	NE	NE	HX	DR	DH	DE	DE	DE	DE	DE	5
6	AH	NE	HX	DR	DR	DR	DH	DE	DE	DE	DE	DE	DE	6
7	AR	NE	HX	HX	HX	DH	DE	DE	DE	DE	DE	DE	DE	7
8	AR	HX	DR	DH	DE	DE	DE	DE	DE	DE	DE	DE	DE	8

Air Combat Results Table (Roll two dice)

Dice Roll	Attack Differential													Dice Roll
	-5 or less	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7 or more	
1	A	A	K	K	K	K	K	K	K	K	K	K	K	1
2	A	A	A	K	K	K	K	K	K	K	K	K	K	2
3	R	A	A	A	K	K	K	K	K	K	K	K	K	3
4	—	R	R	A	A	A	K	K	K	K	K	K	K	4
5	—	—	—	R	R	A	A	A	K	K	K	K	K	5
6	—	—	—	—	R	R	R	A	A	A	A	K	K	6
7	—	—	—	—	—	—	R	R	A	A	A	A	K	7
8	—	—	—	—	—	—	—	—	R	R	R	A	A	8
9	—	—	—	—	—	—	—	—	—	—	R	R	A	9
10	—	—	—	—	—	—	—	—	—	—	—	—	—	10
11	—	—	—	—	—	—	—	—	—	—	—	—	—	11
12	—	—	—	—	—	—	—	—	—	—	—	—	—	12

Note: On all combat result tables, die rolls modified above the highest number or below the lowest number on these tables are treated as the highest or lowest number respectively. For example, a modified die roll of 9 on the ground CRT is treated as 8.

Modifiers:

-1 type F vs type B or T
+1 type B or T vs type F

-1 German, Finnish, Italian type F vs Soviet non-Guards air unit
-1 jet vs non-jet
+1 non-jet vs jet

Bombing Table

Die Roll	Bombing Strength				
	2	5	9	13	17
0	M	M	M	M	M
1	M	M	M	M	H
2	M	M	M	H	H
3	M	M	H	H	H
4	M	H	H	H	H
5	H	H	H	H	H
6	H	H	H	H	H

Modifiers:

-1 for night bombing missions
+1 for type D air units

Armor/Antitank Effects

AECA: 1/7 up to 1/2 +1
1/2 up to full +2
full +3
AECD: 1/7 up to 1/2 -1
1/2 or greater -2
ATEC: 1/7 up to 1/2 -1
1/2 up to full -2
full -4

Antiaircraft Fire Table (Roll two dice)

Dice Roll	Antiaircraft Strength							
	1	2	3	5	7	10	13	17
1	A	A	A	A	A	K	K	K
2	A	A	A	A	A	A	K	K
3	R	A	A	A	A	A	A	K
4	R	R	R	A	A	A	A	A
5	—	R	R	R	R	A	A	A
6	—	—	R	R	R	R	R	A
7	—	—	—	—	R	R	R	R
8	—	—	—	—	—	—	R	R
9	—	—	—	—	—	—	—	—
10	—	—	—	—	—	—	—	—
11	—	—	—	—	—	—	—	—
12	—	—	—	—	—	—	—	—

Note: Only heavy AA may fire on type HB.

Modifiers:

+1 when firing on jet air units
+1 when firing on type B
+1 when firing on type HB
-1 when firing on type D
on/after Jan 1 43

Terrain Effects Chart

Scorched Earth

Terrain		Movement Effects			Combat Effects
		Mot/Art	Other	Exceptions	
Clear and Frost Weather:					
Hexes	Clear	1	1		No effect
	Woods	2	2	1-Lt Inf	-1
	Rough	2	2	1-Cav, Lt Inf, Mtn	-1
	Wooded Rough	3	3	2-Cav, Mtn, Lt Inf	-2
	Mountain	½M + 1	3	2-Mtn	No AEC; attacker (except mtn) halved
	Swamp	½M + 1	3	2-Cav, Lt Inf	-2; No AEC; Mot/Art attacker halved
	Forest	½M + 1	3	2-Cav, Lt Inf	-2; No AEC; Mot (except art) attkr halved
	Intermittent Lake	2	1		Attacker (except art) halved
	Sand	3	2		No effect
Mud Weather: (No AEC)					
Hexes	Clear	4	2	3-Cav	No effect
	Woods	4	3		-1
	Rough	4	3		-1
	Wooded Rough	½M + 1	3		-2
	Mountain	½M + 1	3		Attacker (except mtn) halved
	Swamp	½M + 1	3		-2; Mot/Art attacker halved
	Forest	½M + 1	3		-2; Mot (except art) attacker halved
	Intermittent Lake	4	2		Attacker (except art) halved
	Sand	3	2		No effect
Snow Weather: (No AEC)					
Hexes	Clear	3	2	1-Ski	No effect
	Woods	3	2		-1
	Rough	3	2	1-Ski	-1
	Wooded Rough	½M + 1	3	2-Ski, Mtn	-2
	Mountain	Prohibited	4	3-Ski, Mtn	Attacker (except mtn) halved
	Swamp	4	2		-2
	Forest	½M + 1	3		-2; Mot (except art) attacker halved
	Intermittent Lake	3	2	1-Ski	-1
	Sand	3	2	1-Ski	-1
Any Weather:					
	Partial Hex City	As Clear or Transportation Line			-1; No AEC; Attkr (except eng, art) halved
	Full Hex City	As Clear or Transportation Line			-2; No AEC; Attkr (except eng, art) halved
Hexsides	River/Canal	+1 for all units			Attacker (except artillery) halved
	River/Canal (frozen)	No effect			No effect
	Major River	+2 for all units			Attacker (except artillery) quartered
	Major Rlver (frozen)	+1 for all units			Attacker (except artillery) halved
	Mountain	As mountain hex			As mountain hex
	High Mountain	Prohibited			Prohibited
	All Sea/Lake	Prohibited			Prohibited
	Solonchak	Prohibited			Prohibited
	Border	No effect			No effect
Features	Reference City	No effect			No effect
	Dot City	No effect			No AEC
	Fortress	No effect			No AEC; Attkr (except eng and art) halved
	Fort (counter)	No effect			-1; No AEC
	Transportation Line	See Rule 7			No effect

Notes: 1) Mot/Art: All combat/motorized units and all artillery units. 2) ½M + 1: One half the unit's movement rating plus 1 MP. 3) Combat effects of terrain feature other than hexes and hexsides are in addition to the regular combat effects in the hex. 4) There is no AEC at all in mud or snow weather. 5) Rivers and lakes in weather zones A, B, and C and swamps in all zones are frozen in cold weather. (See the weather rule.)

ZOC Movement Costs

(Reduced ZOC costs in parentheses)

To leave an enemy ZOC:	
German c/m units.....	1 (0)
All other units.....	2 (0)
To move directly from one ZOC to another:	
German c/m units.....	2 (1)
All other units.....	3 (1)

Rail Movement Rates

Movement Rating	Hexes per MP
9-10	5
7-8	6
6	8
3-5	10
2 or R	30
0	0

Overrun Movement Costs

Unit Type	Odds	
	10:1	12:1
German c/m units	2	1
All other units	3	2

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Axis Game Chart

German Army

Unit Breakdowns

Scorched Earth

Pz XX D	Pz XX E	Pz XX F	Pz XX G	Mot/PzG XX H	Mot/PzG XX J	Mtn XX D	Mtn XX E	MtnXX F
Inf XX N	Inf XX O	Inf XX P	Inf XX R	Jager XX A	Jager XX B	Germany		

Luftwaffe

SS

Finland

Para XX 7	Pz XX A	Pz XX B	Rifle XX A	Rifle XX B	Rifle XX C
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German Army:

16-10 Pz XX
1 x 7-4-10 Pz III
1 x 4-10 PzG III
1 x 4-10 Mot III

15-10 Pz XX
1 x 6-4-10 Pz III
1 x 4-10 PzG III
1 x 4-10 Mot III

14-10 Pz XX
1 x 6-4-10 Pz III
1 x 4-10 PzG III
1 x 3-10 Mot III

13-10 Pz XX
1 x 5-3-10 Pz III
1 x 4-10 PzG III
1 x 3-10 Mot III

12-10 Pz XX
1 x 5-3-10 Pz III
2 x 3-10 Mot III

11-10 Pz XX
1 x 5-3-10 Pz III
1 x 3-10 Mot III
1 x 2-10 Mot III

10-10 Pz XX
1 x 4-2-10 Pz III
1 x 3-10 Mot III
1 x 2-10 Mot III

9-10 Pz XX
1 x 4-2-10 Pz III
2 x 2-10 Mot III

11-10 PzG XX
2 x 4-10 Mot III
1 x 2-1-10 Pz II

10-10 PzG XX
1 x 4-10 Mot III
1 x 3-10 Mot III
1 x 2-1-10 Pz II

6-10 Mot XX
2 x 3-10 Mot III

8-6 Inf XX
1 x 3-6 Inf III
2 x 2-6 Inf III

7-6 Inf XX
3 x 2-6 Inf III

5-7-6 Inf XX
2 x 2-6 Inf III
1 x 1-2-6 Inf III

6-6 Inf XX
2 x 2-6 Inf III
1 x 1-6 Inf III

5-6 Inf XX
1 x 2-6 Inf III
2 x 1-6 Inf III

6-8 Jager XX
2 x 3-8 Jager III

6-8 Mtn XX
2 x 3-8 Mtn III

Luftwaffe:
7-6 Para XX
3 x 2-5 Para III

SS:
20-10 Pz XX
1 x 8-5-10 Pz III
1 x 5-10 PzG III
1 x 4-10 Mot III
1 x 2-1-10 Aslt Gun II

18-10 Pz XX
1 x 6-4-10 Pz III
1 x 5-10 PzG III
1 x 4-10 Mot III
1 x 2-1-10 Aslt Gun II

17-10 Pz XX
1 x 6-4-10 Pz III
1 x 4-10 PzG III
1 x 4-10 Mot III
1 x 2-1-10 Aslt Gun II

16-10 Pz XX
1 x 6-4-10 Pz III
1 x 4-10 PzG III
1 x 3-10 Mot III
1 x 2-1-10 Aslt Gun II

14-10 Pz XX
1 x 5-3-10 Pz III
1 x 4-10 PzG III
1 x 3-10 Mot III
1 x 2-1-10 Aslt Gun II

Finland:
6-6 Rifle XX
1 x 3-6 Rifle X
1 x 2-6 Rifle X

5-6 Rifle XX
2 x 2-6 Rifle X

Airbase Table

Type	Capacity
Full hex city	6
Partial hex city	6
Dot city	3
Reference city	1
Fortress	1
Permanent Airfield	3
Temporary Airfield	2

Air Unit Repair Table

Air Unit	Repair Roll
German	3 or less
Axis-Allied	2 or less
Soviet	2 or less

Modifiers:

- +1 for temporary airfields
- 1 for Soviet Guards

Jun II 41 through Jun II 42:

- +1 for Axis in poor weather
- +1 for all Soviets

Success Table

Die Roll	Result
1 or less	F*
2	F*
3	F
4	F
5	S
6 or more	S

Results:

S: Success. The attempt succeeds.

F: Failure. The attempt fails.

F*: Failure. The attempt fails. If it is a commando attempt to seize bridge or launch a surprise attack, the commando unit is immediately eliminated.

Modifiers for Commando Operations:

- +2 on Jun II 41
- 2 if disrupted

Modifiers for Partisan Operations:

- +1 for each partisan RE above 1 RE in hex participating in the same act of sabotage
- 2 if in anti-partisan zone of control
- 2 if Soviet partisan unit and not within 3 hexes of an operational partisan command unit
- +1 if in a dot city hex
- +2 if in a major city hex

Soviet Game Chart

Unit Breakdowns

Regulars/Winterized

Rifle XX A	Rifle XX B	Rifle XX C	Rifle XX D	Rifle XX E
Rifle XX F	Rifle XX G	Rifle XX H	Rifle XX J	

Guards

Rifle XX A	Rifle XX B
Rifle XX C	Rifle XX D

Scorched Earth

Breakdowns:

6-6 Rifle XX
2 × 2-6 Rifle III
1 × 1-6 Rifle III

5-6 Rifle XX
1 × 2-6 Rifle III
2 × 1-6 Rifle III

4-6 Rifle XX
3 × 1-6 Rifle III

Eastern Military Districts	The Urals	Caspian Ports	Lend-Lease South
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Die Roll	Result
1 or less	F*
2	F*
3	F
4	F
5	S
6 or more	S

Results:

S: Success. The attempt succeeds.
F: Failure. The attempt fails.
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Airbase Table

Type	Capacity
Full hex city	6
Partial hex city	6
Dot city	3
Reference city	1
Fortress	1
Permanent Airfield	3
Temporary Airfield	2

Air Unit Repair Table

Air Unit	Repair Roll
German	3 or less
Axis-Allied	2 or less
Soviet	2 or less
Modifiers:	
+1 for temporary airfields	
-1 for Soviet Guards	
Jun II 41 through Jun II 42:	
+1 for Axis in poor weather	
+1 for all Soviets	

Unit Colors

Axis

German:

German Army.....black on gray-green
Foreign Contingents.....white on gray-green
German Army Corps HQs.....black/white on gray-green
Luftwaffe.....black on light blue
Kriegsmarine.....black on blue
Brandenburgers.....white/black on gray-green
SS.....white on black
SS-Police.....red on black
Eastern Troops.....gray-green on white

Axis Allies:

Finland.....blue on white
Hungary.....black on blue-gray
Italy.....black on light gray-green
Rumania.....white on dark blue
Slovakia.....black on dark blue

Partisans:

Anti-Soviet Partisans.....blue on black
Nationalist Partisans.....blue-gray on white

Soviet

Regulars.....black on gold-brown
Winter-Capable.....white on gold-brown
Foreign Contingents.....gold-brown on white
Regular Army HQs.....black/white on gold-brown
Guards.....black on red
Guards Army HQs.....black/white on red
Air Force, Air Defenses.....black on light gold-brown
Navy.....white on dark red
Militia.....red on white
NKVD.....white on red
Soviet Partisans.....black on light red
Pro-Soviet Polish Partisans.....black on light red

Turn Record Chart

Scorched Earth

Jan I	Jan II	Feb I	Feb II	Mar I	Mar II	Apr I	Apr II	May I	May II	Jun I	Jun II
Jul I	Jul II	Aug I	Aug II	Sep I	Sep II	Oct I	Oct II	Nov I	Nov II	Dec I	Dec II

1941	1942	1943	1944
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Weather Table

Zone	Die Roll	Sep I	Sep II	Oct I	Oct II	Nov I	Nov II	Dec I	Dec II	Jan I-Feb I	Feb II	Mar I	Mar II	Apr I	Apr II	May I	May II	Jun I	Jun II-Aug II
A	1	C	N	M	M	N	S	S	S	S	S	S	S	M	M	M	C	C	C
	2	C	N	M	M	N	S	S	S	S	S	S	S	S	M	M	M	C	C
	3	C	M	M	M	S	S	S	S	S	S	S	S	S	N	M	M	C	C
	4	C	M	M	M	S	S	S	S	S	S	S	S	S	S	M	M	N	C
	5	M	M	M	S	S	S	S	S	S	S	S	S	S	S	M	M	N	C
	6	M	M	M	S	S	S	S	S	S	S	S	S	S	S	M	M	N	C
B	1	C	C	N	M	M	F	N	S	S	S	S	M	M	M	C	C	C	C
	2	C	C	N	M	M	F	S	S	S	S	S	M	M	M	C	C	C	C
	3	C	C	N	M	M	F	S	S	S	S	S	S	M	M	M	C	C	C
	4	C	C	M	M	M	F	S	S	S	S	S	S	M	M	M	C	C	C
	5	C	C	M	M	F	S	S	S	S	S	S	S	N	M	M	N	C	C
	6	C	M	M	M	F	S	S	S	S	S	S	S	S	M	M	N	N	C
C	1	C	C	C	N	M	M	M	M	M	M	M	M	M	C	C	C	C	C
	2	C	C	C	N	M	N	N	N	N	N	M	M	M	M	C	C	C	C
	3	C	C	C	N	M	N	N	S	S	S	M	M	M	M	C	C	C	C
	4	C	C	C	M	M	F	N	S	S	S	M	M	M	M	N	C	C	C
	5	C	C	M	M	M	F	S	S	S	S	S	M	M	M	N	N	C	C
	6	C	C	M	M	F	F	S	S	S	S	S	N	M	M	N	N	C	C
D	1	C	C	C	N	N	N	M	N	N	N	M	C	C	C	C	C	C	C
	2	C	C	C	N	N	N	M	N	N	N	M	M	M	C	C	C	C	C
	3	C	C	C	N	N	M	M	M	M	M	M	M	N	C	C	C	C	C
	4	C	C	C	N	M	M	M	M	M	M	M	M	M	C	C	C	C	C
	5	C	C	C	M	M	M	M	M	M	M	M	M	M	N	C	C	C	C
	6	C	C	M	M	M	M	F	S	S	S	M	M	M	N	C	C	C	C
G	1	C	C	C	C	C	C	N	N	N	C	C	C	C	C	C	C	C	C
	2	C	C	C	C	C	C	N	N	N	C	C	C	C	C	C	C	C	C
	3	C	C	C	C	C	C	N	F	F	N	C	C	C	C	C	C	C	C
	4	C	C	C	C	C	C	F	F	F	N	C	C	C	C	C	C	C	C
	5	C	C	C	C	C	F	F	F	F	F	N	C	C	C	C	C	C	C
	6	C	C	C	C	C	F	F	F	S	F	F	C	C	C	C	C	C	C

Weather Conditions Display

Zone	Weather Condition			
A	Clear	Mud	Frost	Snow
B	Clear	Mud	Frost	Snow
C	Clear	Mud	Frost	Snow
D	Clear	Mud	Frost	Snow
G	Clear	Mud	Frost	Snow

Winterization Table

Attacker	Defender		
	less than 1/5	1/2 to 1/5	1/2 or more
less than 1/5	—	—	—
1/5 to 1/2	+1	—	—
1/2 or more	+2	+1	—

Supply Line Summary

Supply Line	Weather Condition			
	Clear	Mud	Frost	Snow
Overland	7(5)	3(2)	6	4(3)
Road	7(5)	3(2)	6	4(3)
Truck	3(2)	1	2	1
Special	3(2)	1	2	1

(N): Supply line length in the Arctic, if different.

Note: See Rule 12B for overland supply line in mountain, forest, wooded-rough, unfrozen swamp, and sand hexes and across major rivers.

Scorched Earth Master Sequence of Play

The following is a list of activities that occur during the course of a game turn. Within each phase, activities are numbered in the order they should be conducted. Activities within a numbering may be done in any order. Some activities are applicable only to a single side. The appropriate rules sections for the activities are given in parentheses.

Start of Game Turn

- 1 Determine weather (29B).
Check for Axis-Allied surrender, defection, and armistice (32).

Initial Phase

- 1 Check the isolation (3I) and supply (12) status of units and hexes.
- 2 Land late-returning air units (20F2d, e).
Check garrisons (31H and 33).
- 3 Prepare/transfer factories and the capital (31D, E).
Receive naval reinforcements (28G).
Perform all reinforcement and replacement activities (31A5c, 31I, 32D, 34, 35).
Perform air replacement system activities (26, 27).
Call up/stand down Luftwaffe schools (38G).
Check for eastern troop withdrawal (38H).
- 4 Repair naval units (28F).
Repair air units (23).
Build forts and permanent airfields (14A).
Build railroads (7D).
Upgrade roads to railroads (38C).
Make partisan attacks (33C).
- 5 Plan airborne operations (25D).
Plan amphibious landings (28c2).

Movement Phase

- 1 Break down units (15).
- 2 Move units, including admin., road, and rail movement (6, 7).
Move naval units, including naval transport of cargo and replenishment of ships (28).
Resolve air-naval interaction (38D).
Execute overruns (13).
Demolish rail lines, airbases, bridges (7C, 17D, 39A).
Use the abilities of construction units (14A).
Regauge rail lines (14A4).
Fire AA against air units flying harassment (38B).
- 3 Assemble broken down units (15).
Return air-naval interaction air units to base (38D).

Air Phase

- 1 Initiate missions (20), move air units (18), and resolve patrol attacks (19).
- 2 Fly interception and scramble (18, 20A, 20B).
- 3 Resolve air combat (21).
- 4 Fire AA (22).
- 5 Resolve missions (20) and airborne operations (25).
- 6 Return phasing air units to base (18).
- 7 Return non-phasing air units to base (18).

Combat Phase

- 1 Check the isolation status of units and hexes (3I).
- 2 Announce which hexes warships are supporting with gunfire for defense (28B2).
- 3 Resolve combat hex by hex (9 and many other rules), including AA fire against defensive support air units (22B).
- 4 Return ground support air units to base (20F2c).

Exploitation Phase (c/m units only)

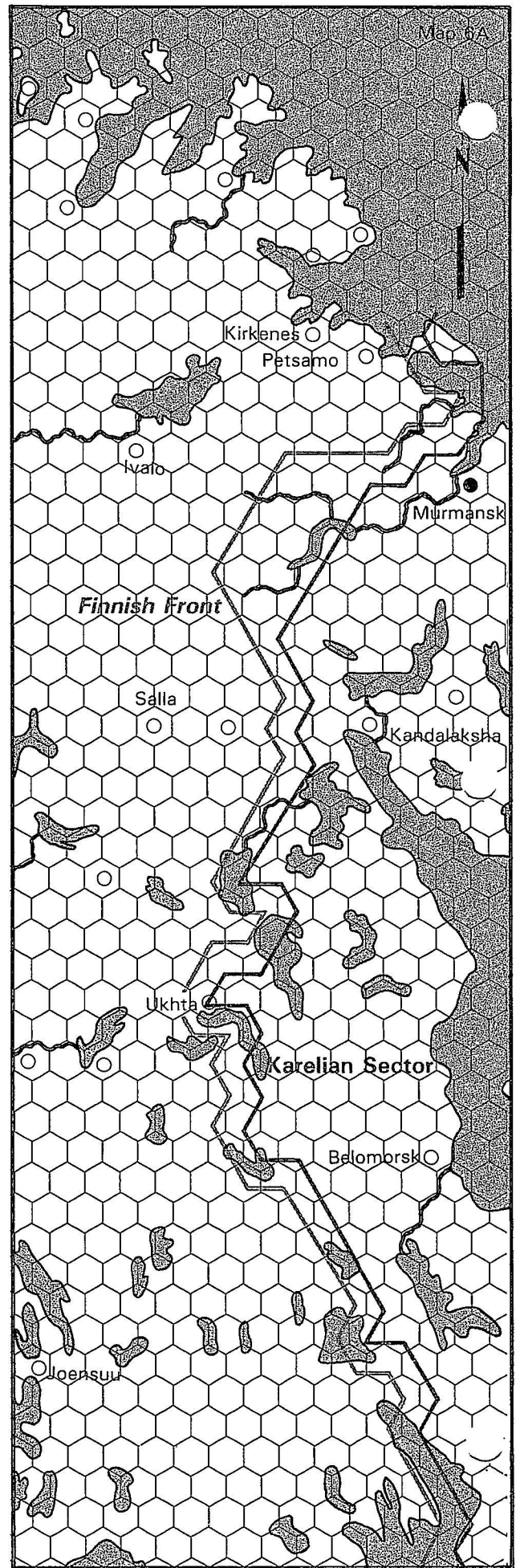
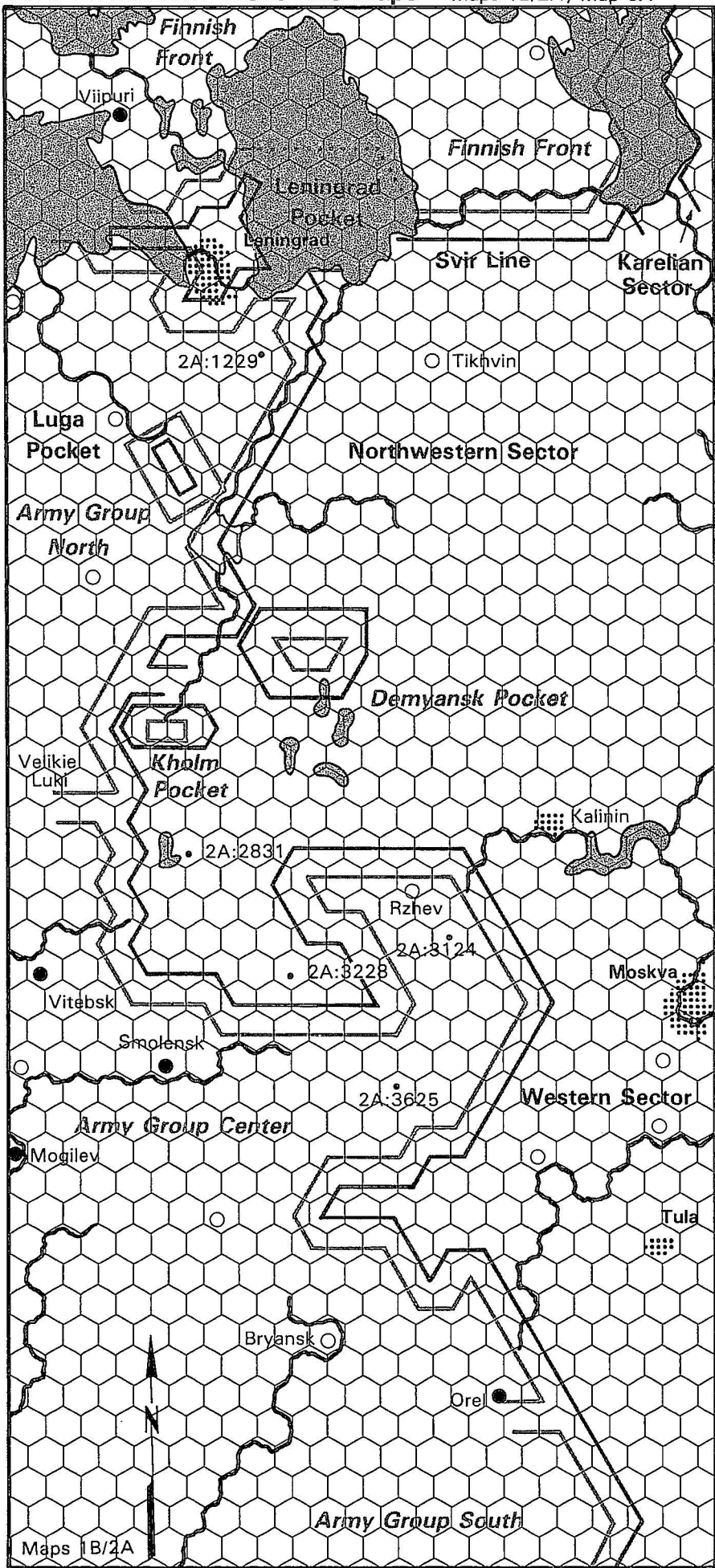
- 1 Break down units (15).
- 2 Move units, including road but not admin. or rail movement (6 and 7).
Execute overruns (13).
Demolish rail lines, airbases, bridges (7C, 17D, 39A).
Fire AA against air units flying harassment (38B).
- 3 Assemble broken down units (15).

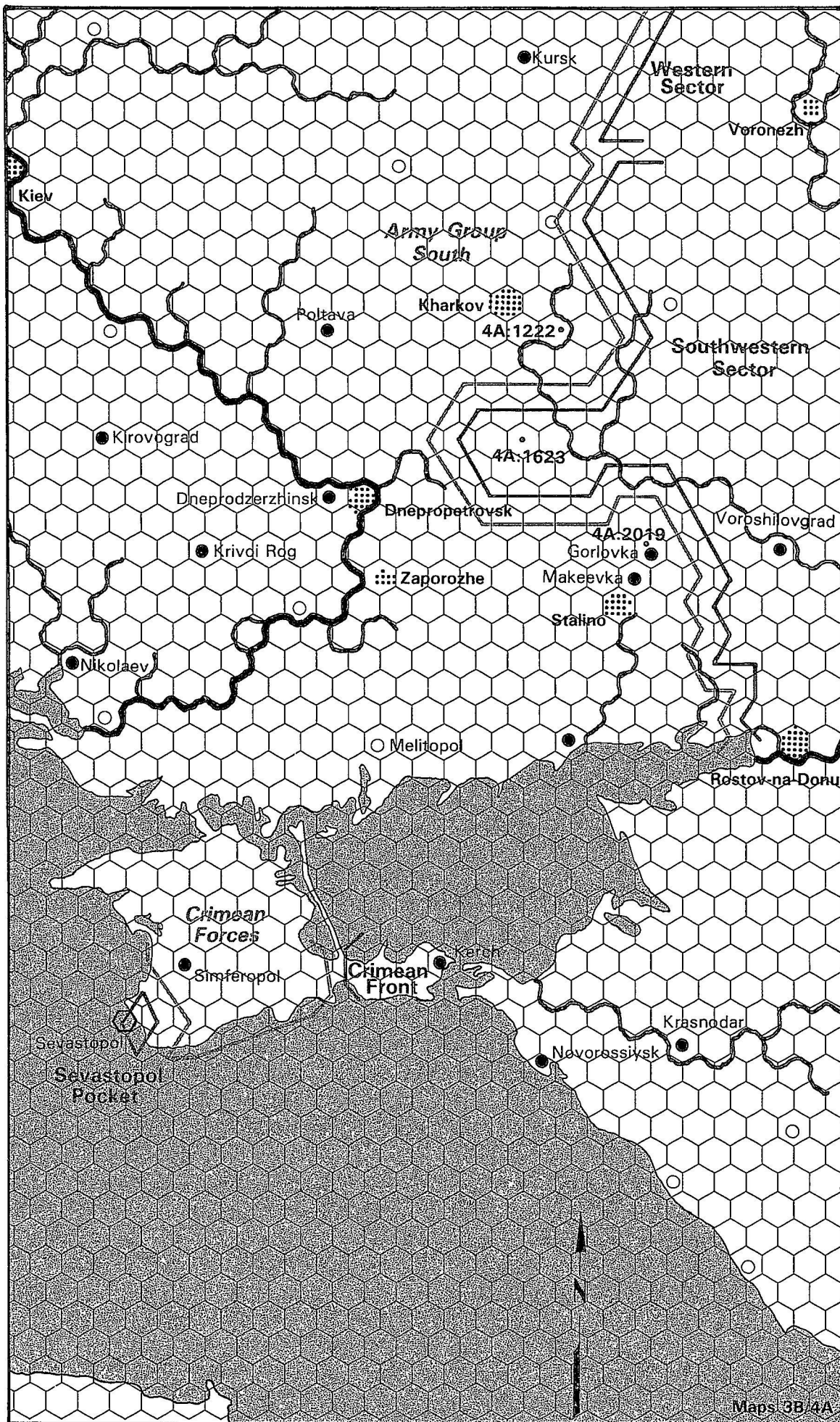
When Appropriate

- Resolve air unit escape (17B).
- Resolve ship escape (28B4).
- Abandon O-capacity airfields (17D).
- Destroy resource points (12F).

Scorched Earth Special Dates List

- Jun II 41** German surprise attack turn (31F).
Start of Soviet unpreparedness (31G).
- Jul I 41** Hungary and Finland join the Axis (32).
Soviet factories may be transferred (31D).
Soviet disrupted GA begins returning (31F2).
Railroad construction begins (7D).
Luftwaffe schools may be called up (38G).
- Jul II 41** Soviet c/m units may be disbanded (34F1).
- Aug I 41** Soviet regular replacements begin (32B).
Soviet 3-6 rifle divisions may convert to 4-6 strengths (34F2).
Soviet militia and NKVD border units may be disbanded (34F1).
The Soviet capital may be transferred (31E).
Iran becomes Soviet-owned (31B, 31H).
Soviet unpreparedness ends (31G).
- Aug II 41** *Optional:* General recruitment of Soviet partisans begins (40C1a).
- Sep I 41** Soviet partisan attacks begin (33C).
- Oct II 41** First winter effects may begin (29D1).
- Apr I 42** German RE limit in Finland increases (32B1).
Soviet partisan attacks increase (33C).
Axis antitank units now full ATEC (10J).
Soviet rifle brigades may be disbanded (34F1).
- Apr II 42** Last possible turn of first winter (29D1).
- Jun II 42** *Optional:* General recruitment of anti-Soviet partisans begins; general recruitment of pro-Soviet Polish partisans may begin; Soviet operational partisan commands are received; partisan divisions may be assembled (40C1b, 40C1c, 40D, 40E).
- Jul I 42** Axis air unit repair modification ends (23).
Soviet air unit repair modification ends (23).
Assault gun units now full ATEC (10J).
Soviet NKVD rifle divisions may be disbanded (34F1).
- Oct I 42** Soviet Guards fighters have half-range patrol zones (19).
Optional: German Replacement Army system begins (39J).
- Nov I 42** Soviet infantry RPs are received only on the I turn of each month (34B2).
- Jan I 43** Rumania may defect (32A2).
Finland may agree to armistice (32B4).
Soviet Baltic safe zone may expand (29B5).
AA fire against type D air units receives modifier (AA Table).
German reserve, ersatz, and training units may be disbanded.(34F1)
- Apr I 43** Soviet partisan attacks increase (33C).
Soviet ski brigades may be disbanded (34F1, also 39D11).
German RE limit in Finland increases (32B1).
Optional: Soviet Guards cavalry may receive limited exploitation ability (39D1).
- Jul I 43** Check for eastern troop withdrawal (38H).
- Jan I 44** German cadres may be disbanded (34F1).
- Feb I 44** Soviet infantry RPs are received on the I turn of each even-numbered month (34B2).
- Apr I 44** Soviet partisan attacks increase (33C).
German RE limit in Finland increases (32B1).
- Jul I 44** Start of German RAD fortified area construction (31A5c).
Soviet mountain rifle divisions may be replaced (32B2).
German infantry antitank weapons ability is received (10I).
- Sep I 44** Luftwaffe schools may not be called up; if up, must be stood down (38G).
1 RE of each German intrinsic defense strength is full ATEC.



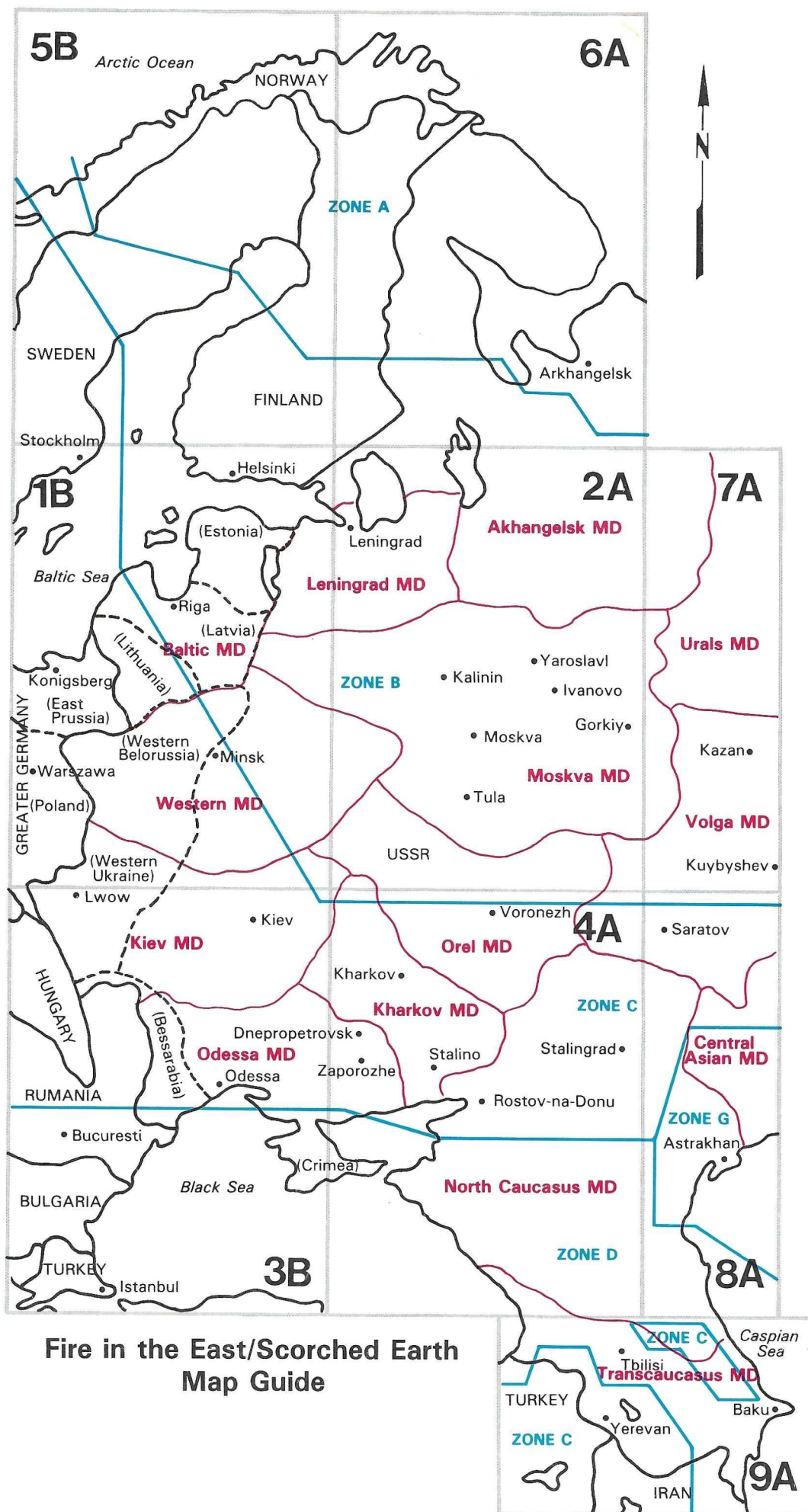


1942 Scenario

Front Line Maps Maps 3B/4A

German Front Line

Soviet Front Line



EUROPA MAP LEGEND

HEXES

	Clear
	Rough
	Mountain
	Woods
	Wooded Rough
	Forest
	Bocage
	Swamp
	Intermittent Lake
	Glacier
	Canal Intensive
	Full Hex City
	Partial Hex City
	Salt Marsh
	Sand

HEXSIDES

	Major River
	River/Canal
	Full Sea/ Full Lake
	Mountain
	High Mountain
	Karst
	Border
	Other Border
	Axis-Soviet Demarcation Line
	Escarpment
	Impassable Escarpment
	Wadi
	Sebkha/ Solonchak

OTHER FEATURES

	Dot City
	Reference City
	Railroad
	Road
	Fortress
	Gibraltar
	Maginot Line Ouvrage
	Westwall Fortification
	Weather Line
	Norwegian Mobilization Center

Europa



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