

Summer 1941 European Scenario

Introduction: The Summer 1941 European Scenario recreates the European part of World War II starting in the Summer 1941 Axis player turn. The European theater is played as a two-sided game, although it may easily be played with more than two players.

Research and Production: Historical research and production results are used through Winter 1941. These results are found on the Historical Events Chart, and the Summer 1941 European Scenario Force Pool chart. Players proceed to conduct research and production normally beginning in the 1942 YSS. Refer to the Summer 1941 European Scenario research sheets for breakthroughs, modifiers and previously invested RPs.

Diplomacy: Historical diplomatic results are used through Winter 1941. These results are found on the Historical Events chart. Players proceed to conduct diplomacy normally beginning in the 1942 Year Start Sequence

Force Pools: Ground and air force pools are listed on the Summer 1941 European Force Pool chart for each major power. Each force pool chart lists the starting forces, fixed force pool additions and the maximum number of additional ground units which may be added by mobilization and production.

Mobilization: Russia and the U.S. mobilize additional forces and increase their BRP base and level as indicated below. Units for mobilizations that have already occurred are included on the Summer 1941 European Scenario force pool chart. Space is provided to record mobilized and produced units.

Duration: The Summer 1941 European Scenario begins after the Declaration of War phase of the Summer 1941 Axis player turn, and ends at the end of the Axis Winter 1946 player turn or when:

A. France, Britain and Russia have surrendered and are not at war with Germany, and the United States signs a peace treaty with Germany as a result of an adverse U.S. election result. The Axis then win a decisive victory

B. The European Axis surrender. The victory level will depend on when these surrenders occur.

C. One side or the other concedes defeat on the basis that one of the above is inevitable.

Initial Situation: . In the Summer 1941 diplomatic phase, Finland associates with Germany, and the Axis achieve a 5-6 result in Spain. Germany declares war on Russia in the Summer 1941 Declaration of War phase, with RGT of 35, so that Russian unpreparedness applies. Germany and Italy are at war with Russia and Britain. The U.S. is neutral.

Order of Deployment: Germany, Italy, Britain, Russia, U.S.

Order of Movement: During each game turn, Germany and Italy move first, moving together. The Allies, including Russia and a neutral U.S., move second. The order of movement does not change in the course of the game, regardless of BRP totals.

USAT: The USAT level is at 37 at the end of the Axis Summer 1941 Declaration of War phase. USAT is computed normally from this point, with all results being implemented when indicated. Japan is considered to go to war with the U.S. in Winter 1941. This triggers a +1 status modifier for USAT in Spring 1942 and each turn thereafter.

Additional Setup Information: Additional information relating to the initial setup of this scenario is found in the following rules: supply status ([7.25](#)); replacements ([10.25](#)); partisan placement ([11.36](#)); initial fortifications ([32.41](#)); initial codebreaking cards ([48.23](#)); minor country setup ([82.51](#)); minor countries not conquered, associated, activated, or providing volunteers, begin with a "3-4" diplomatic result ([Diplomatic Tables Introduction](#))

The Summer 1941 European Scenario Cards, which display Naval Construction Charts and space for allowable builds, isolated units, and minor country units, are used to keep track of units which are currently in play. Additional information required to begin the Summer 1941 European Scenario is set out below.

National Capabilities

The Summer 1941 European Theater scenario BRP levels, growth rates, mobilizations, unit construction limits, basic airbases, and replacements are set out on the Summer 1941 European Scenario force record sheets, together with each major power's ground, air and naval forces, and space to record

force pool additions from mobilization and production. Unless listed in the Unbuilt Units section for a given country, all Summer 1941 forces on the Scenario force record sheet are available for deployment, subject to the Deployment Limits.

The Summer 1941 European Scenario cards, which contain the Naval Construction Charts, available naval units, and space for allowable builds, isolated units, and minor country units, should be used to keep track of units which are currently in play.

Additional information required to begin the Summer 1941 European Scenario is set out below:

Germany

Summer 1941 BRP adjustment: Add 26 BRPs for Yugoslavia, Greece and Finland.

Fall 1941 BRP adjustment: Deduct 5 BRPs for loss of economic interest in Russia (69.11).

European Axis Oil Reserve: 10.

Control: Germany, Poland (but not Eastern Poland), France.(but not Vichy France), Denmark, Norway, The Netherlands, Belgium, Luxembourg, Yugoslavia, Greece, Hungary, Rumania (but not Bessarabia), Bulgaria, Finland (but not the Finnish Border hexes).

Unbuilt Units: Three submarines, two 3-3 infantry, one airborne unit.

Capabilities: Germany has two synthetic oil plants ([33.233](#)). Germany no longer receives one oil counter per turn from Russia ([33.4422](#)).

Deployment Limits: *Libya:* Two 2-6 armor, two AAF and one airbase. *Poland, Q32, Q33, Hungary or Rumania:* 30 AAF, one air transport, 12 4-6 armor, three 1-3 infantry, 20 3-3 infantry, one airborne, three airbases. *Any Axis controlled hex, other than Q32, Q33 and controlled hexes in Libya, Poland, Hungary and Rumania:* two AAF, eight 3-3 infantry, five 1-3 infantry, eight replacements. *Rumania:* Rumanian minor units; *Hungary:* Hungarian minor units; *Bulgaria:* Bulgarian minor units; *Finland:* Finnish minor units. *Atlantic SW Box:* Five submarines. *Any ports in Germany, France, Norway, Belgium and the Netherlands, or the Murmansk box:* Starting naval units (see Naval Construction Chart).

Active Minor Allies: Hungary, Rumania

Associated Minor Allies: Bulgaria, Finland

Volunteers: 1 Spanish 2-3 infantry. Redeploy from Spain to the eastern front in Summer 1941.

Vichy France: Vichy is neutral. All French colonies are controlled by Vichy, and each has a 2-3 infantry in its capital. The Vichy forces in Vichy France are as follows: Two 2-3 infantry, one AAF. The Vichy fleet has 1 CA2, 1 DD and the BC3 Strasbourg, which start in Marseilles. The Axis have a +1 modifier on the Vichy diplomatic table for a +1 French Surrender level.

Italy

Control: Italy, Sicily, Sardinia, Albania, Libya (west of MM20 and NN20, inclusive), Rhodes.

Unbuilt Units: None.

Deployment Limits: *Libya:* Two AAF, one 2-5 armor, two 1-3 infantry, two 2-3 infantry, one airbase. *Poland, Hungary or Rumania:* One AAF, one 2-3 infantry, one 1-3 infantry, one 2-5 armor. *France, Italy, Sicily, Sardinia, Albania or Greece:* One AAF, one NAS, one 2-5 armor, two 3-3 infantry, four 1-3 infantry, one airbase. *Any Axis controlled Mediterranean ports:* Starting naval units (see Naval Construction Chart), including two submarines.

Britain

Control (Europe): Britain, including Ulster, Iraq, Kuwait, Palestine, Transjordan, Egypt, Malta, Gibraltar, Cyprus, Ethiopia, Libya (east of NN21, MM21 and LL21, inclusive) the Canadian portion of the U.S. box, the South Africa box.

Unbuilt Units: Seven transports, one bomber, one interceptor, one British 3-4 infantry, one Canadian 3-4 infantry, one Canadian 4-5 armor, one British 2-5 armor, one NAS.

Deployment Limits: *In Libya:* One South African 1-3 infantry, one British 2-5 armor, but not in an Axis ZoC; *In Tobruk:* One fort. *In Egypt:* One Australian 1-3 infantry, one Australian 2-3 infantry, and one South African 1-3 infantry, all within three hexes of Suez; One Indian 2-3 within three

hexes of NN27-NN29. *In Egypt or Libya*: Three AAF, one airbase. *In Ethiopia*: One South African 3-4, one Indian 1-3. *In South Africa*: One British 4-5 armor. *In Gibraltar*: One British 3-4 infantry. *In Malta*: One South African 1-3 infantry. *In Iraq and Palestine*: Two replacements, one Free French 1-3, one AAF. *In Britain*: 14 AAF, four replacements, one British 3-4, one Free French 1-3. *Any British controlled hex other than Libya or Egypt*: Five NAS, two airbases. *Atlantic SW Box*: two strategic bombers, one interceptor, 17 transports, six ASW. *Indian Ocean SW Box*: Eight transports. *In any British controlled ports*: Two submarines. *In Alexandria*: CA8, DD3, 5 BB3, 2 CVL, 4 NAS. *In any British controlled Atlantic port (including Gibraltar)*: Starting naval units not placed in Alexandria (see Naval Construction chart).

Canada

Canada is part of the British Commonwealth and has its own units. Canada is worth 10 BRPs. The Canadian BRPs are included in the British base and contribute to the British construction limit.

Canadian Forces: Canada has two 3-4 infantry units and one 4-5 armor unit. No additional Canadian units may be produced.

South Africa

South Africa is part of the British Commonwealth and has its own units. These include African units which are considered South African for game purposes only. South Africa is worth 10 BRPs. The South African BRPs are included in the British base and contribute to the British construction limit.

South African Forces: South Africa has one 3-4 infantry unit and three 1-3 infantry units. No additional South African units may be produced.

Australia

Australia is part of the British Commonwealth and has its own units. The Australia box is worth 10 BRPs and is counted as part of the British BRP base.

Use of Australian Units in Europe: The following Australian units may be employed in Europe as set out below. Australian units that are eliminated may be rebuilt using British BRPs and NRed to Europe, and are counted when determining British resistance level calculations until they are rebuilt. The NR of Australian units to Europe requires the use of an Indian Ocean transport. Australian units are restricted to the Mediterranean front and Ethiopia.

* Summer 1941: One Australian 1-3 and one 2-3 infantry begin the scenario within three hexes of Suez.

* Fall 1941: both Australian units must return to the Pacific theater; if unable to do so, these units must be voluntarily eliminated and rebuilt at double the normal BRP construction cost ([27.13C](#)). If these units are unbuilt, they must be built by Britain.

* After Fall 1941: no Australian units may be used in Europe.

India

India is part of the British Commonwealth and has its own units. The India box is worth 10 BRPs and is counted as part of the British BRP base. Calcutta and Dacca are each worth five BRPs and are treated as British colonies.

Use of Indian Units in Europe: One Indian 2-2 and one Indian 1-2 infantry unit may be employed in Europe for the duration of the game. Indian units that are eliminated may be rebuilt using British BRPs and NRed to Europe, and are counted when determining British resistance level calculations until they are rebuilt. The NR of Indian units to Europe requires the use of an Indian Ocean transport. Indian units are restricted to the Mediterranean front and Ethiopia.

Pacific BRPs: In Winter 1941, Britain deducts 7 BRPs for the loss of Hong Kong, Malaya, Singapore and Burma; and the British resistance level is reduced by one for the loss of Singapore. Britain receives 30 BRPs for Australia and India in the 1942 and each subsequent YSS.

Pacific Unit Construction: In Spring, Summer and Fall 1941, Britain must spend four BRPs per turn to bring the Australian force pool up to full strength before Japan attacks. Starting in Spring 1942, Britain must spend three BRPs per turn to replace Australian and Indian units lost in combat in the Pacific theater. These construction costs are mandatory and count against the British construction limit. All Australian and Indian units in the Pacific theater are considered to be built when determining the British resistance level.

Naval Withdrawals: Britain must NR the following ships, which are listed by factor and type, off the European mapboard at the end of the indicated turns. These represent the historical transfer of ships to the Pacific theater. If an undamaged British ship of the required type is not available for transfer to the Far East, twice as many factors of undamaged Western Allied naval factors must be removed from the board instead. Transferred naval units may not return to the European mapboard.

Summer 1941: BB4 (fast), BC3 (both these ships are eliminated at the start of the Axis Winter 1941 player turn)

Winter 1941: 2 CVL, 4 NAS, 5 BB3, CA2, DD1

Use Against Raiders: British ships transferred to the Far East may be used to combat Axis raiders in the Indian Ocean (EXCEPTION: The ships transferred in Summer 1941 may be used to combat Axis Indian Ocean raiders only during the Axis Fall 1941 player turn, as they were sunk during the Japanese Winter 1941 player turn).

Replacement of Lost Naval Units: Naval units transferred to the Far East which are eliminated by Axis raiders in the Indian Ocean must be replaced in the Allied player turn following their elimination.

Penalties: For each turn the Western Allies fail to transfer the required naval units to the Far East or replace losses from Axis raiders in the Indian Ocean, Japan's surrender is considered to be delayed by one turn, up to a maximum delay of two turns.

Indian Ocean SW box: The Indian Ocean SW box is in play in the European scenario. Indian Ocean transports may be used freely until Spring 1942. Starting in Spring 1942, each turn three Indian Ocean transports must, if possible, be assigned to carry oil to India.

United States

Control: Atlantic U.S. box.

Unbuilt Units: None.

Deployment Limits: No units may be set up in the SW box. All U.S. ground, air and naval units begin the scenario in the U.S. Atlantic box. For starting naval units, see Naval Construction chart.

Pacific Naval Commitments: The *Wasp*, and the following ships which begin the scenario on the American Naval Construction Chart (the *Indiana*, *Massachusetts* and *Washington*) must be completed as quickly as possible and sent to the Pacific theater, where they remain out of play for the remainder of the game. All other American named ships and cruisers built in the Atlantic U.S. box remain in play in Europe unless voluntarily transferred to the Pacific theater.

Transferring Pacific Destroyers to the Atlantic: For each 4- and 5-factor American named ship transferred to the Pacific theater, other than the three BB4s under construction at the start of the game (the *Indiana*, *Massachusetts* and *Washington*), an equivalent number of destroyers may be transferred from the Pacific theater to Europe (i.e., transferring one BB4 to the Pacific allows four DDs to be transferred to the Atlantic). These destroyers arrive in Europe during the redeployment phase of the Allied player turn in which the heavy ship is transferred to the Pacific theater.

Use of Pacific Shipbuilding to Construct Transports: If USAT are 28 or more, one transport may be constructed at no BRP or Atlantic shipbuilding cost each turn, to reflect the use of American Pacific shipyards. The construction of this transport counts as a grant of three BRPs from the U.S. to Britain.

American Carrier Construction and Use: The U.S. may begin the construction of one American fast carrier of any type for each fast carrier laid down by the Axis (one fast carrier for each German or Italian fast carrier placed on the German or Italian Naval Construction Charts - [27.73251](#)). Only American fast carriers built in the American Atlantic shipyards may be used in the European theater until after Japan surrenders

American CVE Construction: The U.S. may build three American CVEs per turn ([17.355](#)).

American Naval Air Training: The American naval air training rate at the start of a European scenario is 0. This may be increased by the investment of RPs in production ([17.355](#)).

Mobilization: The U.S. adds 25 BRPs to its BRP base and level and adds 20 BRPs of units to its force pool for each mobilization. The U.S. had its third mobilization in Spring 1941. The U.S. has nine more mobilizations, one per turn, beginning in Summer 1941. The U.S. begins with 1 BRP of units

leftover from the Spring 1941 mobilization, which it can use in the Summer 1941 mobilization.

Forces available after a Japanese surrender (57.8): Japan is considered to surrender in Spring 1946. Japan's surrender is accelerated by one turn for each atomic bomb used against Japan, as follows: one atomic bomb: Winter 1945; two atomic bombs: Fall 1945; three atomic bombs: Summer 1945; and so on.

In each of the three Allied player turns following Japan's surrender, the following units may be redeployed from the Pacific U.S. box to the Atlantic U.S. box, for use in Europe:

- A.** Ten AAF (for a total of 30 AAF);
- B.** Two 1-3 marine units (for a total of six 1-2 marine units);
- C.** Three 3-4 infantry units (for a total of nine 3-4 infantry units);
- D.** Three CVs, including their naval air component, two 4-factor battleships and three destroyer factors (for a total of nine CVs, with their naval air component, six 4-factor battleships and nine destroyer factors).

During the redeployment phase of the Allied player turn following Japan's surrender, four strategic bomber factors are placed in the Atlantic SW box.

Russia

Summer 1941 BRP adjustments: Russia adds 5 BRPs to its total for the second half of the Spring 1941 mobilization (its second).

Industrial Centers (ICs): One in each of Moscow, Leningrad, Stalingrad, Kharkov, Dnepropetrovsk, Rostov, Gorki, Kubyshev and Magnitogorsk. Each IC is worth 10 BRPs in 1941. The next IC added through mobilization in Fall 1941 must be placed in Sverdlovsk.

Russian Oil Reserve: 3

Control: Russia, Urals box, Baltic States, eastern Poland, Finnish border hexes, Bessarabia.

Unbuilt Units: None

Urals Box and Siberian Transfer: Russia begins the game with one 3-5 armor unit and two 3-3 infantry units in the Urals box. Russia may SR these units onto the European mapboard during the Russian Fall 1941 redeployment phase.

Deployment Limits: *Urals box:* One 3-5 armor, two 3-3 infantry. *Leningrad:* 1 fort. *Moscow:* 1 fort. *Russian controlled hexes:* Deploy the following Russian ground units according to the Russian Garrison Requirements in the Russo-German tension table: 15 AAF, six 3-5 armor, 16 1-3 infantry, 11 3-3 infantry, ten 2-3 infantry, two airborne. *Any Russian controlled hex:* One AAF. *Leningrad, Sevastopol or Batum:* Starting naval units (see Naval Construction chart). Of the starting Russian European naval forces, at least six naval factors must start in both Leningrad and the Black Sea.

Mobilization: For each mobilization, Russia adds one IC, increasing its BRP level in five-BRP increments, and adds 20 BRPs of units to its force pool in two ten-BRP increments. Russia began its second mobilization in Spring 1941, and completes its second mobilization, which includes an additional 11 BRPs of units, in Summer 1941. The remaining three Russia mobilizations begin in Fall 1941 (36.11D).

Siberian BRP Grants: Russia receives 10 BRPs in American grants via Siberia each turn, beginning in either Spring 1943 or when Russia and Germany go to war, whichever occurs later. Siberian BRP grants count against the 50 BRP limit on grants to Russia in a single turn, but neither the cost of building the Alaska highway nor the cost of the BRP grants themselves come off the U.S. European BRP total (40.7).

Victory Conditions

Victory conditions are determined according to the number of turns played before Germany and Italy surrender:

European Theater Campaign Game Victory Conditions	
Turn of Axis surrender	Victory Level
Winter 1943 or earlier	-6
Spring 1944	-5
Summer 1944	-4
Fall 1944	-3
Winter 1944	-2
Spring 1945	-1
Summer 1945	0
Fall 1945	+1
Winter 1945	+2
Spring 1946	+3
Summer 1946	+4
Fall 1946	+5
Winter 1946	+6
The victory level depends on if and when the European Axis surrender. “-” results favor the Allies and “+” results favor the Axis. The maximum victory level either side may achieve is +/-6. If the European Axis are not conquered, they achieve a +6 victory.	
Effect of Japanese Surrender: The victory level of the European Axis is increased by one for each turn Japan's surrender is delayed past its historic Fall 1945 date, up to a maximum possible delay of four turns.	