

Line of Communications

Number 5
June 2008



Featuring: *1st NZEF* *Second Front*
Order of Battle *Aircraft Counters* *and more*

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Got anything to say?

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Cover: Messerschmitt Bf109E-1, belonging to 6./JG52, France 1940.
From [The Virtual Aircraft Website](#), courtesy of Jerry Boucher.

Going Forward

Luiz Cláudio Duarte

Good news: HMS/GRD has overcome the legal hurdles that were impacting production of *Total War* and *TEM*. Gar Olmsted has also announced that HMS/GRD will be present on Consimworld Expo, which should be happening as this goes to the web. Unfortunately, there will be no official *Europa* presence at Europafest 2008, which will happen in a few days. I'll gladly publish reports and photos from these two conventions, so be sure to send them in.

In this issue, you'll find the third part of Don Lazov's 1943 campaign of *Fire in the East* and *Scorched Earth* played via Cyberboard. This issue brings the final set-up for both players.

There is also the TGW Order of Battle for the New Zealand Expeditionary Force, by Stefan Farrelly.

Joey Sabin brings up his proposed amendments to *Second Front*, as the first part of an after-action report.

Also for *Second Front*, Duncan MacLean offers us new aircraft counters. Next issue will bring counters for other games. 

Orders of Battle

First New Zealand Expeditionary Force OB

Stefan Farrelly

1st NZEF OB

AUG I 1914

Request by Imperial authorities for an expeditionary force. Accepted on Aug 12.

AUG II 1914

New Zealand:

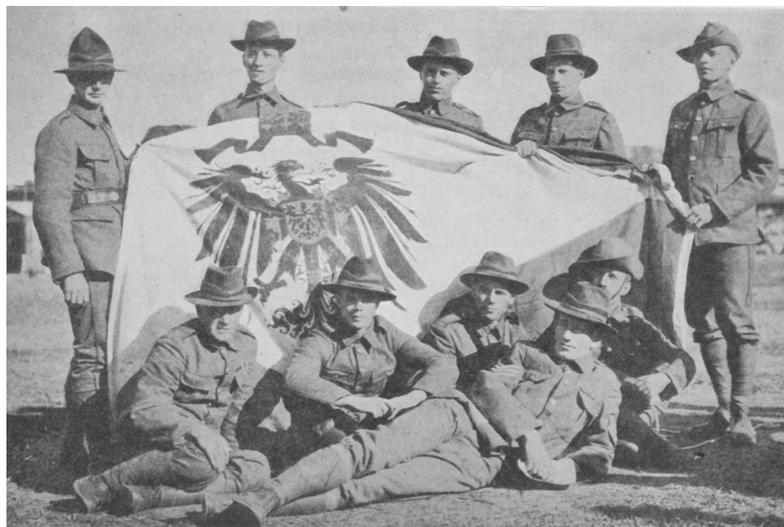
Forming:

1x 5 Inf XX HQ	NZEF
1x 2-6 Mtd Rifle X	1
1x 3-4-5 Inf X	1

Full: Transfer to Samoa

1x 1-5 Inf III	SEF
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Note: Expeditionary force to German Samoa, 1413 strong + 4x howitzers. Escorted by 3 British cruisers, 2 Australian and 1 French.



New Zealand Expeditionary Force with captured German flag from Samoa (<http://www.firstworldwar.com>)

OCT II 1914

New Zealand:

Full: Transfer from NZ to Britain:

1x 5 Inf XX HQ	NZEF
1x 2-6 Mtd Rifle X	1
1x 3-4-5 Inf. X	1
1 st Reinforcements (1 Inf. RP)	

Note: 10 transports escorted by 4 Cruisers (including 1 Japanese Cruiser) leave Wellington for France via Australia. Includes 3815 horses. The reinforcement draft is around 1400 strong.

NOV I 1914

Note: convoy leaves Western Australia along with 26 Australian transports and later adds 2 more.

DEC I 1914

MIDDLE EAST:

Arrive in Alexandria:

1x 5 Inf XX HQ	NZEF
1x 2-6 Mtd Rifle X	1
1x 3-4-5 Inf X	1
1 st Reinforcements (1 Inf. RP)	

Note: The convoy was redirected to Egypt as Turkey has now declared war.

DEC II 1914

New Zealand:

Transfer from NZ to Egypt:

2nd Reinforcements (1 Inf. RP)

Note: The reinforcement drafts are now of a standard size, around 2000 strong.

FEB I 1915

MIDDLE EAST:

*Arrive in Egypt:*2nd Reinforcements (1 Inf. RP)*Convert:*

1x 5 Inf XX HQ NZEF

To forming in Egypt:

1x 5 Inf XX HQ ANZAC

Note: Due to the Turkish advance on Egypt the decision is made to form this mixed division utilising the 2 NZ brigades along with the Australian 1st Lt. Horse brigade and 4th Australian Infantry brigade. Technically the division was named 'The NZ & Australian Division' but in New Zealand and Australia it has forever since been known as ANZAC. This is where the common spirit between the 2 countries was born and is remembered as to this day.

FEB II 1915**New Zealand:***Transfer from NZ to Egypt:*3rd Reinforcements (1 Inf. RP)

Note: The Maori pioneer battalion leaves with the 3rd reinforcements. The pioneer unit is 518 strong. No more reinforcements will be shown from now on but they leave NZ at the rate of every 2 months, and every month from September 1915 until the end of the war in Europe.

APR I 1915**MIDDLE EAST:***Arrive in Egypt:*3rd Reinforcements (1 Inf. RP)

Note: The Maori pioneer battalion is now sent to garrison Malta but joins the division at Gallipoli later.

Full:

1x 5 Inf. XX HQ ANZAC

Available for assembly:

1x 11-12-5 Inf. XX ANZAC [cadre=5-6-5]

Breakdown as:

1x 3-4-5 Inf. X 1 NZ

1x 2-6 Mtd Rifle X 1 NZ

1x 2-6 Mtd Rifle X 1 ALH

1x 3-4-5 Inf. X 4 Aus

1x 5 Inf. XX HQ ANZAC

APR II 1915

Note: The division starts transferring to islands off Turkey and then onto Gallipoli itself from Apr 25.

DEC II 1915**MIDDLE EAST:***Transfer back to Egypt:*

1x 5-6-5 Inf. cadre ANZAC

JAN I 1916**MIDDLE EAST:***Convert:*

1x 5-6-5 Inf. cadre ANZAC

to forming:

1x 9-6* Mtd Rifle XX ANZAC

1x 10-12-5 Rifle XX NZ

1x Rifle XXX HQ ANZAC

Note: The ANZAC division is now converted into a mounted rifle division utilising using 3 Australian light horse brigades and the NZ mounted rifle brigade. The NZ division is forming as a wholly NZ rifle unit with 3 infantry brigades and 3 artillery regiments. 2 Australian rifle divisions are also forming.

MAR I 1916**MIDDLE EAST:**

Full and transfer to West (France/West Germany):

1x Rifle XXX HQ ANZAC

Note: The formed 1st and 2nd Australian rifle divisions transfer to France along with the corps HQ. See MTV OB.

Full:

1x 10-12-5 Rifle XX NZ

Breakdown as:

3x 3-4-5 Rifle X 1,2,3 NZ

1x 5 Rifle XX HQ NZ

Full:

1x 9-6* Mtd Rifle XX ANZAC

Breakdown as:

3x 2-6 Mtd Rifle X 1,2,3 Aus Lt Horse

1x 2-6 Mtd Rifle X NZ

1x 6 Mtd Rifle XX HQ ANZAC

Note: The ANZAC Mounted division has 4 Territorial R.H.A. batteries as its artillery, all with 18 pounders – 2 Scottish and 2 English.

MAR II 1916

WEST (FRANCE/WEST GERMANY):

British:

Arrive from South (Middle East):

1x Rifle XXX HQ ANZAC

APR I 1916

WEST (FRANCE/WEST GERMANY):

British:

Arrive from South (Middle East):

1x 10-12-5 Rifle XX NZ

Note: This differs from the MTV Entente OB, which shows the division as a 13-16-5, but the division is only a 3 brigade unit at this time, (3x 3-4-5 Rifle X 1,2,3) a 4th rifle brigade and artillery regiment don't join until a year later.

JUL II 1916

WEST (BRITISH ISLES)

British:

Arrive from South (Middle East) & Transfer to Training and Replacement Forces Garrison (England Section):

1x 7-10-4* Trng XX ANZAC

Note: The NZ and Australian replacement units are shown here merged into a single training division and now transfer to Britain as their divisions are in France. The NZ Mounted rifle brigade is still serving in the Middle East and retains its own training unit there for its replacements. By itself this unit would be something like: 1x 2-5 Trng X NZ but if it is grouped with the Australian training units, which seems likely, then it will be somewhat larger. We will have to wait and see. This unit forms sometime around late 1915 as by the end of 1915 there are over 15,000 NZ replacements in Egypt, but most of these are used to rebuild the division after Gallipoli and then in early 1916 to form the NZ division. With 2000 replacements arriving every month now there is considerable scope for showing permanent training units, as has been done above.

JAN I 1917

WEST (BRITISH ISLES)

British:

Forming:

1x 3-4-5* Rifle X 4 NZ

Note: The division has such a surplus of replacements that it is decided to form a 4th rifle brigade and 4th artillery regiment to augment the division.

MAY I 1917

WEST (BRITISH ISLES):

British:

Transfer to West (France/West Germany):

1x 3-4-5* Rifle X 4 NZ

MAY II 1917**WEST (FRANCE/WEST GERMANY):****British:***Convert:*

1x 10-12-5 Rifle XX NZ

And:

1x 3-4-5* Rifle X 4 NZ

To:

1x 13-16-5 Rifle XX NZ

JAN I 1919**WEST (FRANCE/WEST GERMANY):****British:***Disband:*

1x 13-16-15 Rifle XX NZ

Note: This is when the division officially disbanded although she had enough replacements in reserve to continue fighting for a lot longer if the war continued. My official history books quote the NZ division as having the largest surplus of replacements than any other single Allied division. At this date there were 58,000 New Zealanders serving overseas and another 10,000 reinforcements in New Zealand awaiting shipping (~5 Inf RP's).

JUL I 1919**MIDDLE EAST:***Disband:*

1x 9-6* Mtd Rifle XX ANZAC

Note: parts of the division were used to quell the riots and disturbances that took place all over Egypt in early 1919 and the NZ brigade wasn't officially disbanded until June 30.

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Cyberboard Europa (Part III)

Don Lazov

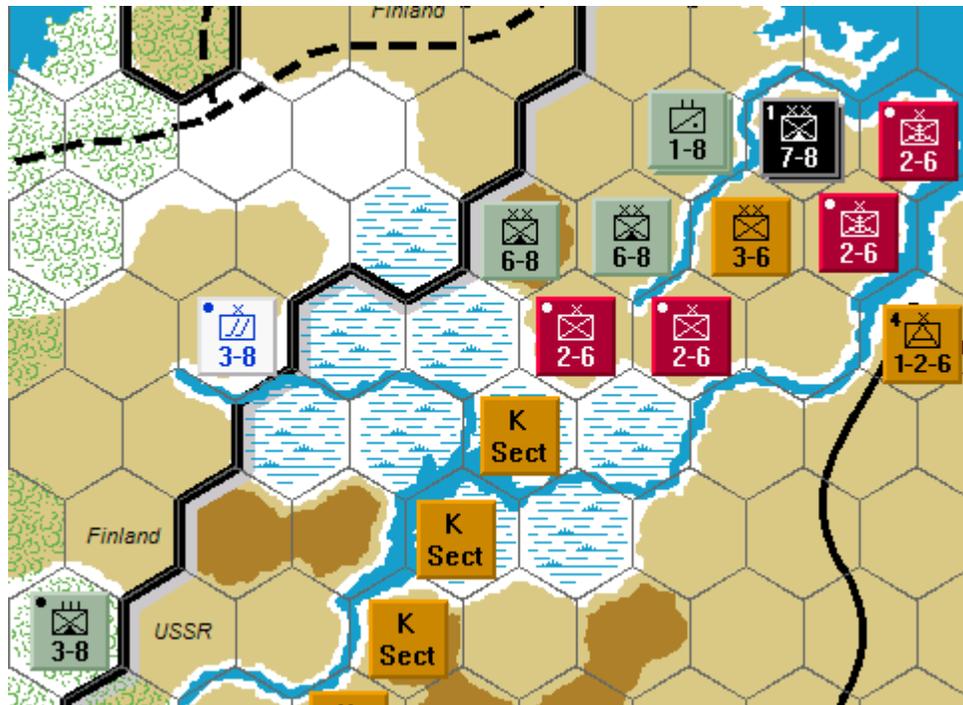
German Reserve Placement

Eric is now going to place his 8 reserve units from each area starting from North to South and starting with the Finish Forces first.

Finish Front

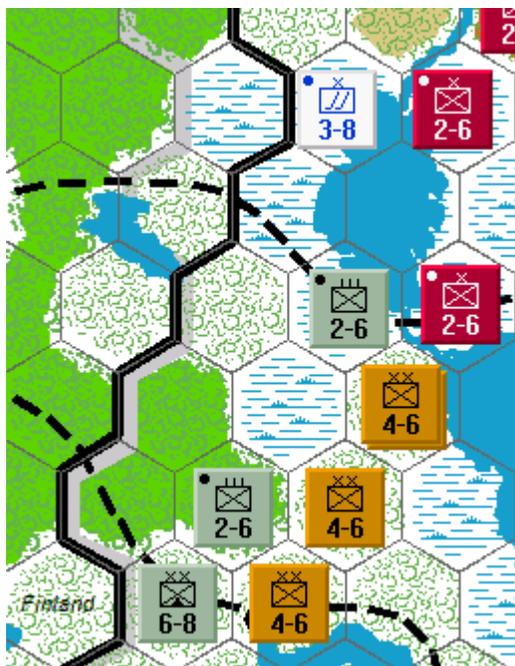
I placed six of the reserve units in the most northern tip and two in the southern tip of the Arctic Circle as follows:

North



As you can see I packed the 7-8 SS Mtn XX (6 Nord) and the 2-8 SS-Pol Mtn III (18) in the bridgehead and both 6-8 Mtn XX (6, 7) (west to east) in position to attack the *2-6 Naval Rifle X (77). Three hexes west is the Finish *3-8 Ski X (1 Jager) and three hexes southwest is the *3-8 Mtn III (139).

South



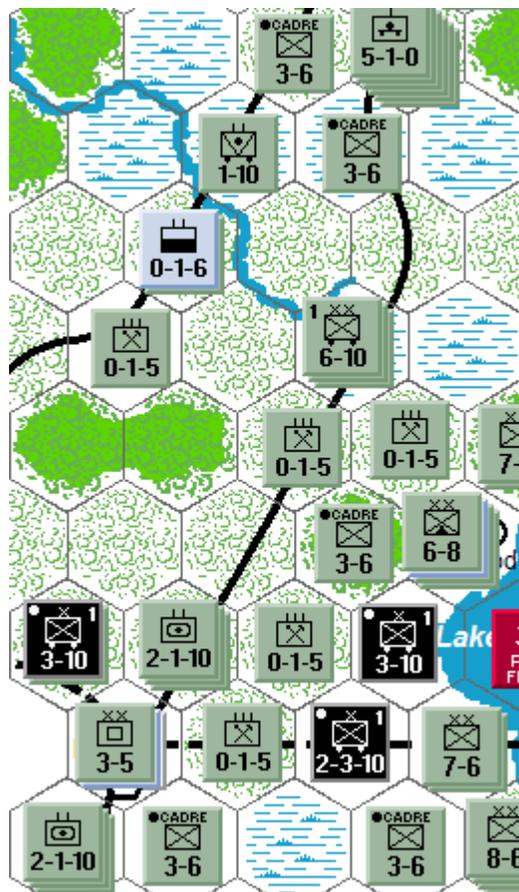
As you can see I placed the Finish *3-8 Ski X (2 Jager) in the swamp and the 6-8 Mtn XX (2) in a blocking position on the Ukhta road.

Army Group North

Here especially since the terrain is crap for mobile units I decided to place my c/m units as follows:

Northeast of the 0-1-6 LW Punitive III (1), I placed the 1-10 Mot AT II (563), two hexes to the southeast on the road/rail hex in the swamp I placed the 6-10 Mot Inf XX (18), 4-3-8 Pz II (503), and the 1-8 Mot MG II (10) as a semi mobile reserve force. Northwest of Dno on the wooded road I placed the *3-10 SS Mot Inf X (Flandern), and *1-10 Mot Inf II (Fuhrer Begleit), in the woods on that road and northeast of Dno I placed the 1-2-8 Mot Art III (110) with the two 2-1-10 Aslt Gun II (184, 185) and likewise placed to the southwest of Dno I also placed the other 1-2-8 Mot Art III (49) with the other two 2-1-10 Aslt Gun II (226, 905).

AGN Reserves



Army Group Center

With the six divisions and two motorized infantry regiments held in reserve I created two “reaction” stacks each with:

Reaction Group 1 stationed two hexes east of Byransk

1x 14-8 Pz XX (12)

1x 13-8 Pz XX(8)

1x 6-10 Mot Inf XX (20)

1x 3-10 Mot Inf III (901 Lehr)

Reaction Group 1 station one hex west of Orel

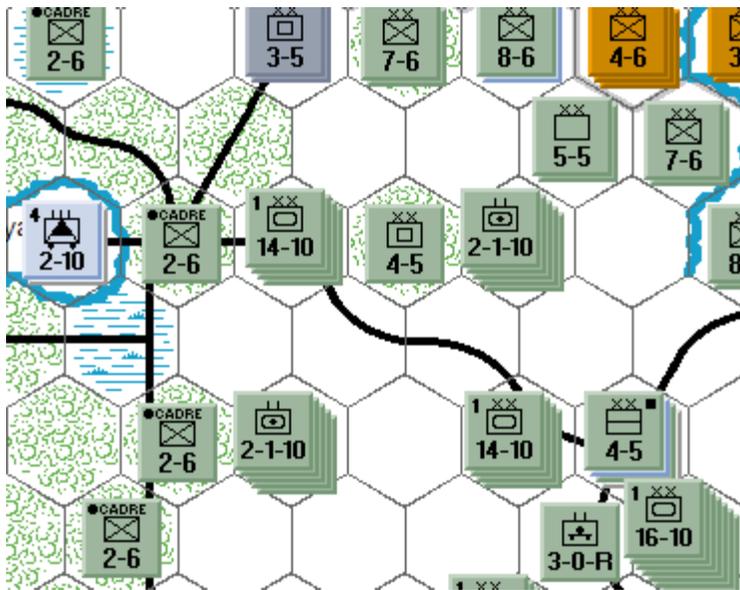
1x 14-8 Pz XX (20)

1x 13-8 Pz XX(18)

1x 6-10 Mot Inf XX (25)

1x *3-10 Mot Inf III (900 Lehr)

AGC RG1 & RG2

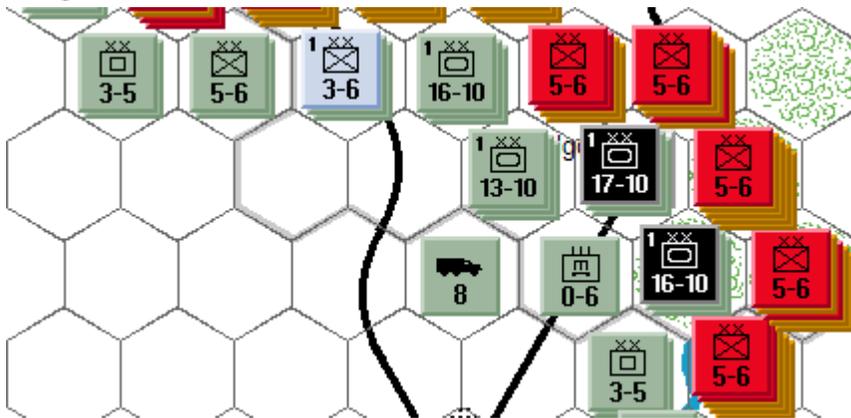


Both of these reaction groups are close enough to the front line to interfere or recombine into a mobile reserve or strike force.

Army Group South

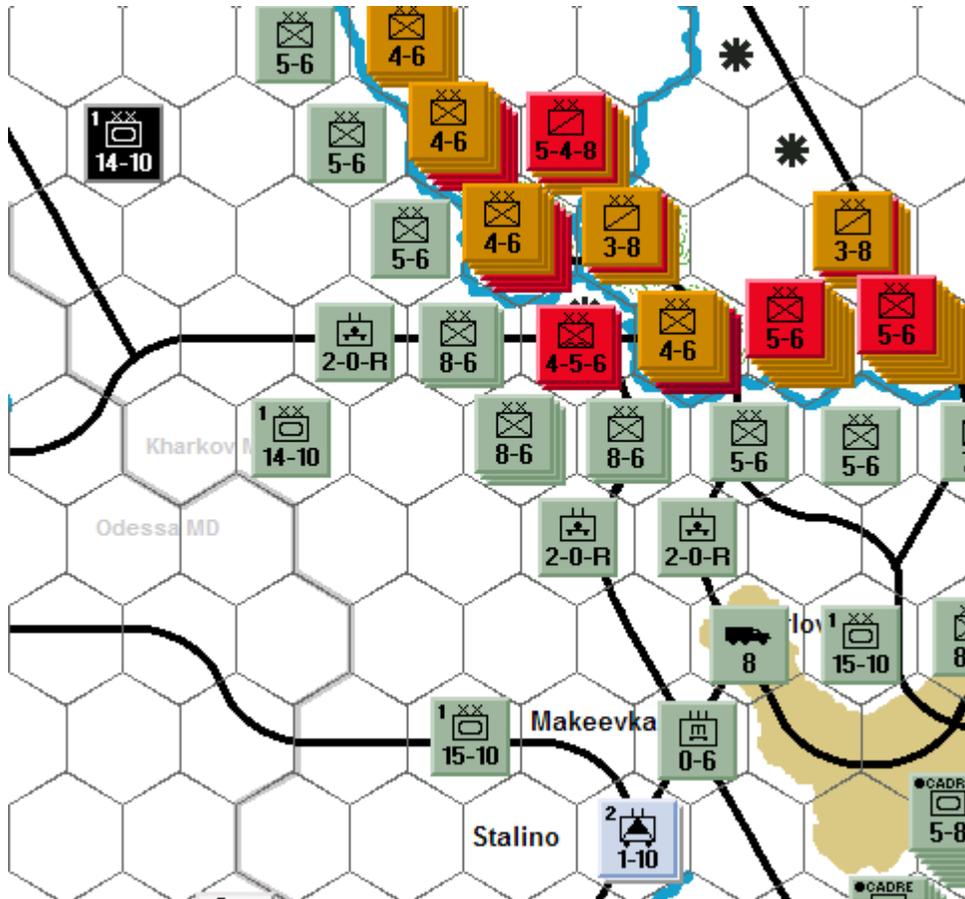
With by the far the biggest amount of mobile reserves (eight panzer divisions), originally I was going to follow the OKH directives for a massive armored fist thrust towards Kursk, however reviewing the front lines reveals some “holes” that the Soviets are ready to punch through. On the bright side I go first, but with four to nine and a half weak points in the line this is a challenge.

Belgorod area



Well the best that I think I can do for AGS is to deploy the 16-10 Pz XX (3) in the top bulge (two hexes northwest of Belgorod) with a 2-8 Eng III (674), 2-1-10 Aslt Gun II (249) and a fort. One hex west of Belgorod a 13-10 Pz XX (17), 2-6 Eng III (685), and a 2-1-10 Aslt Gun II (232). In Belgorod itself is the 17-10 SS Pz XX (2 Das Reich), 2-6 Eng III (605), 2-1-10 Aslt Gun II (600), a fort and an airfield. Southeast of Belgorod in the woods is a 16-10 SS Pz XX (Leibstandarte-SS Adolf Hitler), 2-8 Eng III (511), 2-1-10 Aslt Gun II (911), and a fort.

Behind the Donets River line



Here I placed from north to south in linear formation as a backstop the following; 14-10 SS Pz XX (Totenkopf), 14-10 Pz XX (19), and 15-10 Pz XX (7). One hex east of Gorlovka (in the tip rough hex) is a 15-10 Pz XX (6) to backup the Donets east-west river line.

Army Group A

For this small army group I am reinforcing the front lines by putting the 7-6 Inf XX (125) in the clear terrain hex two hexes northeast of Novorossiysk so that the full hex contains a 8-6 Inf XX (), a 7-6 Inf XX (125), a 2-6 Eng III (700), a Rumanian 4-6 Rifle XX (10) and a fort. Southeast in the woods is now a 6-8 Mtn XX (4), two 6-8 Jager XX (97, 101), a 2-8 Eng II (617), 1-8 High Mtn II (2), 5-3-8 Art III (704), a 3-8 Art III (617), and a fort. In the clear terrain hex behind the river is the Rumanian 4-8 Mtn XX (2) and a fort. At Kerch I added the *2-8 Mtn Cadre (6-8 Mtn XX) (1), and last but not least I put the *7-8 Pz Cadre (16-10 Pz XX) (13), 2-1-10 Aslt Gun II (242), and the 1-6 Punitive II (560) in Simferopol.

AGA



With that said that is the whole Axis front line forces and all that is left is the Rear Area Forces.

Soviet Reserve Placement

George is now setting up his reserves for each sector from north to south.

Karelian Sector

I begin by placing the 4-6 winter Rifle XX (104) three hexes due east of Murmansk with the *2-6 Naval Rifle X (77) and a fort. Three hexes northwest of Kandalaksha in the wooded rough hex I added a 4-6 Rifle XX (67) with the *2-6 Naval Rifle X (254) and fort. Southeast of that hex I placed a 4-6 Rifle XX (224) with the *2-6 Naval Rifle X (85), southwest of that on the road/rail hex I place a 4-6 Rifle XX (27) and southeast of that I placed a 4-6 Rifle XX (142) with the *2-6 Naval Rifle X (80) and fort. One hex southwest of Ukhta I placed a 4-6 winter Rifle XX (122). Two hexes to the east of the Finish 5-6 Rifle XX (10) I placed a 4-6 Rifle XX (114) in guard mode and finally I placed the 5-6 Gds Rifle XX (10) with the 0-1-5 Cons III (30) in the swamp guarding the road/rail leading to Belomorsk.

As noted earlier the 10 REs have already been allocated to this sector.

Arctic Circle



Karelian Area



Northwestern Sector

I placed all my 8 reserve units up on the Svir River line. I placed two 5-6 Gds Rifle XX (45, 63) with the 4-6 winter Rifle XX (382) and 1-8 Ski X (21) in the western forest hex and adjacent to that I placed two 5-6 Gds Rifle XX (53, 64) with the 4-6 winter Rifle XX (384) and 1-8 Ski X (81) in the eastern forest hex. East of that in the woods I placed the 3-2-8 Gds Tank X (30) and 3-2-8 Tank X (29) with the 4-6 Rifle XX (391), *3-6 winter Rifle X (140), *2-6 Naval Rifle X (73) and the fort. Northeast of that with the 4-6 Rifle XX (377), *3-6 Gds Rifle X (4) and 2-1-8 Tank X (98) I placed the 3-2-8 Gds Tank X (7) and 3-2-8 Tank X (16).

Svir Reserves



Okay the following applies to all support forces for the Soviets, this was a bitch! Since I don't have all the time in the world trying to figure out the best possible allocation of support forces (I have already agonized for two days on what the hell to use for whom) I am forcing myself to make a best guess, so this is not perfect but will suffice and all mistakes will be revealed during play.

Moving on to the selected support forces of which this sector can have 50 REs of, the ones I selected were as follows:

3x 10-8 Gds Art XX; 2x 9-6 Art XX; 1x 4-2-8 Art X; 4x 3-2-6 Art X; 2x 2-3-6 Art X; 1x 2-0-6 Siege Art X; 5x 1-8 NKVD Mot Pltc III; 4x 1-8 NKVD Sec X; 3x 1-2-6 Eng X; 7x 1-2-6 Lt AA X; 2x 1-6 Lt AA III; 2x 0-1-5 Cons X; 1x 0-5 Cons III; 1x 0-6 RR Eng X; 1x 1-6 Punitive X.

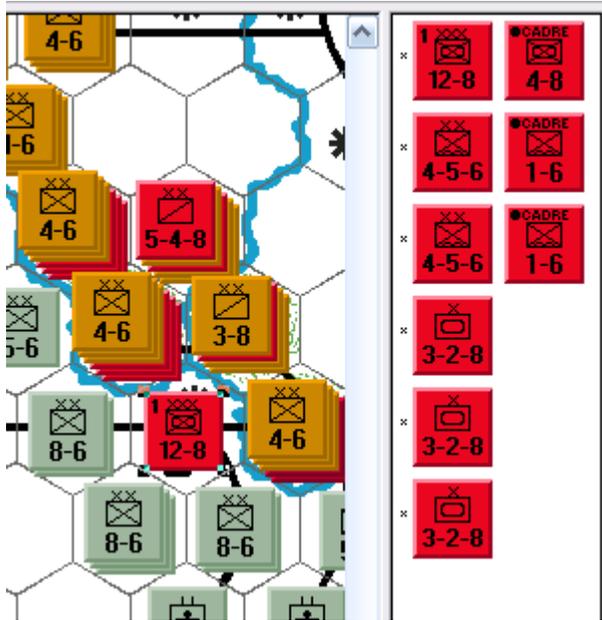
For detailed placement see the Cyberboard © game box, essentially I placed one 10-8 Gds Art XX in the two southern hexes of Leningrad and added the needed weight for the assaults on the Svir line and the Mannerheim lines.

Western Sector

No surprise here with 4x 11-8-8 Tank XXX and 4x 3-2-8 Gds Tank X and four reaction groups behind the lines these units were divided up as a 11-8-8 Tank XXX and 3-2-8 Tank combo and placed with the four reserve stacks as follows.

seem strange but if you look at the setup it may make sense, if not, fear not all will be revealed during the Soviet turn.

Donets Bridgehead (note that Cyberboard © does allow a stacking feature that makes all the units in the hex appear as one unit, similar to a corps stacking in the board game but that stack does exist as indicated by the right panel)



For the last reserve units I placed the 12-9-8 Gds Tank XXX (2), two 5-4-8 Gds Cav XX (9, 10), a 3-2-8 Gds Tank X (5), *3-8 Gds Mot Rifle X (5), and a *2-8 Mot Rifle X (38) one hex northwest of Rostov na Donu.

Guards Cavalry Mechanized Reserves



For the 110 REs of support forces I selected the following units:

2x 15-3-8 Gds Rkt XX; 3x 14-4-6 Gds Rk XX; 3x 9-6 Art XX; 1x 1-2-8 M/C III; 2x 1-8 M/C III; 4x 1-8 NKVD Sec X; 1x 1-8 NKVD Mot Pltc III; 11x 1-2-6 Eng X; 1x 1-6 Eng III; 15x 1-2-8 AT X; 2x 0-1-5 Cons X; 1x 0-5 Cons III; 1x 0-6 RR Eng X; 4x 1-6 Punitive X; 2x 1-2-6 Lt AA X; 7x 1-6 Lt AA III; 6x 3-1-8 Mot Rkt X; 3x 4-1-8 Rkt X; 10x 3-1-8 Rkt X; 2x 3-6 Art X; 2x 3-2-8 Art X; 11x 2-6 Art X.

All eight of the artillery/rocket artillery divisions are placed within the front lines to break and bust through the Donets river line. The rest are placed to beef up with artillery and anti-tank units the rest of the front line units.

German Rear Area Setup

Okay the way I handled the rear area units is to place them “semi-historical”, that is to say I placed the 1-5, 1-7, 1-8 and other hosts of Security forces on all Major, dot and reference cities. As you can image this sucked up all of them, leaving me with one 1-2-6 Est Inf X, eleven 1-2-6 Est Inf X, the 2-1-8 Est Cav X and the four 2-1-8 Est Cav III to deploy and act as a deep reserve. I decided to put all four of the Kriegsmarine Transports in Riga. I also decided to place all three of the Kreigsmarine Transports in Odessa as well.

Soviet Rear Area Setup

First things first find the cadres what do you know I got five 5-4-8 Gds Cav XX (5, 6, 8, 12, 14), and one 5-6 Gds Rifle XX (41) that suffered loses. Still I have a massive amount of reserves left to deploy mainly:

2x 12-9-8 Gds Tank XXX (1, 3)

3x 12-8 Gds Mech XXX (1, 3, 5)

3x 11-8-8 Tank XXX (2, 3, 6)

4x 11-8 Mech XXX (1, 2, 3, 5)

3x 9-6 Art XX (7, 17, 18)

16x 5-6 Gds Rifle XX (5, 7, 11, 13, 16, 19, 23, 28, 29, 30, 42, 47, 56, 62, 70, 77)

7x 4-5-6 Gds Para-Rifle XX (1, 2, 3, 4, 6, 9, 10)

7x 5-4-8 Gds Cav XX (3, 4, 7, 11, 13, 15, 16)

40x 4-6 Rifle XX

2x 4-6 winter Rifle XX (370, 376)

12x 3-6 Rifle XX

1x 3-6 NKVD Rifle XX (2)

1x 4-3-8 Cav XX (32)

1x 3-8 Cav XX (51)

And all the rest of the ants as well, what I decided to do was to create army groups of these reserve units so that I essentially end up with five c/m stacks, three cavalry stacks, five Guards Rifle stacks, one Guards/Regular Rifle stack, two Guards Para-Rifle stacks, one winter Rifle stack, thirteen 4-6 Rifle stacks and four 3-6 Rifle stacks. I further “grouped” these stacks so that I have four identical Guards Rifle stacks with three 4-6 Rifle stacks and one 3-6 Rifle stacks (or 15 rifle divisions for each grouping).

Okay, changed that a bit, now I have three mobile groups as follows:

Mobile group 1

Stack 1

1x 12-9-8 Gds Tank XXX (1)

2x 11-8 Mech XXX (3, 5)

1x 2-1-8 Tank X (57)

2x 4-1-8 Rkt X (15, 16)

Stack 2

1x 12-8 Gds Mech XXX (5)

1x 11-8-8 Tank XXX (2)

1x 9-6 Art XX (7)

1x 1-2-8 AT X (89)

1x 1-6 Lt AA III (643)

1x 3-1-8 Rkt X (80)

Stack 3

3x 5-4-8 Gds Cav XX (3, 7, 15)

2x 3-1-8 Rkt X (63, 69)

Mobile Group 2

Stack 1

1x 12-9-8 Gds Tank XXX (3)

2x 11-8 Mech XXX (1, 2)

1x 2-1-8 Tank X (233)

2x 4-1-8 Rkt X (17, 21)

Stack 2

1x 12-8 Gds Mech XXX (1)

1x 11-8-8 Tank XXX (6)

1x 9-6 Art XX (8)

1x 1-2-8 AT X (87)

1x 1-6 Lt AA III (728)

1x 3-1-8 Rkt X (72)

Stack 3

3x 5-4-8 Gds Cav XX (4, 11, 16)

2x 3-1-8 Rkt X (71, 75)

Mobile Group 3

Stack 1

1x 12-8 Gds Mech XXX (3)

1x 11-8-8 Tank XXX (2)

1x 9-6 Art XX (17)

1x 1-2-8 AT X (88)

1x 1-6 Lt AA III (674)

1x 3-1-8 Rkt X (67)

Stack 2

1x 5-4-8 Gds Cav XX (13)

1x 4-3-8 Cav XX (32)

1x 3-8 Cav XX (51)

2x 3-1-8 Rkt X (70, 79)

Stack 3

3x 5-6 Gds Rifle XX (13, 16, 19)

1x 1-2-6 Eng X (36)

1x 1-6 Eng III (6)

1x 1-2-8 AT X (63)

1x 3-1-8 Rkt X (68)

1x 3-2-8 Art X (76)

The 4 army grouping are as follows (each one is identical except of course the unit designations):

Main stack

3x 5-6 Gds

1x 1-2-6 Eng X

1x 1-6 Eng III

1x 1-2-8 AT X

1x 3-1-8 Rkt X

1x 3-2-8 Art X

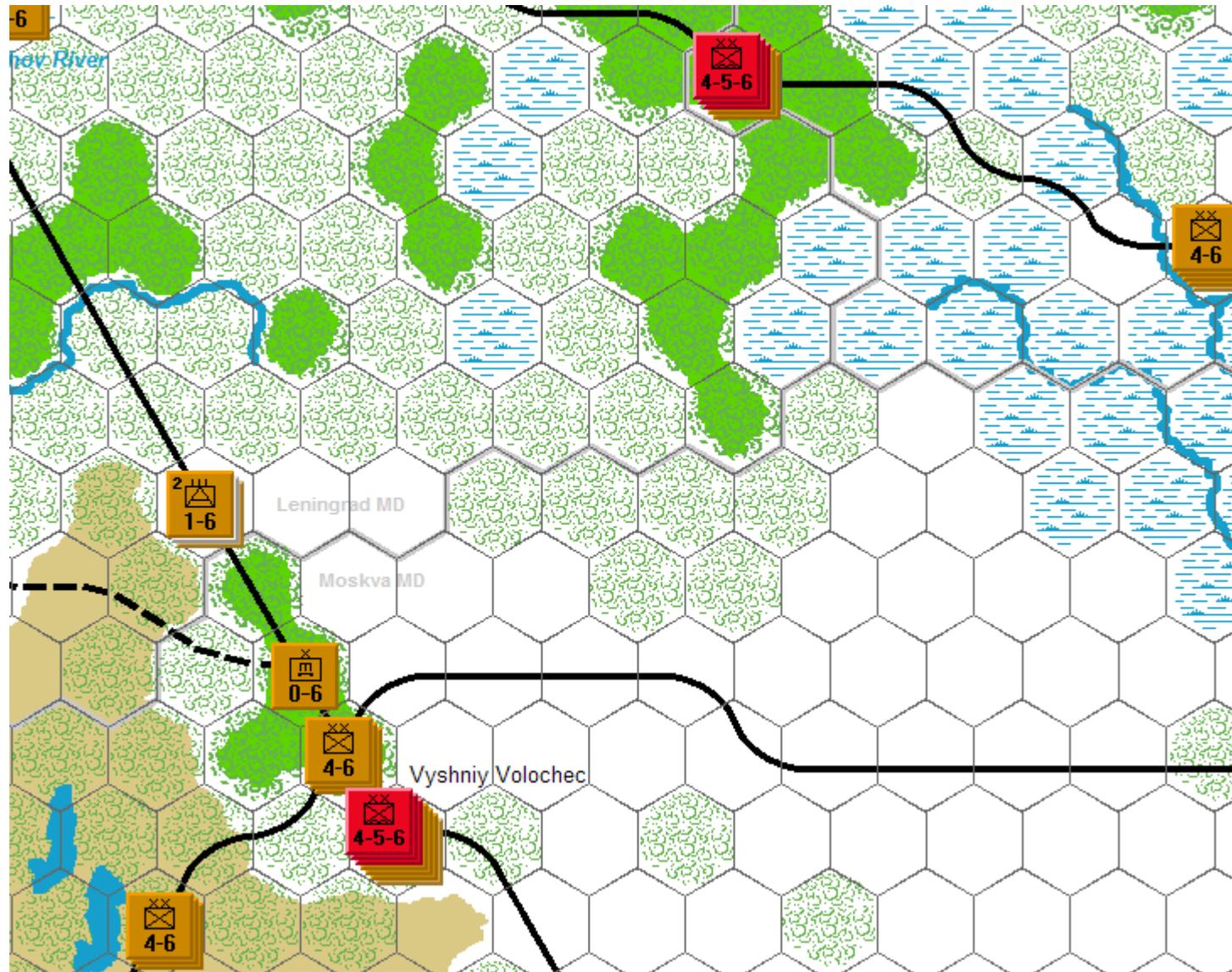
Other stacks (by three divisions each)

9x 4-6 Rifle XX

3x 3-6 Rifle XX

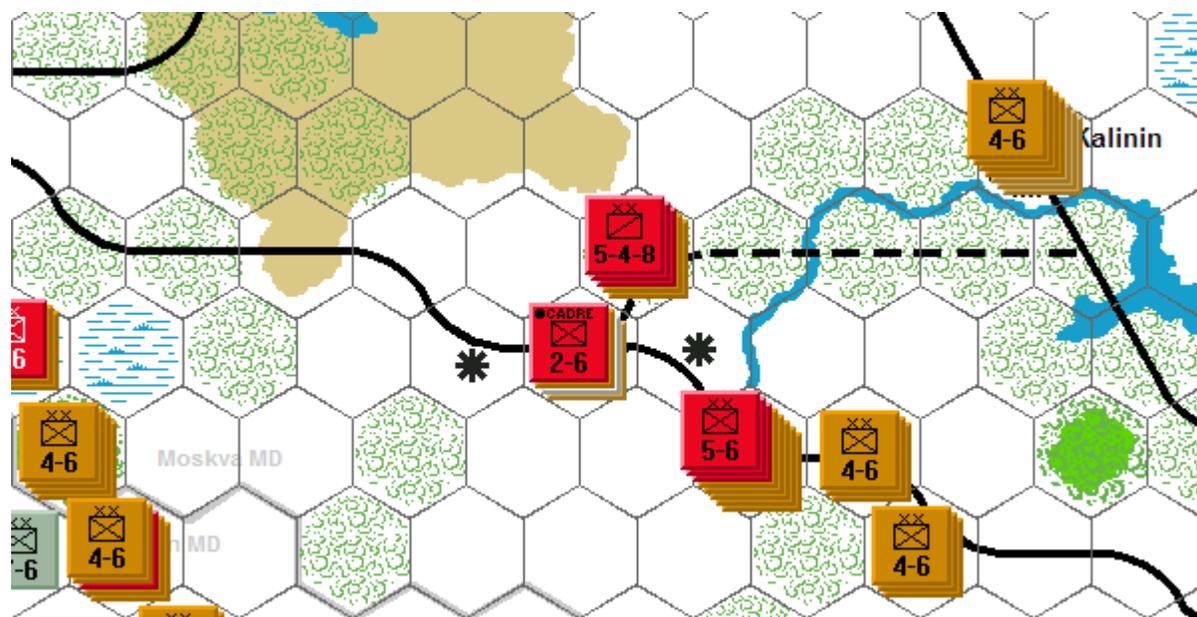
Or a grand total of 12x 5-6 Gds Rifle XX, 36x 4-6 Rifle XX and 12x 3-6 Rifle XX. Can you say “steamroller”?

Leningrad/Volkov Front Reserves



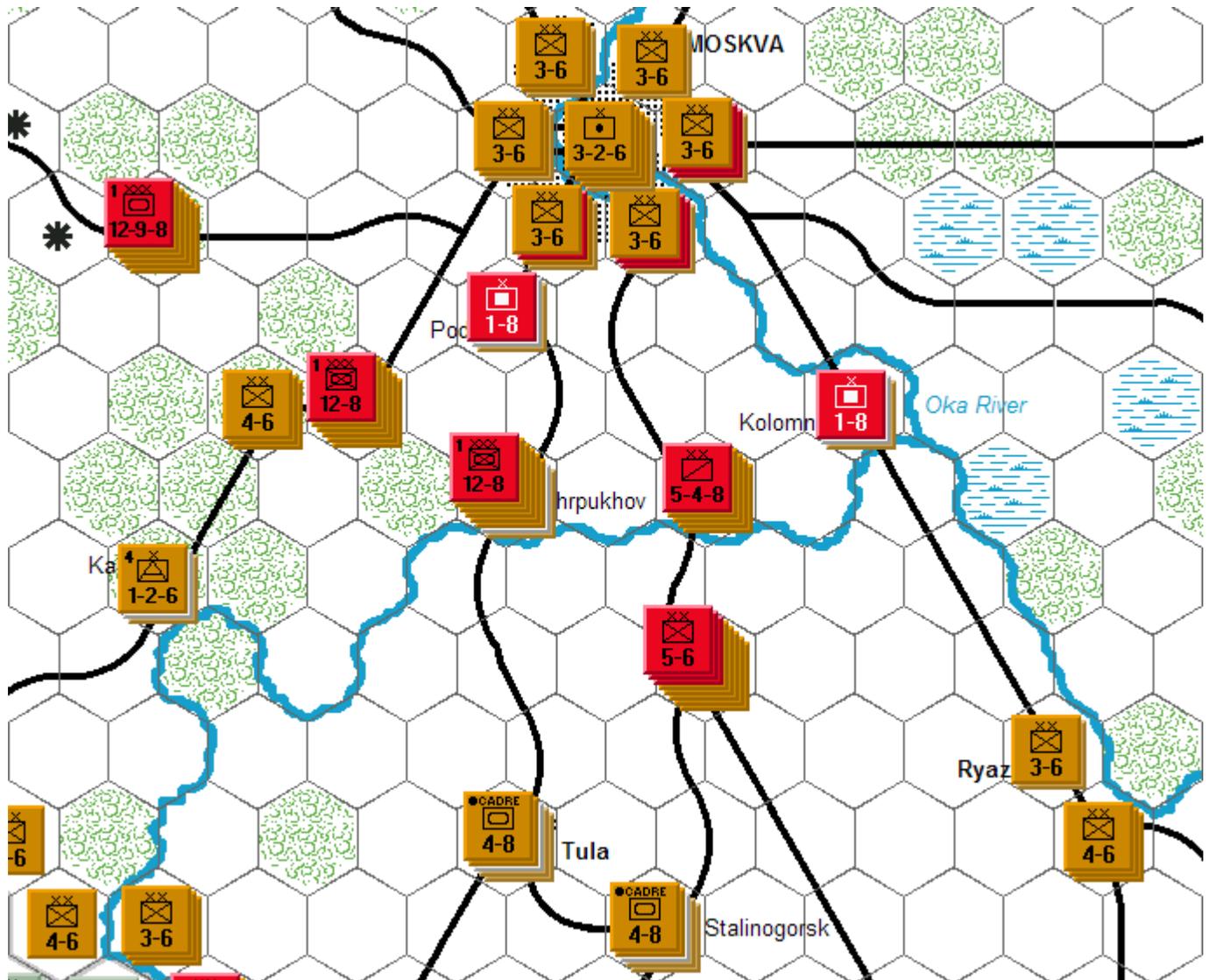
On the forest road/rail hex is three 4-5-6 Gds Para-Rifle XX (1, 2, 10) and two 3-1-8 Rkt X (64, 76). In Cherepovets is three 4-6 Rifle XX (71, 78, 96), and a 0-1-5 Cons III (26). Northeast of Vyshniy Volochec in the forest road/rail hex is three 4-6 Rifle XX (117, 140, 162) in Vyshniy Volochec itself is three 4-5-6 Gds Para-Rifle XX (4, 6, 9), two 3-1-8 Rkt X (65, 82), a 0-1-5 Cons III (27) and a point of light AA. Lastly three hexes southwest is three 4-6 Rifle XX (4, 111, 166).

Kalinin Reserves



Starting in Kalinin itself we have three 4-6 Rifle XX (250, 253, 254), a 0-1-5 Cons III (28), a point of light AA, a point of heavy AA and one point of heavy RR AA. Directly northeast of Rzhev is three 5-4-8 Gds Cav XX (4, 11, 16), and two 3-1-8 Rkt X (71, 75). Two hexes southeast of Rzhev is two 5-6 Gds Rifle XX (7, 11), a 1-2-8 AT X (70), a 1-2-6 Eng X (35), a 1-6 Eng III (5), a 3-1-8 Rkt X (62), and a 3-2-8 Art X (72). Lastly, one hex east is three 4-6 Rifle XX (49, 53, 64).

Moscow Reserves

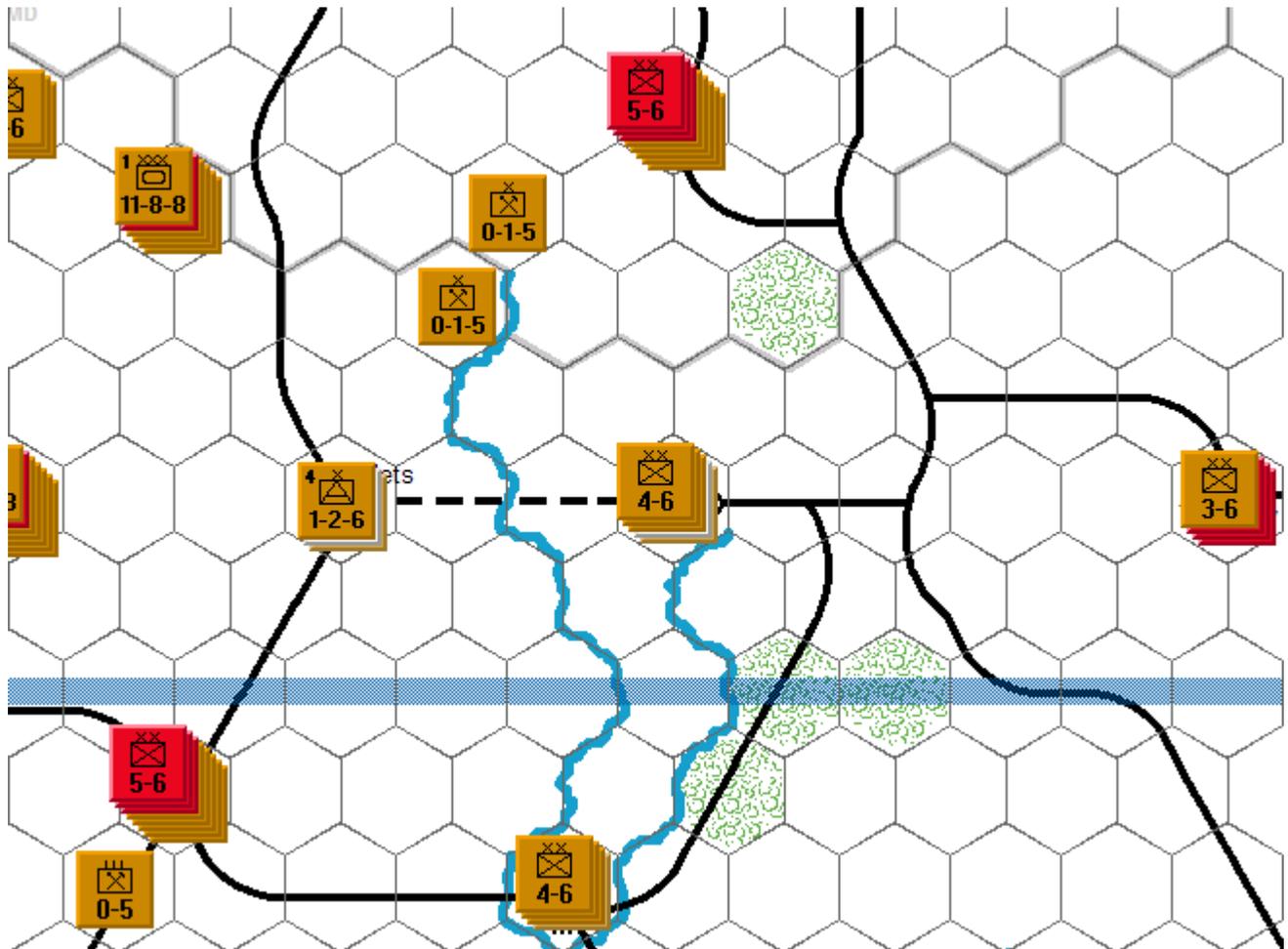


Starting in the eastern woods on the road/rail hex is a 12-9-8 Gds Tank XXX (3), two 11-8 Mech XXX (1, 2), a 2-1-8 Tank X (233), and two 4-1-8 Rkt X (17, 21). Two hexes to the southeast on the wood road/rail hex is three 4-6 Rifle XX (220, 225, 235) directly east of that is a 12-8 Gds Mech XXX (1), a 11-8-8 Tank XXX (6), a 9-6 Art XX (18), a 1-2-8 AT X (87), a 1-6 Lt AA III (728), and a 3-1-8 Rkt X (72). In the Moscow hexes are six 3-6 Rifle XX, one *2-6 Gds Rifle Cadre (5-6 Gds Rifle XX), two *1-8 Gds Cav Cadre (5-4-8 Gds Cav XX), one 3-6 Gds Art Cadre (10-8 Gds Art XX), three 3-6 Art Cadre (9-6 Art XX), one 5-1-6 Gds Rkt Cadre (15-3-8 Gds Rkt XX), four 3-2-6 Art X, and 14 points of light AA (2 per hex).

At Podolsk and Kolomna is a 1-8 NKVD Sec X, three points of light AA and airfield (each). At Shrpkhov there is a 12-8 Gds Mech XXX (3), a 11-8-8 Tank XXX (3), a 9-6 Art XX (17), a 1-2-8 AT X (88), a 1-6 Lt AA III (674), a 3-1-8 Rkt X (67), two points of light AA and an airfield. Two hexes to the east is a 5-4-8 Gds Cav XX (13), a 4-3-8 Cav XX (32), a 3-8 Cav XX (51) and two 3-1-8 Rkt X (70, 79). Directly two hexes to the south is three 5-6 Gds Rifle XX (13, 16, 19), a 1-2-8 AT X (63), a 1-2-6 Eng X (36), a 1-6 Eng III (6), a 3-1-8

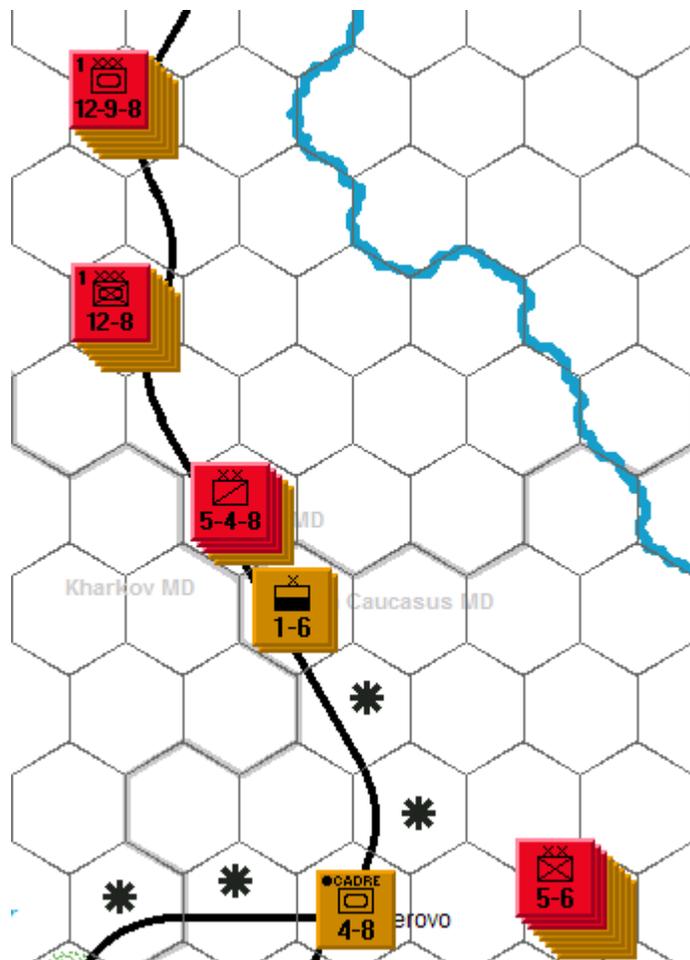
Rkt X (68), and a 3-2-8 Art X (76). At Ryazan is a 3-6 Rifle XX (330) and 2 points of light AA and lastly, southeast on the road/rail hex is three 4-6 Rifle XX (116, 369, 385).

Kursk Reserves



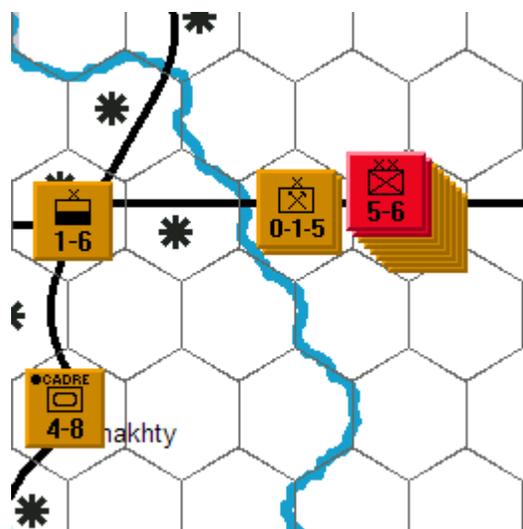
Starting in the north is three 5-6 Gds Rifle XX (23, 42, 77), a 1-2-8 AT X (65), a 1-2-6 Eng X (34), a 1-6 Eng III (4), a 3-1-8 Rkt X (78), and a 3-2-8 Art X (87) to the southwest is a single 0-1-5 Cons X (29) followed by another 0-1-5 Cons X (15) southwest. Three hexes to the east of Yelets in Lipetsk is three 4-6 Rifle XX (181, 184, 197), two points of light AA and an airfield and five hexes to the east in Tambov is a 3-6 Rifle XX (279) and three *1-8 Gds Cav Cadre (5-4-8 Gds Cav XX) (8, 12, 14). In Voronezh is three 4-6 Rifle XX (108, 175, 217) and 2 points of light AA. Lastly three hexes southwest of Yelets on the road/rail crossing is three 5-6 Gds Rifle XX (56, 62, 70), a 1-2-8 AT X (86), a 1-2-6 Eng X (49), a 1-6 Eng III (9), a 3-1-8 Rkt X (74), and a 3-2-8 Art X (90) and southwest is a 0-5 Cons III (105).

Donets Reserves



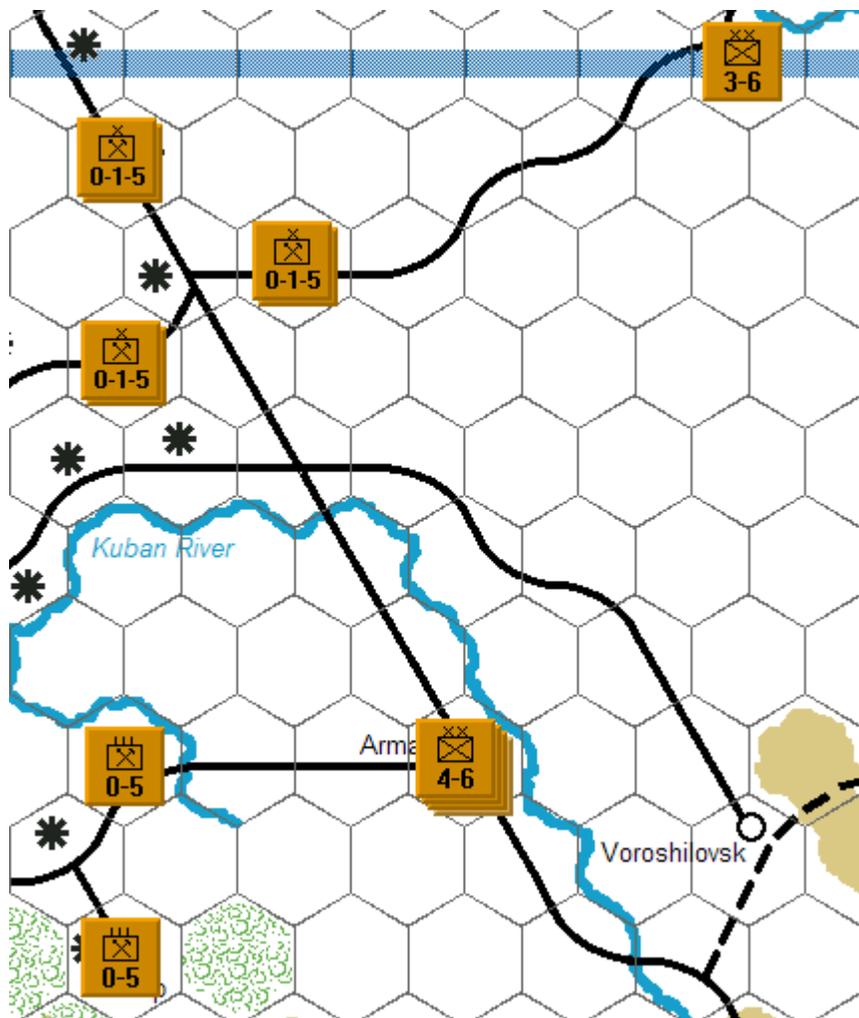
Beginning in the north we have a 12-9-8 Gds Tank XXX (1), two 11-8 Tank XXX (3, 5), a 2-1-8 Tank X (57), and two 4-1-8 Rkt X (15, 16) two hexes to the south is a 12-8 Gds Mech XXX (5), a 11-8-8 Tank XXX (2), a 9-6 Art XX (7), a 1-2-8 AT X (89), a 1-6 Lt AA III (643), and a 3-1-8 Rkt X (80). Southeast two hexes is three 5-4-8 Gds Cav XX (3, 7, 15), and two 3-1-8 Rkt X (63, 69). Southeast on the rail hit is a 1-6 Punitive X (10), and a 0-6 RR Eng X (2). In Millerovo is a *4-8 Tank Cadre (11-8-8 Tank XXX) (18), three *2-6 Gds Cadre (5-6 Gds Rifle XX) (35, 55, 58), a 1-8 M/C III (1), a 1-6 Lt AA III (675), a 3-1-8 Mot Rkt X (33), 1 point of light AA, an airfield, and a rail hit. Two hexes to the east is three 5-6 Gds Rifle XX (28, 29,30), a 1-2-8 AT X (64), a 1-2-6 Eng X (40), a 1-6 Eng III (10), a 3-1-8 Rkt X (73), and a 3-2-8 Art X (78).

Rostov Reserves



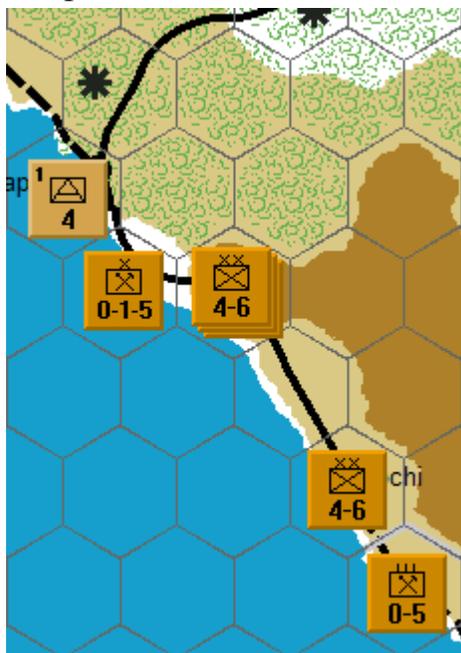
Starting with the single 1-6 Punitive X (11) and going east two hexes is two 0-1-5 Cons X (33, 34) directly due east is a 5-6 Gds Rifle XX (47), a 4-5-6 Gds Para-Rifle XX (3), a 4-6 Rifle XX (246), a 1-2-8 AT X (90), a 1-6 Lt AA III (671), a 3-6 Art X (31), and two 4-1-8 Rkt X (13, 24). In Shakhty is a *4-8 Tank Cadre (11-8-8 Tank XXX) (15), three *2-6 Gds Cadre (5-6 Gds Rifle XX) (67, 69, 72), a 1-8 M/C III (5), a 1-6 Lt AA III (670), a 3-1-8 Mot Rkt X (34), 1 point of light AA, an airfield, and a rail hit.

Krasnodar Reserves



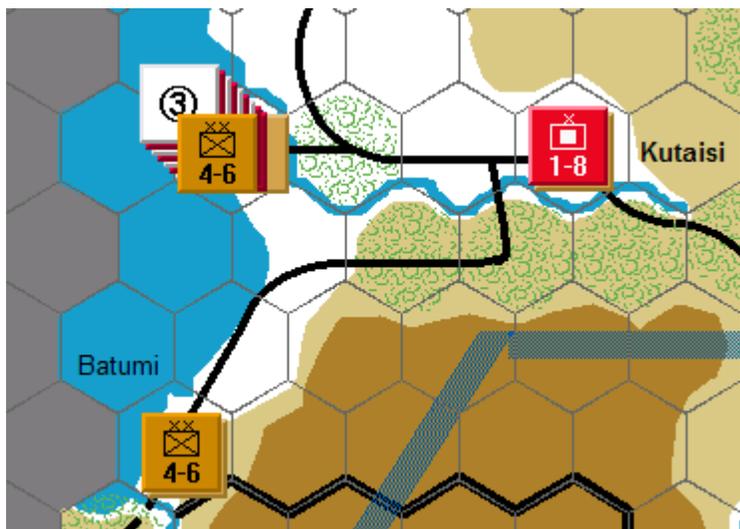
Starting in the northeast is a 3-6 Rifle XX (354) and then in Armavir is three 4-6 Rifle XX (70, 102, 163). I doubled up a few 0-1-5 Cons X for quick construction to repair those rail lines and added few 0-5 Cons III to help as well.

Tuapse Reserves



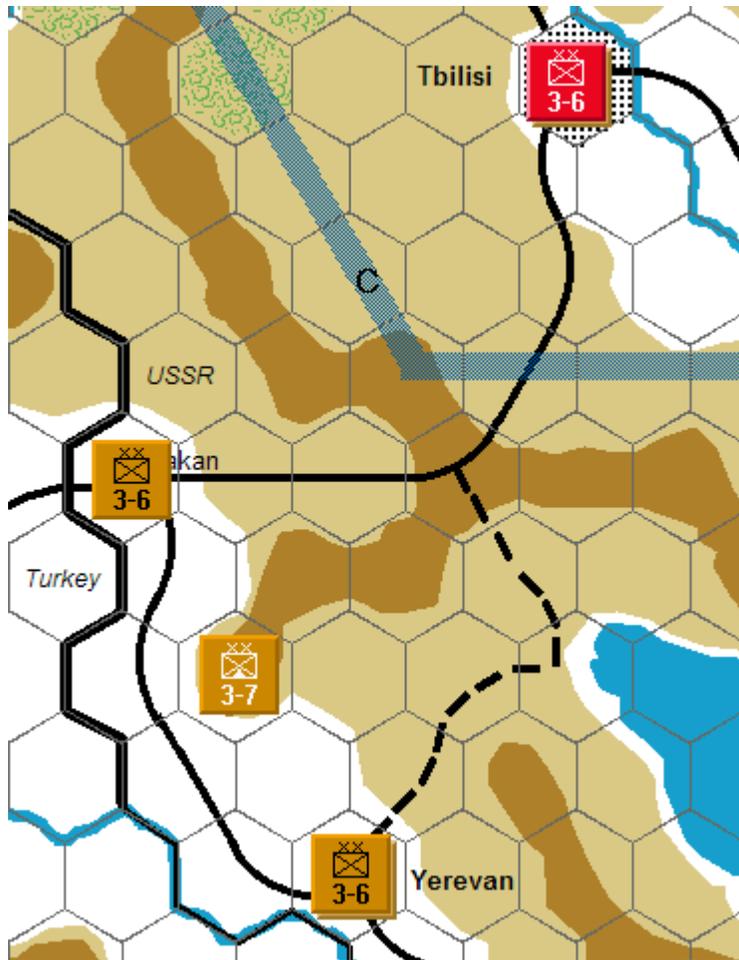
Here I placed a 0-1-5 Cons X (24), east of that is three 4-6 Rifle XX (41, 167, 170), two hexes to the southeast is a 4-6 Rifle XX (57) and southeast of that is a 0-5 Cons III (106).

Port Reserves



Starting in Poti is a 4-6 Rifle XX (152), 5 points of heavy AA and the entire Black Sea Fleet. In Kutaisi is a 1-8 NKVD Sec X (69) and 1 point of heavy AA. In Batumi is a 4-6 Rifle XX (129) and a point of heavy AA.

Tbilisi Reserves



In Tbilisi is a 3-6 NKVD Rifle XX (2) and 1 point of heavy AA. In Leninakan is a 3-6 Rifle XX (261) southeast in the mountains is a 3-7 winter Mtn Rifle XX (75) and in Yerevan is a 3-6 Rifle XX (406) and 1 point of heavy AA.

Iranian Garrison



Going west to east we have a 3-8 Cav XX (23) three hexes to the southeast in the mountains is a 3-2-8 winter Mtn Cav XX (1) two hexes to the north east is a 0-1-5 NKVD Bdr Gd III (14), three hexes to the northeast is a 3-6 Rifle XX (400), two hexes to the northeast is a 3-8 Cav XX (24), two hexes northeast is a 3-6 Rifle XX (402), three hexes south in the rough is a 0-1-5 NKVD Bdr Gd III (13), two hexes to the southeast in the wooded rough hex is a 0-1-5 NKVD Bdr Gd III (12), one hex southeast in the mountains is a 0-1-5 NKVD Bdr Gd III (11), and lastly in Baku is a 3-6 Rifle XX (407) and 1 point of heavy rail AA.

I also placed the Baltic Sea Fleet in Kronshtadt and the Arctic Flotilla in Murmansk.

Winterized Reserves



In Onega I placed a 0-1-5 Cons III (25) and 1 point of heavy AA and at Arkhangelsk I placed two 4-6 winter Rifle XX (370, 376), *3-6 Naval Rifle X (79), a 1-8 Ski X (27), a 0-1-5 Cons X (20), two 3-1-8 Rkt X (77, 85), 1 point of heavy AA and 1 point of heavy RR AA.

Final Setup Notes

Now both players will perform the selection of operative/inoperative air units and then their placement.

Axis Air Unit Selections

Okay for the Luftwaffe I selected all of the available air units except for 5 Fw 190A (and the glider transports). Randomly selected 25 Inoperative air units results in:

- 1x Me 323D (T)
- 3x Ju 87D (D)
- 5x Ju 88A (B)
- 6x He 111H (B)
- 1x He 111H (NB)
- 2x Me 110E (F)
- 1x Ju 88C (F)
- 5x Me 109F (F)
- 1x Me 109G (F)

For the Finish Air Forces I selected:

1x Blen 1(B)

1x SB-2 (A)

1x F2-A (F)

2x MS.406 (F)

1x Hawk 75 (F)

For the Rumanian Air Forces I selected:

2x He 111H (B)

1x IAR 81 (D)

1x Ju 87D (D)

1x He 112B (F)

2x IAR 80 (F)

2x IAR 81 (F)

For the Hungarian Air Forces I selected:

1x Ca.135 (B)

1x Ju 88A (B)

1x Ju 87D (D)

1x Re.2000 (F)

2x Heja II (F)

1x Me 109F (F)

I started by deploying the Finish Air Forces and augmenting it with 7 Luftwaffe squadrons (two of which are inoperative). I placed 5 Me 110E squadrons in the Arctic along with one Finish SB-2 these all have a range of 12 which will help in this region. South of the circle I placed a He 111H at Joensuu and a Me 110E at Helsinki. I placed the two inoperative air units are Tampere (a Me 110E and a Ju 88C). I placed the Finish Blen-1 at Kotka and all three Finish fighters at Viipuli (two MS.406 and one Hawk 75).

For the rest of the Luftwaffe I started by dividing up the squadrons into three air groups (AGN, AGC, and AGS). I will also place the Rumanians with AGS and the Hungarians will be mixed between AGC and AGS.

AGN

AGN has 1x Me 110E, 5x Me 109F (2 are Inoperative), 4x Me 109G, 5x He 111H (2 are Inoperative), 7x Ju 88A (1 is Inoperative), 3x Ju 87D (1 is Inoperative), 1x Go 244B and 1x Ju 52.

AGC

AGC has 2x Me 110E (1 is Inoperative), 5x Me 109F (2 are Inoperative), 3x Me 109G, 4x He 111H (2 are Inoperative), 1x He 111H (NB Inoperative), 8x Ju 88A (1 is Inoperative), 3x

Ju 87D (1 is Inoperative), 1x Go 244B, 1x Ju 52. The following are all Hungarian; 1x Ca.135, 1x Ju 88A, 1x Ju 87D, 1x Re.2000, 2x Heja II, and 1x Me 109F.

AGS/AGA

AGS has 1x Me 110E, 4x Me 109F (1 is Inoperative), 4 Me 109G (1 is Inoperative), 1 Fw 190A, 4x He 111H (2 are Inoperative), 9x Ju 88A (2 are Inoperative), 1x Me 323 (Inoperative), 1x Ju-52. The following are all Rumanian; 1x He 112B, 2x IAR 80, 2x IAR 81, 1x IAR 81 (D), 1x Ju 87D, and 2x He 111H.

For the exact deployments reference the game box and the final setup screen shots. Essentially I deployed the front line air units in direct support of the front line units.

Soviet Air Unit Selections

First things first I need to select the 21 air units to convert to Guard status.

1x Hampton

1x P-39N

1x P-40N

1x La-5FN

1x Yak-9B

1x Spit 5

5x Pe-2FT

5x Yak-7B

5x Yak-9

Now out of the 149 air units I will active all but the following 9:

1x La-5FN Gds

1x P-40N Gds

1x Yak-9B Gds

1x Spit 5 Gds

5x Yak-9 Gds

Now for the 50 Inoperative air units:

5x Il-2

2x A-20B

7x Il-2m

2x Pe-2FT

1x Pe-2

1x Li-2T

4x Il-4

1x Pe-8

1x Po-2
 1x Pe-3M (NF)
 5x LaGG-3
 2x MiG-3
 3x Yak-1
 3x Yak-1B
 2x Yak-1M
 1x Yak-7B
 1x P-40M
 1x P-40K
 1x P-40E
 1x Hampton (Gds)
 1x P-39N (Gds)
 2x Yak-7B (Gds)
 2x Pe-2FT (Gds)

I selected 10 squadrons to deploy in the northern Karelia region (1x Il-4, 1x B-25D, 2x Yak-6, Pe-2, 1x Il-2m, 1x P-39M, 1x P-39L, 1x P-39N, and 1x MiG-3) and I also allocated 3 (1x Pe-8, 1x Li-2T, and 1x Hampton (Gds)) air units as Inoperative here as well.

For NWS, WS, SWS I divided up the squadrons as evenly as possible and deployed them.

Northwestern Sector

For this sector I selected 5x Il-2 (2x Inoperative), 7x Il-2m (4x Inoperative), 1x Pe-2FT, 4x Il-4 (1x Inoperative), 2x Po-2 (1x Inoperative), 3x Yak-1 (1x Inoperative), 4x LaGG-3 (3x Inoperative, 2x La-5F, 2x Yak-1M (1x Inoperative), 1x Hurri 2C, 2x Yak-1B (1x Inoperative), 3x Yak-7B (1x Inoperative), 1x Pe-2FT (Gds), and 2x Yak-7B (Gds) (1x Inoperative).

Western Sector

For this sector I selected 1x Po-2, 5x Il-2 (2x Inoperative), 7x Il-2m (3x Inoperative), 2x A-20B (1x Inoperative), 1x Pe-2FT (Gds), 3x LaGG-3 (2x Inoperative), 1x Hurri 2C, 3x Yak-1 (1x Inoperative), 1x Yak-1B (1x Inoperative), 1x Hurri 2B, 2x Yak-1M (1x Inoperative), 3x Yak-7B, 2x Yak 7B (Gds) (1x Inoperative), 1x P-40K, 1x P-40F, 1x Pe-3bis (NF), 1x Pe-3M (NF) (1x Inoperative), and 1 Li-2 (T).

Southwestern Sector

For this sector I selected 1x Li-2 (T), 1x Hurri 2D (A|T), 1x Il-2T (V), 4x Il-2 (1x Inoperative), 3x Il-2m, 2x Pe-2 (1x Inoperative), 2x A-20B (1x Inoperative), 3x Pe-2FT (2x Inoperative), 3x Pe-2FT (Gds) (2x Inoperative), 4x Il-4 (1x Inoperative), 1x Po-2, 1x LaGG-3, 4x Yak-1 (1x Inoperative), 1x Yak-1M, 1x Yak-1B (1x Inoperative), 1x Hurri 2B,

3x MiG-3 (2x Inoperative), 3x Yak-7B, 1x Yak-7B (Gds), 1x P-40K, 1x P-40M, 1x P-40E, and 1x P-39N (Gds).

For the exact deployments reference the game box and the final setup screen shots. Essentially I deployed the front line air units in direct support of the front line units.

German Notes/Strategy

Wow, what a daunting task just to set this monster up (even electronically), the Axis is stretched thinner than I first expected, when you look at the OOB you can see a lot of potential assault groupings and strategies come to mind. But when deploying and after you see the massive amounts of Soviet units there are some holes I need to cover. Even though I divided up my air units like I did I still think it's the best choice most of the Luftwaffe is superior to the Soviet Air Force, but still there is a lot of air and ground to cover.

My main Axis goals are as follows:

Norway and Finland

At the bare minimum protect northern Norway and central Finland from Soviet aggression.

In the Karelia and Svir River lines to at least hold the line for as long as possible.

On the Mannerheim line to attempt to hold this to prevent the Soviet steamroller that is stacked up on this sector from overrunning Finland in three to six months.

AGN

Originally I was going to try to clear the swamp hex two hexes southeast of the eastern most hex of Leningrad, but now it looks like I am going to have a bit of a time holding this whole line in the first place so the basic idea here is to hold the line and wait to see if any weakness appears and then exploit it.

Originally I was going to crush the Kronshtadt fortress and then work on the western Leningrad hex, but George crammed a lot of Russians into all of these areas, so like above it will be a challenge (or a bloody knock down fight) to see if this line can hold as well. The rest of AGN is behind that long river and so I am fairly confident that I can hold these positions throughout 1943.

AGC

The long north-southeasterly line must be held at all costs.

Would like to pinch off Veliki Luki.

Would like to pinch off the land bridgehead (4 hexes northeast of Bryansk).

Originally was going to comply with OKH directive to prepare for an assault southeast towards Kursk, but with the amount of Soviet Tank Armies in this area this may not be feasible. However, the main AGC combat/motorized units are in or near Orel and are in reserve as a striking force.

I have (at least I think I do) enough infantry in the western part of the “Kursk” bulge to attempt an assault on the line, this (or any assault in this sector) will be costly in infantry so I have to really weigh my decision at game time (open objective).

AGS

The original OKH directive was to assault northeast in the Kursk Bulge and link up with AGC. Due to the Soviet dispositions this is not realistic in fact from George’s deployment I think (as I deployed my 8 reserve panzer divisions) the Donets line is in jeopardy. So the basic goal here is to maintain the whole line like it is for April – June and see what transpires.

The secondary goal will be to strengthen the line and possibly if enough forces can be brought to bear do a limited offensive towards Voroshilovgrad with the goal of recapturing the entire Donets river line up to and including Rostov. This seems to be a more realistic goal and a lot of units will have to be repositioned and reinforcements poured into AGS to achieve this goal.

AGA

The primary goal for Army Group A is to ward off any and all assaults during 1943, depending on how the situation in AGS and AGC develops will determine if I abandon the Tamar peninsula and keep a small garrison in the Crimea area.

General Thoughts

As per above, this scenario/campaign shows during setup just how bad the situation in the east was at this time. While there are some salient points that I may achieve victory on, the main precepts I am going to try to follow is the advice/wisdom (gleaned) from Manstein and Guderian. That is to say not follow the dictates that were passed down from Hitler and the ineffectiveness of the OKH and General Staff at this point in the war and to keep as much of the combat motorized divisions intact as a general reserve. So the general theme or goals to follow for the Axis is to maintain the current front line as much as possible and at the same time keep the combat/motorized forces in general reserve to strike or reinforce as appropriate and if neither can be achieved to conduct a general withdraw behind river lines and build up a fortified line to protect the Reich and score a final victory or draw by December 1944.

Soviet Notes/Strategy

The basic Soviet strategy is to use PCD methods (pound, crush and destroy) as much as possible with the eye on the weak points in the Axis front lines.

Karelia Sector

Hold Murmansk at all costs.

Push towards Salla and cut the center of the Artic Circle in half.

Push towards Petrozavodsk.

Crush the Svir River line.

Northwestern Sector

- Destroy the Mannerheim line.
- Push towards Viipuli and recapture it.
- Hold both Leningrad and both hexes of the Kronshtadt pocket.
- Expand the Kronshtadt pocket.
- Crush the SS Korps in the woods.
- Maintain the Volkov River line.
- Drive towards Helsinki and link up with forces from the Karelia sector.

Western Sector

Not only hold the long north-southwesterly line but to increase it so that it extends from the corner hex of Veliki Luki directly southwest to 1 hex west of Orel.

The 1943-1944 (early 1944) goals will be to recapture Vitebsk, Smolensk, Bryansk, and Orel.

The 1944 goals will be to recapture Orsha, Mogilev and Gomel by August.

The last half goals we be to drive to Berlin.

Southwestern Sector

Retake Kharkov.

Crush the Axis front line on the Donets and overtake the entire river line.

Recapture Taganrog, Mariupol, Stalino, Zaporozhe and Dneprodzerzhinsk.

Crush the Taman Peninsula.

Retake Kerch and the Kerch Straights.

Recapture the Crimean.

Drive towards Odessa.

1944 drive towards Rumania and Hungary and knock them out of the war.

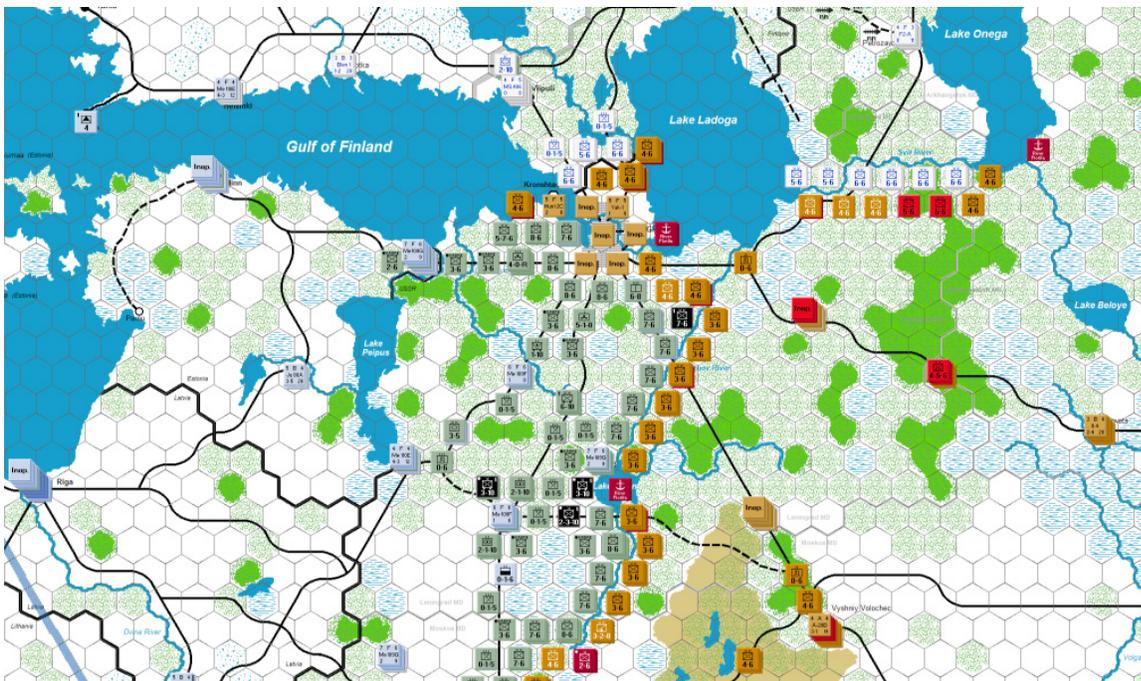
Final Soviet Thoughts

I have a lot of units and power at this point in the war and I am going to have a lot of fun kicking in the Axis lines and I have a two special plans. The first is the encirclement of the entire Donets River line and destruction of Axis units in that section and then the following Tank/Mechanized drive to the Dnepr River line. Also I the North I want to knock Finland out of the war as soon as possible to free up forces for Northwestern Sector to use on its drive through the Baltic. All in this looks to be quite a lot fun.

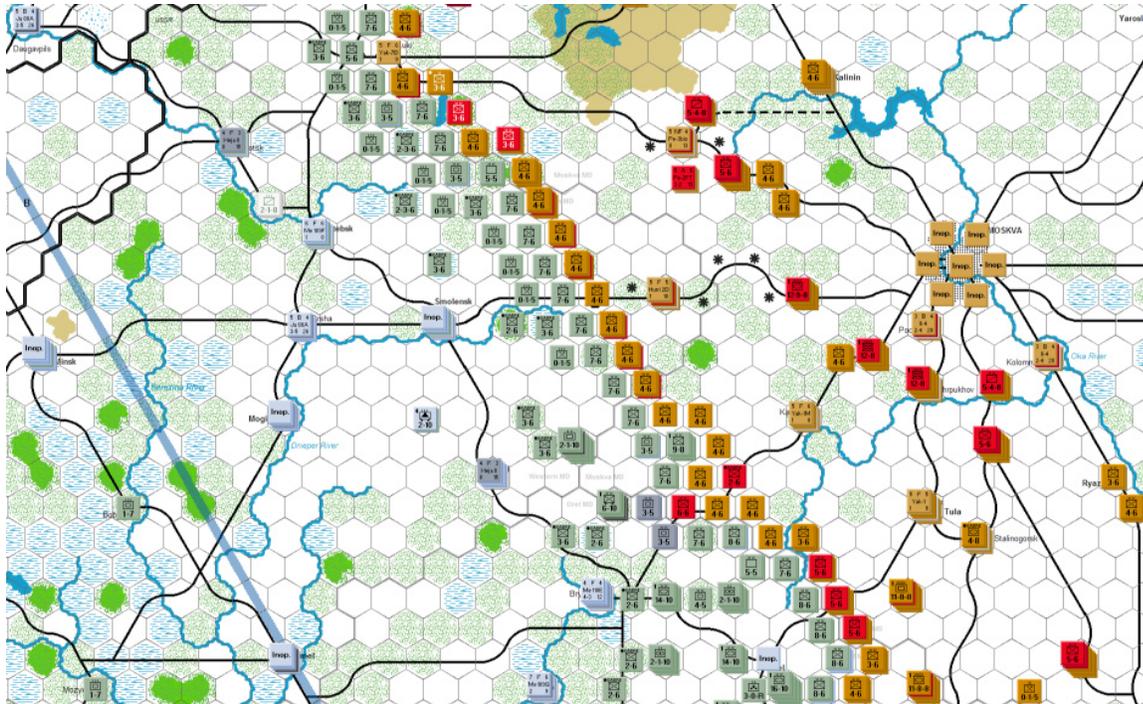
Karelia section



AGN and Northwestern Sector



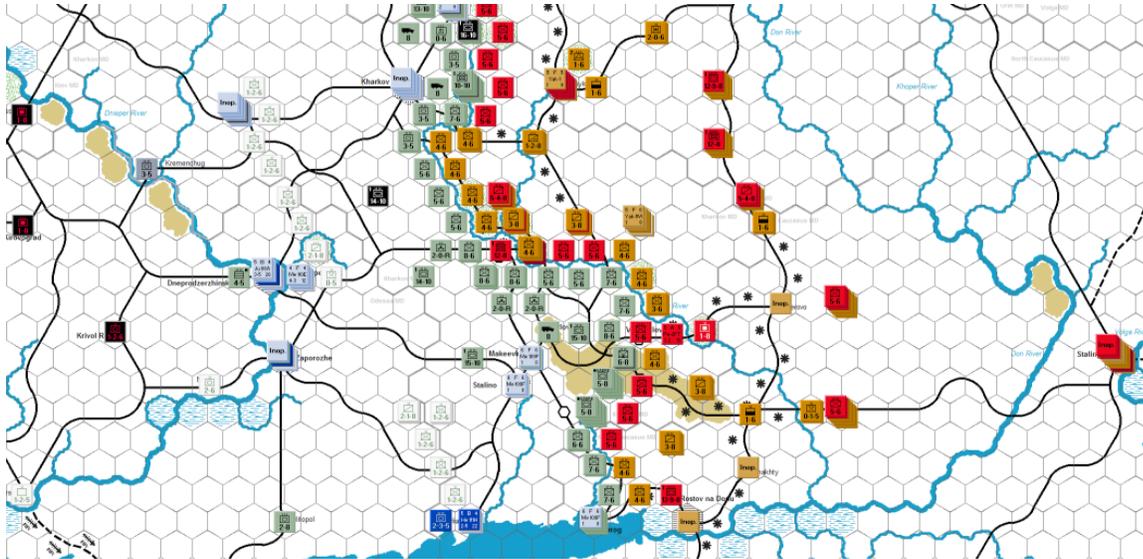
AGC and Western Sector (sans the southern Kursk Bulge)



AGC, AGS, Western Sector (the southern Kursk Bulge) and Southwestern Sector (sans the Donets river line)



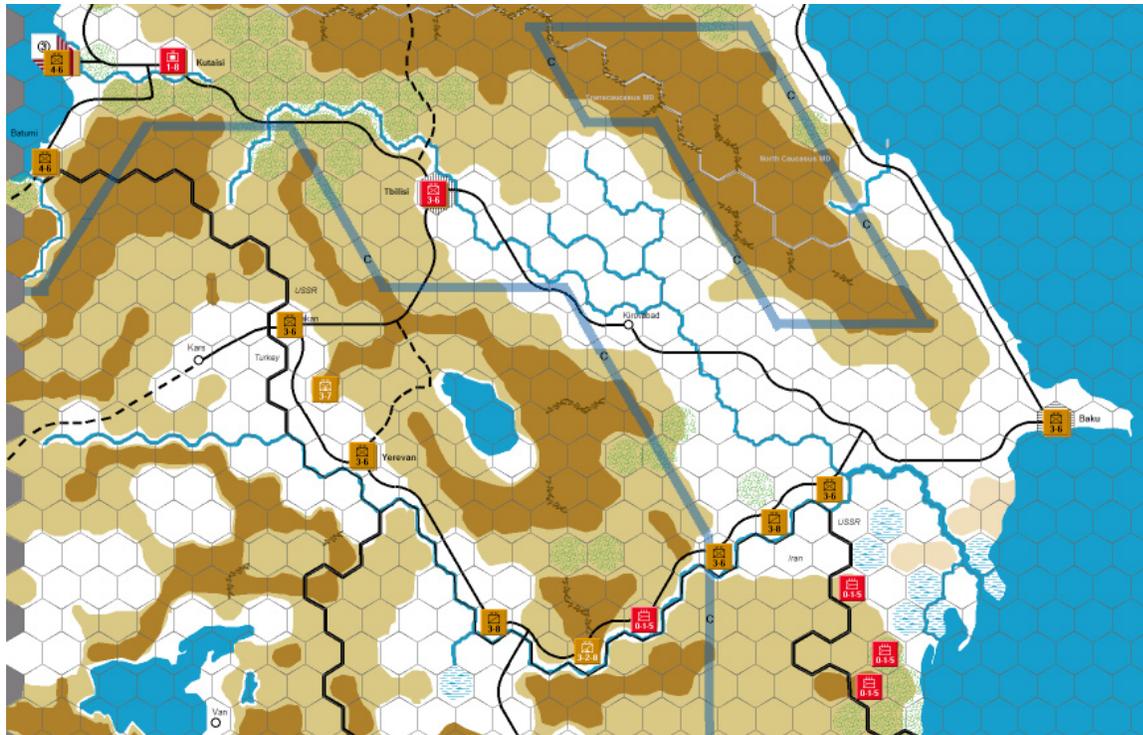
AGS and Southwestern Sector (Donets river line)



AGA and Southwestern Sector



Turkey and Iranian garrisons



Second Front: Updating and Understanding an Old Favorite

Joey Sabin

Second Front (SF) is beginning to show its age, yet still holds the title as one of the all time favorites. I have been focused on SF for most of my gaming hours because of several nagging questions. What is the ideal axis and allied strategies in the game? As the axis or allies, where should I focus my attention? Where should my primary concerns be when reacting to my opponent? Where should my primary concerns be when I gain the initiative? What updates have evolved and how do they impact game strategies?



The best place to look for answers to these questions and more is at the beginning. First thing I need is a worthy opponent, someone who is well versed in the rules and with whom play with an opponent has actually occurred several times. With an opponent found my attention then turns to discovering, accepting and eliminating advanced optional, house rules and errata. The following is a list of all the latest familiar and not so familiar advanced, optional and house rules. As you read this list, discover just how much you already knew and how much might enhance your SF game play. I challenge you to keep an open mind and follow along in the game that will follow in future issues and see if these discoveries actually enhance or hinder the game.

As the game unfolds, step by step and turn by turn in future issues, I will make every attempt to answer the questions that allow for a clearer understanding, attempt to reveal new and exciting discoveries and perhaps even put to rest a few misconceptions about this aging favorite game of Second Front.

Advanced and Optional Rules

References: Second Front (SF) standard rules and Order of Battle (OOB), as modified by The Europa Magazine (TEM), The Europa System Magazine (TESM), plus all applicable errata's and rules courts.

Advanced Rules:

Use all of Rule 43.

Optional Rules:

Use all of the following optional rules: 44, 44A, 44B, 44C 1, 2, 3 & 6, 44D 1, 44E, 44F and 44G 2 & 3.

Axis Optional OOB:

(Axis OOB Booklet pp 41)

Channel Island forces — Forces were available and easily conceivable.

21st Panzer division — Forces were available and easily conceivable.

Nazi Political Police — Forces were available and easily conceivable.

Allied Optional OOB:

(Allied OOB Booklet pp 27)

US 2nd Cavalry Division — Forces not Available, Inconceivable

US Ghost Divisions — Forces not Available, Inconceivable

US Marines — Forces not Available, Inconceivable

British 1st Armored Division — Forces were available and easily conceivable.

British 78th Division — Forces were available and easily conceivable.

Allied Siege Train — Forces not Available, Inconceivable

My Comments: the “not available” units were just a bit too much of an imaginative stretch to agree to.

House Rules

SF pre-game activities:

The Allies may use NTs (only) for naval transport purposes during the pre-game Allied naval movement phase. Such naval movement *must* end that phase in either a friendly owned port hex or an off-map holding box. Units may begin the game pre-loaded on NTs & LCs.

My Comments: This rule was necessary to allow various historical outcomes.

During initial set up Improved Forts and augmented airbases may be deployed through the expenditure of Res pts; it costs three Res pts (instead of the familiar one point) to set up an Improved Fort and one Res pt for each capacity level of a permanent air base. For example, it would require two Res pts to deploy a permanent air base with a capacity of 6, or four Res pts to deploy a permanent air base with a capacity of 12.

My Comments: It changes the game in a way which redresses a problem with the RAW, to wit that the current RAW does not allow proper air unit basing numbers on Malta and Pantelleria.

Players may assemble / disassemble units as seen fit prior to the beginning of play. Likewise, the components of a disassembled unit may be planned for when planning special operations.

My Comments: replaces Guru ruling on the “Lysator mailing List” dated 2/26/01 that states “...pre-game breakdown components cannot be planned for...” The Europa Guru officially reversed his original ruling.

To better represent coastal defenses and minor occupation forces not otherwise shown in the game, all minor port one hex islands (there are two), in the Atlantic, which are part of France have forts deployed upon them as part of the set up, at no RP cost to the Axis player.

My Comments: designer John Astell admitted that these Island defenses were overlooked, gave too much of an advantage to the Allies and misdirected the intention of their creation.

Axis pre-game redeployments are based upon Theatres and are not restricted within theatres. For example a unit in the South Theatre could redeploy to any other allowable location in the South Theatre, regardless of where it was deployed in the South Theatre.

My Comments: This is a clarification of the RAW.

Air-droppable (Airborne) Units:

Normally, the RAW, delay the use of a port or airfield in an Airborne overrunning hex until the resolution of the overrun in the combat phase. Non-disrupted air-droppable units arriving in an enemy owned hex via air drop can attempt to capture ports and/or airfields in that hex using the *success table* during the *movement phase* and prior to overrun combat. Each non-disrupted, air-dropped unit may make one capture attempt, choosing a bridge, port or airbase. The target of the capture attempt must be included in the pre-planning sequence conducted by the owning player the turn prior, during the initial phase pre-planning sequence. Note that the hex itself remains enemy owned until the end of the phase of its capture and that only the objective in the hex is under friendly control. (i.e., an enemy unit can react into the objective hex as if it were friendly owned but cannot utilize the captured bridge and/or airfield in that same hex and it should be further noted that this places the air droppable unit(s) in possible peril if left to their own defense during the following combat phase where the air droppable forces then revert to attempted RAW overrun status.) Subtract one from the die roll attempt for winter/snow, enemy occupied hex, and if the hex contains any type of fortification. Subtract two from the die roll if during mud turns. Add one to the die roll if a glider was part of the transport for the attempting unit. Add two to the die roll if all the occupying unit(s) are reserve, training, garrison or unsupported unit(s). (Including lone artillery units of any type.) Any air-droppable unit (being air-dropped) may make this kind of *surprise attack*. This can only be in conjunction with a preplanned objective seizure as described above. The surprise attack is conducted only by undisrupted units and prior to any other activities, using the success table. Note that an F* result will instantly eliminate the attempting unit.

My Comments: The point of the rule is how the historical commanders saw these actions. The types of things allowed in the rules are exactly what the real commanders hoped to accomplish by risking Special Forces. Take Crete for example, the idea was to capture the airfields and ports and fly/sail in the troops *before* any combat. Without a rule like this you can not replicate the historical seizure of Crete in Europa.

Anti-Aircraft strength intrinsic to Air Base counters is restricted in its use: such AA strength may *only* fire against enemy air units conducting air base bombing and/or air drop missions where the airbase is the target. The intrinsic AA strength of Air Base counters is ignored when firing against all other missions.

My Comments: Airbases are significantly different due to the vastly more localized nature of the AA, and its greater reliance on light guns vice heavier weapons, moreover, one can not build map features, and a player should not be able to create magical AA defense covering an entire hex simply by expending a resource point and having an engineer plow fields. The game practice of building an airbase in a hex, simply to augment the total AA capability of the hex is often flagrantly abused. RAW are too "gamey" and this adjustment prevents excessive intrinsic AA abuse.

Construction:

Construction units may not initiate two different construction activities (via quick construction) in the same initial phase despite having the movement points to do so. For

example, two construction units may not quick construct a permanent airfield and a fort in the same initial phase.

My Comments: RAW exceeds intended design capacities thus offsetting game design parameters.

Improved Forts (-2 DRM and no AEC) may be built in any hex containing a fort and takes four turns (in good weather) and two Res pts to construct.

My Comments: Somehow the Spaniards during the Spanish civil war could do something German Fortress engineers could not?

Fort construction takes two turns (in good weather) to build a fort in a hex, regardless of terrain.

My Comments: The RAW are ass backwards - why should it take more time to build obstacles in places that already have natural defenses and channels of attack like mountain hexes, versus areas largely devoid of natural cover and concealment? Don't you agree, clear hexes should be the hardest to fortify, and mountain hexes and major city hexes the easiest?

Supply

Replace 12B.4 RAW with:

12B.4 Naval. The naval element of a supply line is traced through sea hexes in a single sea zone. It may start in any functioning, friendly-owned port and be traced through any number of hexes to any functioning, friendly-owned major or great-port in the same sea-zone. (Ports are covered in Rule 30A.) Various naval considerations may effect the tracing of a naval-element supply line. These considerations are defined in the naval rules, and their impact on naval-element supply-lines is summarized in Rule 34K.

Replace 12C.2 RAW with:

12C.2 Limited Supply Sources. Only a limited number of units may use the following limited supply sources:

- Great Port 120 RE's of units.
- Major Port 60 RE's of units.
- Standard Port 30 RE's of units.
- Minor Port 15 RE's of units.

To use a port as a limited supply source, it must be friendly-owned and functioning, and a naval-element supply line must be traced from the port to a full supply source. Due to limited available manpower any Great or Major Port that changes ownership from the July I 1943 turn are limited to supplying 30 RE's unless an Allied Port Engineer is present in the hex during the initial phase.

Note that Great and Major Ports in North Africa and Great Britain are full supply sources. Any number of units may trace to these ports for supply purposes.

Replace 30A.2 RAW with:

30A.2 Damage. Ports may be damaged due to bombing (Rule 20G) or demolition (Rule 14A). Each hit of damage on a port reduces its capacity by 1 RE for loading and unloading of cargo. For supply purposes each hit on a port reduces the amount of RE's that may use the port as a limited supply source by 3. Note that Great and Major ports that changed hands during play (see 12C.2) are reduced to supplying a maximum of 30 RE's unless an Allied

Port Engineer is present. The RE supply limit through a damaged Major or Great Port that changed hands and have no Allied Port Engineer is whichever is smaller, the reduced supply capacity due to damage or 30. Each type of port may take a maximum number of hits of damage, as listed on port summary.

My Comments: RAW keeps the game simpler. It is my experience that to use this rule means that each player needs to keep appropriate supply records. Furthermore, all the ports in western and southern Europe are not included in the game of Second Front, take Anzio for example. As a result, players who choose to use this house rule are being cheated vital supply capacity in my humble opinion.

Add to Rule 30A.6:

Each hit of damage on a port with an *artificial harbor* reduces its supply capacity by 6 RE's not 3.

To be considered "functioning" for the purposes of supply and isolation (only), any Allied owned major or great port which began the game Axis-owned must be occupied by an Allied Port Construction Engineer unit. The Port Construction Engineer must be present to allow supply to be traced to the port, and for the purposes of tracing an LOC to/from the port. (Exception: Holding Boxes never need a Port Const Eng unit to fully function.) The Port Construction unit may undertake construction tasks and expend MPs while in the hex; their abilities are not interfered with while they are allowing the port to function. Note that naval transport into or out of the port is not influenced by the presence or absence of a Port Construction Engineer unit.

My Comments: The Allies did not open every port that they captured because there wasn't enough manpower to facilitate such a monumental task such as that. Instead they concentrated their resources on a few major ports to support their troops. The current situation of them being able to trace supply, for example, to every single port they own in France or Italy is a joke, and the RAW doesn't reflect any semblance of reality on this point, hence the adjustment.

Allied Port Construction Engineer units may be used to upgrade a functioning minor port. To upgrade a minor port, the Allied Port Construction Engineer unit must begin the Initial phase in the port hex and must remain in the hex through the player turn. In addition, the minor port to be upgraded must be free of damage. The Port Construction Engineer unit expends all of its available MPs to upgrade the port during friendly player turns. In addition, one Res Pt must be expended when the port is upgraded. The port remains upgraded as long as a Port construction Engineer begins a turn there and remains in the hex throughout the turn. An upgraded minor port has its maximum capacity increased to six (6) RE's for all game purposes.

My Comments: It is a rule that more fully represents historical reality, if there are enough hits to put maximum damage on the port, and then should the unit leave, then it has maximum damage. The presence or absence of the port construction unit doesn't affect the number of hits the port might have...

Rail element supply lines are not unlimited in length; instead rail element supply lines are limited to 200 hexes. Tracing a rail element supply line through, into or out of a rail hex which has a rail hit counts as ten hexes towards the 200 hex limit. Tracing a rail element supply line across a broken bridge hex side counts as ten hexes towards the 200 hex limit. Tracing a rail element supply line

through, into or out of a hex with a low volume rail line which has a rail hit counts as two low volume rail hexes towards the limit of seven low volume rail line hexes. Tracing a rail element supply line through, into or out of a hex with one or more harassment hits is treated as if the hex had a rail break present.

My Comments: This house rule is an effort to make the "game" a "realistic simulation". One of the things that caused the German collapse in the west was lack of supply that is impossible to recreate in the game. Example: One of the main reasons for the success of, "Operation Olive," in the Italian theatre was the cutting of supply lines by Allied air power. As a result, the Germans were left with significantly diminished supply. That diminished rail supply line was directly responsible for the allied decision to breakout from Anzio and capture Monte Casino.

Combat Effects

DRM effects such as AEC, ATEC and Engineers begin at 1/10th proportion, not 1/7th proportion.

My Comments: It is easier to figure math by 5's & 10's than by 7's. and 1/7 does not accurately reflect unit abilities, and needs modification to better reflect researched information. It is also easier to calculate decimals than fractions thus likely to become a standard in the industry.

Commandos may be treated as Mountain, Light Infantry or Cavalry, at the owning player's option, for all movement purposes. The RE's of Commando units are not counted for the purposes of AEC, Engineering or Adverse terrain combat effects calculations - they are simply ignored for these purposes. For the purposes of Rule 43.A [ONLY], all non-supported Commandos are treated as supported, and have their defense strengths doubled - a Commando with a zero defense strength is considered to have a supported defense strength of one, for the purposes of 43.A.

My Comments: Note that the 526th is an exception due to its mechanized makeup and is an exception to this rule, however, Mountain, Marine & Para elite units are all light infantry units by their very makeup.

The 43rd Lorried 3-10 infantry brigade was made up of Gurkha's, who proved to be excellent mountain troops during the Italian campaign. Treat this unit as a mountain unit and/or a motorized unit when and as desired by the owning player.

My Comments: This Gurkha unit was mountain trained and equipped for the Gothic line battles. It abandoned its transport specifically to operate in the mountains during much of 1944.

German 4-3-8 Panzer battalions represent Tiger and King Tiger formations that usually had a greater effect in combat than their mere numbers would warrant. Treat German 4-3-8 Panzer battalions as having one full regimental equivalent in size when calculating AEC/ATEC values. Similarly, German 2-8 and 3-8 assault gun battalions represent particularly effective and powerful specialized anti-tank armored formations. Treat these units as having one full regimental equivalent when calculating ATEC values.

My Comments: Is there no such thing as Tiger Terror? And the fact that there was not one case of a frontal shot kill on a Tiger on the entire western front means nothing?

Rail capacity loss: Whenever a player loses ownership of a RMY, he must deduct rail capacity from that net. Loss of a RMY in a Major city reduces the available rail capacity on that net by 4 RE's, loss of any other RMY reduces the capacity on that net by 2 RE's.

My Comments: Italian surrender doesn't affect capacity loss. Obviously any city that changes hands due to Italian surrender follows those rules for capacity loss. A city doesn't get double capacity for the purposes of loss calculations just because it was once an Italian city. Understand that the special case for Italian surrender ONLY applies to cities with rail cap that change ownership to Italian surrender or due to Italian surrender? For example, let's imagine an Axis owned Taranto occupied by a lone Italian 2-3-2 XX, within three hexes of an Allied unit and is more than three hexes

from a German unit, Italy now surrenders and the 2-3-2 becomes allied. The hex becomes allied owned, and the Axis lose RE's of capacity and the Allies gain half of what the Axis lost. This rule simply applies such losses to rail nets for cities lost due to other events than ONLY Italian surrender. So for example, if the Allies gain ownership of Palermo, they gain some Rail cap on the Sicilian net and the Axis loses some.

All Rocket Artillery units [inc. c/m Rkt Art units] have a defense strength equal to their attack strength - ignore the defense strength printed on the counter.

My Comments: The reason is that nebelwerfer's and Katyusha's were devastating on defense. Much better than many of the artillery units in the game with better printed defense factors to say the least. John Astell originally marked them down with a separate defense number because of their vulnerability when caught alone, however, it was recently discovered that the artillery rules already covered this issue and the issue now becomes a redundant mistake. They were the primary killer of Allied units, and primarily while on defense. the printed DS significantly understates their strength. Since they are already penalized if they don't have supporting non-art units with them, there is no justification for their having a DS less than their AS.

Special movement unit's can receive offensive DRM's and In addition, defending units gain a -1 DRM if 1/2 or more RE's of defending units (not counting artillery) would use the "Exception" column of the TEC if moving into the hex. units which may enter hexes at reduced costs, get a combat bonus when attacking such hexes, similar to AEC. if you have 1/2 or more such units, you get a +1 on the combat die roll. For example, in good weather Mtn units pay reduced movement costs for wooded-rough terrain - thus they can be used for the combat mod if sufficient numbers participate, just like AEC.

My Comments: A lot more battles were affected by light infantry or mountaineers than by engineers and we already have the rule for engineers. Both are now official rules [thanks to Rich Velay] in both Glory and the Great War series - no reason Europa should be different if they behave the same.

All German-owned (NOT Axis or Italian-owned) canal intensive hexes may be flooded at the Axis player's option - no die roll is required. Allied and Italian-owned canal intensive hexes follow the rules re: flooding which appear in the RAW. The Axis use the RAW rules for purposes of Massive Flooding. All die rolls required by the RAW rules are modified by +2 during Mud game turns.

My Comments: How did the Germans flood all of the coastal canal intensive hexes prior to D-Day in the west? If they had to wait for allied units to attack those hexes before they could flood 'em it would not have happened. John made this house rule because he felt the RAW are absolutely 100% wrong on this issue. The only question is over MASSIVE flooding, but with regards to regular flooding, it was done back in 42 in some places, and all remaining places by early to mid 43.

Overrun (OV) calculations use all combat DRM's, with each +/-1 equating to a column shift in the combat odds. Calculate all applicable DRM's, add them together and use the resulting product to modify the OV combat odds. Note that the maximum negative DRM that can be applied to an OV is -2; if the calculated DRM is less than -2, then use -2 as the DRM. For the purposes of adjusting OV combat odds ONLY, assume that there are three additional odds columns on the CRT labeled "10:1", "12:1" and "Greater than 12:1". Thus an OV with actual odds of, for example, 15:1 would be treated as "Greater than 12:1" - if that OV was also affected by a -2 DRM then the OV would be conducted as a 10:1 OV. One leftward shift would reduce the "Greater than 12:1" to 12:1 and the other leftward shift would reduce it to 10:1.

My Comments: Overruns (OV) use combat rules for resolution correct? If it uses odds calculations, why not combat

modifiers as well? What is special about an overrun such that AEC, or terrain, doesn't affect it? Can you explain why OV's should be treated like combat in some ways, and not like it in others? RAW govern the difference between terrain affects on OV's in terms of combat strength, why not in the other way as well? How do you come to decide whether or not an OV is 10:1 or not? OV's are totally based on combat during the movement phase correct? OV's use combat strengths, they use a calculation of combat odds based upon those combat strengths and they use the rules for supply that affect combat strength, as well as use the rules for terrain that affect that combat strength, etc...

Coastal Defense (CD) of four or more (only) has half strength at one hex range [as per SF RAW] and 1/4 strength at two hex range.

My Comments: CD levels of 4 or more have combat zones extending out two hexes in SoS to represent the big guns, 16" and the like and SoS rules represent the latest and most up to date.

Allied Co-Operation Additions:

Due to Allied squabbings, misunderstandings, rivalries and politics apply the following:

- 1) South African Air units may not operate outside the MTO.
- 2) From Mar I 44 on, Allied Italian air units may not fly bombing missions against targets in Italy.
- 3) Due to India's home defense concerns, (ISF) units may only operate in the Middle East, Near East and North African off map areas.

My Comments: This rule accurately depicts some of the command and control problems the British were having that only became public once the war was over and British nation states began to declare their independence. The US and UK were not the only two forces that were less effective fighting together, just the most publicized ones.

The US/Cdn 1st special forces brigade may be considered as belonging to any Allied national grouping, at the Allied player's option, for the purposes of Allied Cooperation. Any French SAS battalion may be considered as belonging to the Commonwealth national grouping, at the Allied player's option. It needs to be noted here that Brazilian units are considered to be part of the US national grouping.

My Comments: 1st SSF, for example, can be used as a US or a CW unit, at the allied player's option - i.e. it is never affected by the Allied Co-operation rule, because it was made up of both US and CW personnel. Historically, commandos and rangers, as well as marines and paratroop units ALL co-operated with other contingents with no apparent problems. I have had the past privilege of Para dropping on Fort Lewis to celebrate the unique history of this unit and hearing the stories from WWII veterans of the unit during the following celebration.

Garrisons

Allied ground units enter and leave garrisons only during friendly initial phase step 7. (Clarifies RAW 3.E.5).

My Comments: Gives the player an exact reference time for such actions overlooked in the RAW

The 5x 1-3-0 Hvy AA Brigades which are part of various German garrisons are deployed on map during initial set up - their AA strengths may be used as normal in the hexes they occupy, from the beginning of the game. They are not considered to be part of any garrisons.

My Comments: The reason that John Astell put those units in garrison was because he didn't know how to reflect in a game, AA gunners carefully discriminating between all types of allied planes and ONLY firing vs HB's, but not vs medium and Light bombers. The key here is that this type of unit's existence doesn't depend upon allied proximity as does typical garrison units. Several play testers approached John and it was determined that because this type of unit's existence doesn't depend upon allied proximity as does typical garrison units, the axis player should not be shorted their AA strength, not zero strength, zero movement, units that can only attack HB's.

Due to the historical growing unrest and talk of revolts in the Near East, starting JUL I 43, the RE garrison requirement in the Near East is increased from 4 to 8 RE's. In addition, to keep the aged & failing RR lines in the NE open, at least one RE of engineers is required for this garrison.

My Comments: There were several uprisings that took place in the near east during WWII that are not unlike the ones we encounter there today. Look at what it takes in manpower and resources to deal with it. The only difference is that the headlines of the time were focused elsewhere. The only reason it didn't get out of hand was the sheer additional CW manpower left in the region.

Stacking

Overstack and attacking from over stack rules are in effect.

My Comments: Attacking from the overstack was an imperative part of the Diadem battle in Italy in May/June 44 and one can't begin to recreate this battle [among others, Operation Cobra, or Market-Garden for that matter] at Europa scale without over stacking and attacking from the overstack, not to mention the numerous attacks from the overstack examples on the Eastern front. Take Operation Diadem, You have a three division Fr corps, a three division US corps and a six division CW corps, attacking one Mtn hex - try that using RAW. If you look at it in game terms, Operation Market Garden was over in less than a turn, and that within the space of that turn ALL of the British 30th corps got into the battle, plus (at Europa scale) the entire 101st Airborne is also attacking in the same hex.

Air Rules

Ground units may *not* spend MPs for *any activity* after being air transported. (Replaces RAW 20.F that states a ground unit may not move after being air transported).

My Comments: This rule more accurately reflects game design intentions.

Incremental construction of temporary airfields.

When building a temporary airfield (Rule 14A1), a construction unit may build it incrementally spending 2 movement points for each level of capacity.

My Comments: That's a standard optional rule in other Europa games and better represents what is actually going on when an airfield is being built. Given the huge Allied superiority in engineers, and their historical record of keeping the planes near the front, it is fully documented and thus warranted in SF as well.

The intrinsic AA strengths of map features are destroyed when their hex changes ownership - reduce such AA strengths to zero. During any friendly initial phase a player may replace the intrinsic AA of a friendly owned hex in regular supply, to the values he would receive for that hex based on the Intrinsic AA chart, by expending one Resource Point per hex. The cost is the same regardless of the actual amount of Intrinsic AA appropriate to the hex. For example, if the Allies gain ownership of the Italian city of Naples, all Axis intrinsic AA would be destroyed and the intrinsic AA strength of the hex would become zero. During any Allied initial phase while the Allies own Naples, they could, if it was in regular supply, expend one resource point and Naples' intrinsic AA strength would become three [3]; the same as any other Allied owned full hex city not in Britain.

My Comments: Eliminates mystery AA and better reflects design intentions.

Anti-aircraft strength points intrinsic to Cities [only] are considered to be Heavy (not Light) AA for all game purposes. AA strength points intrinsic to other map features are considered to be Light AA.

My Comments: Well let's look at the situation. All allied strategic bombing is carried out by HB's, they are not affected

by light flak according to the RAW, thus none of the flak available as intrinsic flak can affect the Strat bombers? Per RAW the Germans placed no flak in any of their cities that could affect any of the planes that would be carrying out the strategic air war. Now, given what I have read about the strategic air war, it seems to me that flak was fired for at places like the Ruhr, Berlin, etc, correct? So either the history books are wrong, or the intrinsic flak in Axis owned cities WAS of a sort that could affect HB's.

Naval Rules

Major ports are included as limited supply sources (can supply 60 RE's) instead of the infinite capacity that supply lines running thru major ports have (replaces RAW 12.C). It also allows these major ports to be regular supply sources for all replacement and isolation purposes. Each hit on limited supply ports reduces the number of RE's that can be supplied by 5 RE's (replaces RAW 30.A.4 that damage hits have no effect on limited supply ports until maximum damage is reached).

My Comments: This rule more accurately reflects accurate supply effects.

When rolling for landing craft damage, an LC may be eliminated [sunk] if the success table roll is a F*. Whenever an LC suffers an F* result, immediately roll on the success table again; if the second success table roll results in a second F* result, then the LC is not damaged, it is sunk and immediately removed from play and placed into the appropriate replacement pool. There are no modifiers to the second die roll, if one is otherwise required.

My Comments: It adds some possibility for losses that is justified due to the over abundance of NRP's given in Second Front. As it is, LC losses for the Allies are typically anti historically light.

LC's may only act as a ferry (across all-sea hex sides) during friendly movement and exploitation phases, and during enemy combat phases. Note that LC's acting as ferries therefore do not operate during friendly combat phases; in other words LC's acting as ferries do NOT allow attacks to be made across all-sea hex sides during friendly combat phases. Since they do operate as ferries during enemy combat phases, they allow friendly units to retreat across the hex side on which they are operating as a ferry.

My Comments: This rule more accurately reflects game design intentions.

The rail ferries at the Straits of Messina may be used for ground movement, and the tracing of supply, by either side, provided that the player owns both ports connected by the rail ferry and both ports connected by the Rail Ferry are functioning. Treat such rail ferries as a Road for purposes of tracing supply and movement purposes, with an additional +2 MP cost for the hex side. Note that one may use Administrative movement across such a "road" ferry. Note that combat is not allowed across a rail ferry hex side. [This makes the Straits of Messina, for all intents and purposes, a Road Ferry]

My Comments: The Straits of Messina are totally broken in the game. It is a complete mess and has to be fixed if the game is going to even remotely approximate history. The rail ferry rules themselves are ok, in terms of history, as long as there are other means of supply, entering and exiting Sicily for the Axis other than reliance upon the single German LC - which is basically a fantasy unit. The rail ferries are also definitely NOT Axis only, however they shouldn't be available to the Allies until they have 10 Rail Cap on both Italian and Sicilian connected rail nets.

Rein/Repl activities

(Clarification)

Both sides use *force specific* pools for Air, Armor and Infantry RP's. Both sides use *combined pools* for naval & resource pts.

Units may *not* be converted or upgraded while embarked, even if in port at an appropriate city.

My Comments: This rule more accurately reflects game design intentions and historical accuracies.

The only Reinforcement/Replacement activity which must be performed in a friendly owned city or fortress is replacing a unit from the replacement pool; all other Reinforcement/Replacement functions may be performed in any friendly owned unisolated hex in regular supply. The presence or absence of enemy ZOC's has no effect upon any Reinforcement/Replacement activity. Thus rebuilding a cadre to full strength, converting a unit, reorganizing a unit, etc could take place in any friendly owned unisolated hex in regular supply, regardless of enemy ZOC's.

My Comments: Fortresses contain even more military infrastructure than your average city. Besides which, not allowing reinforcements to appear in Fortresses "breaks" the axis garrison activation and placement rules and leads to ridiculously anti historical events in WK X which is what the rule is intended to fix. Currently none of the dedicated Fortress units, which never left their fortresses throughout the war in WK X, can be placed in their fortresses when activated - which is about as silly a RAW rule as you will find.

Replacements which are spent from Theatre pools count against port capacity in the theatre in which they are spent if the hex in which the replacement activity takes place must use a naval element of supply for any portion of its supply line. Every Inf RP is considered to be 1/2 RE in size, each Arm RP is considered to be 1 RE in size for the purposes of this rule. During any initial phase in which a replacement activity occurs in a hex which must trace any length of its supply line by sea, port capacity equal to the number of RE's of replacements must be expended at any friendly owned operable port/s to which the hex of replacement activity could trace an LOC. For example, if the Axis player wished to replace a German 5-7-6 Inf XX from the replacement pool, on Corsica, then he would have to note that 2.5 RE's of port capacity at an applicable port or ports on Corsica had been consumed by this activity and were thus no longer available for use during his player turn. If the port to which an LOC described above is traced to is neither a major or great port, then on-map shipping [NT's or LC's] must also be used to allow the replacement activity to occur. A number of NT/LC's equal to the RE size of the RP's involved in the replacement activity must be noted by the owning player and such NT/LC's are considered to have expended their entire movement allowance for the phasing player's movement phase. The NT/LC's do not have to be present, nor move to, the port in question, they are simply noted as not being available for use during that movement phase. Naval units used for this purpose are considered to have replenished during the movement phase in which they are affected by this rule.

My Comments: This rule is primarily aimed at imposing some sort of limit on the axis avoiding their limited port capacity in places like Corsica, by replacing units there rather than having to ship them there. Obviously the guys had to get to Corsica to rebuild a unit there, but per the RAW the shipments of those replacements are not only free, but completely immune to any interference. So the rule basically says that if you rebuild a unit, that costs the Axis the same as if they had shipped it there, which prevents replacements from teleporting to places like Corsica

Italian Historical Surrender

(by Rich Velay)

Collapse of Fascism in Italy

In the Rules as written(RAW), a crafty Axis player can not only delay any Italian surrender check for an extended length of time, the Axis player can also control when that check is made to a much greater degree than would seem appropriate given the historical situation and record. This Fascist Collapse rule attempts to address both of these concerns.

Basically, the rule assumes that Allied ownership of Sicily is enough to trigger the sequence of events which lead to the overthrow of the Fascist regime in Italy. Once the Allies control Sicily [in game terms, once they own all ports and cities on Sicily and there are no Axis units there in regular supply] the Allied player may check for the collapse of Fascism in Italy at the END of any Allied player turn in which Sicily is controlled by the Allies.

At the end of each Allied player turn in which Sicily is Allied controlled the Allied player rolls a die, modifies it as appropriate and if the die roll is six [6] or greater, then Fascism has collapsed in Italy. The effect of this Fascist collapse is that the Capital of Italy is treated as having been captured by the Allied player - note that this is a Surrender condition and is treated, for the purposes of this rule [only] exactly as if the Allies had captured the Italian capital. Note that since Allied Control of Sicily is also a surrender condition [and must have occurred for this special house rule to have been implemented], if the Allies control Sicily AND have caused the collapse of Fascism in Italy then a surrender check will be made during the next Axis initial phase.

Note that this house rule ONLY affects Rule 38.B.2 and is not considered for purposes of Rules 37.G or 38.B.1. The effects of a capital being captured by the enemy player, such as morale, do not apply due to the collapse of Fascism.

There are two possible modifiers to the die roll for the collapse of Fascism in Italy:

- each turn following the first turn that Fascism could collapse in Italy, a cumulative +1 DRM is applied to the die roll. So during Fascist Collapse 1 [i.e. the player first turn in which the Allies control Sicily] will have no DRM. During Fascist Collapse Turn 2, a +1 DRM would be applied, during Fascist Collapse Turn 3; a +2 DRM would be applied, and so on.
- during any Allied player turn in which the Allies have more than 3 REs of units in regular supply in Mainland Italy, a +1 DRM is applied to the Collapse of Fascism die roll.

Example of play: The Allies control Sicily by the end of their Aug II player turn but have no units in regular supply in mainland Italy. This allows the Allies to check for the Collapse of Fascism at the end of their Aug II player turn. This is Fascist Collapse Turn 1. Since there are no Allied units in regular supply in mainland Italy, no DRM's apply to this die roll and Fascism in Italy would collapse on a die roll of six [6]. The Allied player rolls a 3 and Fascism in Italy does not collapse. Assuming that the Allies still control Sicily and still have 3 or fewer REs of units in regular supply in mainland Italy, Sep I will be Fascist Collapse Turn 2, and a +1 DRM will be applied to the Allied player's die roll at the end of their Sep I player turn. Thus Fascism in Italy will collapse on a die roll of five [5] or six [6] due to this turn's automatic DRM of +1. The Allies roll a one [1] and Fascist Collapse in Italy does not occur. Still assuming Allied control of Sicily and insufficient Allied units in supply in mainland Italy, Oct I will be Fascist Collapse 3 [and there will be a +2 DRM to the Fascist Collapse die roll, Oct II would be Fascist Collapse 4 [with a +3 DRM] and so on. In this example note that Fascism in Italy would collapse automatically during the Axis Nov II initial phase, since there would be a +5 DRM - even a die roll of one [1], in this case, would be modified to a six [6] due to the automatic +5 DRM.

The historical situation would be that the Allies control Sicily by the end of their Aug II player turn. Thus Aug II is Fascist Collapse Turn 1 and the Allies are lucky enough to roll a six [6] and Fascism Collapses in Italy. The Axis would be forced to check for Italian surrender during their Sep I initial phase, since the Allies have fulfilled two surrender conditions, namely control of Sicily and having forced the collapse of Fascism in Italy. The Allied player rolls the die to check for Italian Surrender [as per Rule 38.B.2], rolls a three [3] and Italy surrenders.

The intent of the rule is to add another random factor into the procedure for modeling Italian Surrender. The Axis player should not be allowed to control when Italian surrender occurs [as he can now, to a large degree] and further, he should not know precisely when a surrender check will have to be made. The Allied player is rewarded for attempting to capture Sicily [as was historical] but he is also not overly penalized for not taking Sardinia and Corsica. As the RAW stands now, the Axis player can easily protect the Italian Army enough such that they will not suffer 50 REs of losses [a surrender condition] until after the Allies take Sardinia and Corsica - this pretty much insures that the first surrender check will be triggered not by Allied control of Sicily and 50 REs of Italian losses [as was historic] but rather will be delayed until the Allies control Sicily AND Sardinia & Corsica.

This sequence of events serves to severely distort the game as it stands now - the Allied player, knowing that he will not be able to inflict 50 REs of losses on the Italians in any sort of reasonable amount of time, is forced to invade and control both Sardinia and Corsica before any surrender check can be made. Corsica, in particular, can be a very hard nut to crack due to the broken terrain there, but the Allies have no real alternative other than conducting a campaign there. Historically, neither Corsica or Sardinia were taken before Italian surrender so it seems to me that we have to provide some mechanism for a possible Italian surrender that does not depend so completely upon the capture by the Allies of Corsica/Sardinia.

The house rule also makes a wholesale Sicilian Runaway defense less attractive to the Axis, since the loss of Sicily will not only be a surrender condition [as it is under RAW] but will also lead, ultimately, to the collapse of Fascism in Italy and thus another surrender condition. Thus abandoning Sicily without a fight is not quite the “no brainer” tactic that it is now.

The overall effect of the rule will be, I hope; that Corsica and Sardinia will no longer be the main focus once Sicily is Allied Control, abandoning Sicily will be less attractive as an Axis option, Italian Surrender will be somewhat more randomized and that the current situation where the Axis player can, in effect, control when Italian surrender occurs will be altered in the Allied player’s favor. Italy had historically suffered huge manpower and territorial losses by the time frame of the game and were certainly well on the road to collapse, if not teetering on the edge of surrender by Summer ‘43. Mussolini was, after all, overthrown before the end of July and Fascism was on its last legs at this time. The rule assumes that Mussolini is deposed pretty much as happened historically[which happened due to the Allies successfully *landing* on Sicily, not controlling it...] and that Fascism does not long survive his fall.

My Comments: This is Rich Velay’s creation so I’ll let him defend it, but I will add that the surrender IMHO was directly related to both the capture of Mussolini and heavy Italian losses defending Sicily. Together they were enough to convince anyone to surrender especially on its own home soil. Loss of leader and 50+ RE’s of fighting citizens?! The Axis player has no control of the fascist dictator’s safety but does control the RE loss. If the Axis player prevents the loss of the military units, is it enough to delay the meeting of allied and Italian leaders or is the leader loss the primary catalyst here? This is what we each must decide. Personally I doubt that the loss of the Island of Sicily alone was more than a minor concern unless the mob was really underestimated here in this equation.

Rich Velay: I disagree that loss of Sicily alone should lead to an immediate surrender attempt. Mussolini was removed on July 25th 1943, and due to extensive unit losses, Italy finally surrendered, under massive allied pressure, Sep 9th 1943. In game terms, the Italians surrender due to massive losses of both ground forces on Sicily, and the loss of Sicily, together. In game terms, 50 RE’s and Allied ownership of Sicily. The Italians? yes, they lost everything, in Europa terms. What little they evacuated is probably best understood as being special replacements so in game terms they lost about 40 RE’s of ground units and ten RE’s of air units. now one can very reasonably argue that the RE amounts needed for the surrender conditions could be modified downward, but claiming that the allies should get a surrender attempt due to the loss of Sicily alone is unsupportable. Historically, the germans had to roll on their Sep I player turn and failed the roll. I also disagree that my rule has any effect what so ever on the Allied presence condition. so my rule attempts to reach a happy middle ground - the fall of Mussolini is linked to the fall of Sicily, which begins a process whereby the chance of making a surrender roll in response to the loss of Sicily increases as time goes on thus providing some incentive to stick around, but not making it mandatory that one do so. Leaving Sicily a turn or two earlier than historical is still possible, but it carries a potentially higher cost for the Axis. It also prevents almost completely, the current situation where the axis player basically controls when the Italians surrender, which is quite wrong and a serious problem with the RAW. Thus it fixes two of the most pressing problems associated with the surrender rules. It makes things a bit more problematic for the axis player, but that merely represents an accurate historical situation, and one can’t make rules with play balance in mind, if one wants to play a historical simulation. One can choose to play a game, or play a historical simulation. John Astell puts the stuff that should be in the game, in it and only makes changes as needed. I know ‘cause he’s rejected most of my Idea’s outright.

I have been fortunate in that many gamers have contributed a great deal of information updating errata and house rules, clarifying game rules and correcting game errors and I thank each of them for making me the skilled Second Front gamer I am today. In turn I wish to pass on this accumulation of game wealth in the hopes that you get as much out of the game of Second Front as I have. With clarity comes knowledge, with knowledge comes desire and with desire comes enjoyment and fun. 

Counters, We Need More Counters

Aircraft Counters for Second Front

Duncan MacLean

This project started when I produced some aircraft icons for use with another game. *Europa* ground counters are, in my opinion, amongst the best and clearest in the hobby. However, I personally find the aircraft counters uninspiring and, when investing so much time in a game, want to maximise my enjoyment. One of *Europa*'s selling points for me is its breadth and colour. I find having icons of the various aircraft types enhances this significantly.

One of my main aims was to keep the resulting counters fairly clean. I have seen aircraft counters that use photographs but personally find these cluttered. Instead I create a vector graphic for each type using COREL DRAW. This enabled me to have a standard counter design that I feel sits well with the existing *Europa* counters.

The downside is that this is a time consuming job and requires a decent plan view of each type. I currently have approximately 260 types drawn but, as explained below, I'm still searching for a plan view for certain types. If LOC's readership shows interest I can produce the counters for other *Europa* games for future issues. I am currently working up the types I'll need for *Total War*.

The counter rating positions largely mirror the existing counter conventions with the exception that the tactical/strategic bombing factor is now shown in the bottom left and bottom right respectively. The range, which on the original counters was in the bottom right, is now depicted in a yellow circle. There are exceptions to this colour as detailed in the diagram below.

Much of the rest of the information is relegated to the counter's reverse. From the top down are the type indicator; "inop"; the aircraft designation; and, any special codes. One personal preference is to use the identification Bf 109 etc. for early Messerschmidt designs. A white silhouette helps distinguish the reverse side at a glance. I feel that the resulting counters are clean and easy to use but I would welcome feedback through LOC.

I use the following Pantone numbers (based on data provided by Luiz Cláudio). Individual printers do vary somewhat so print a test file and tinker with the colour until you get a match. These also print best on glossy photo paper.

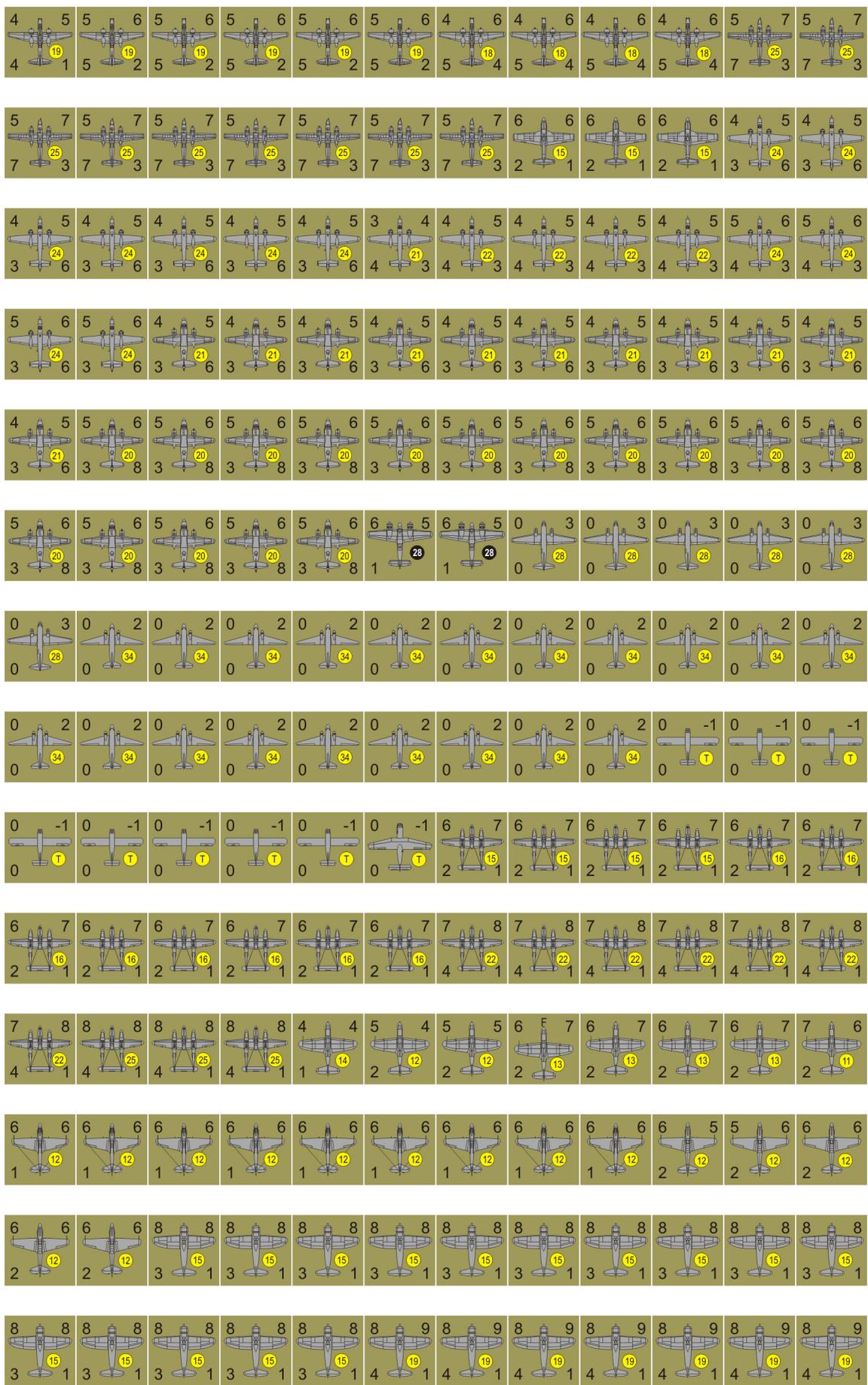


- 24 Night Capable
- 24 Jet Propelled
- 24 Rocket Propelled
- 24 Floatplane/Flying Boat
- 24 Carrier Capable

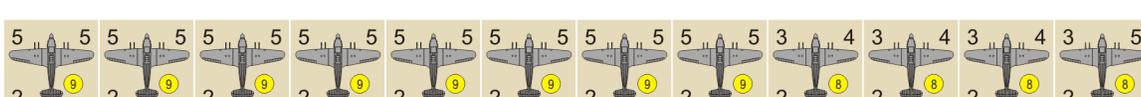
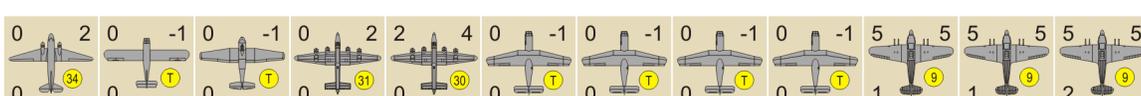
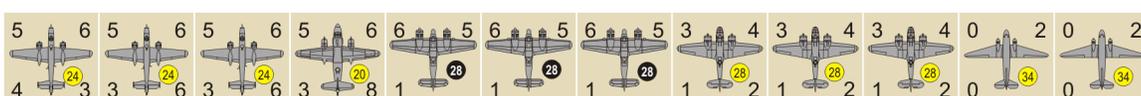
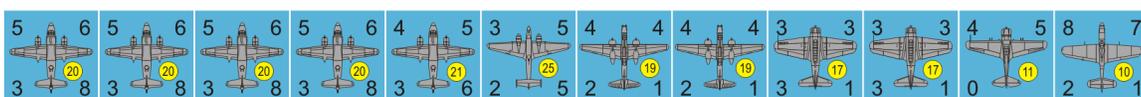
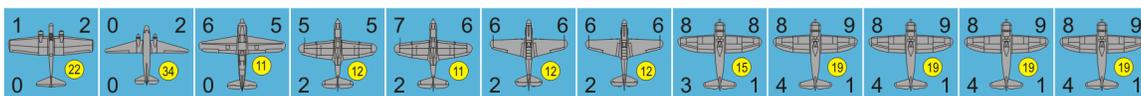
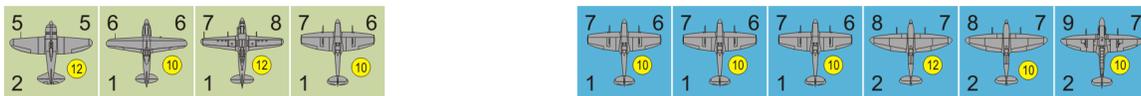
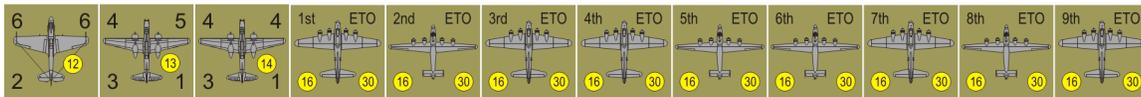
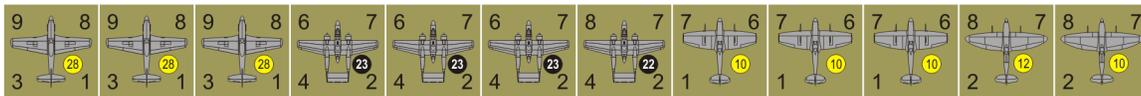
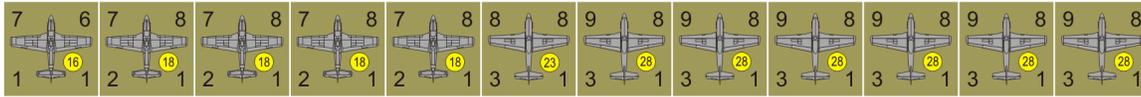
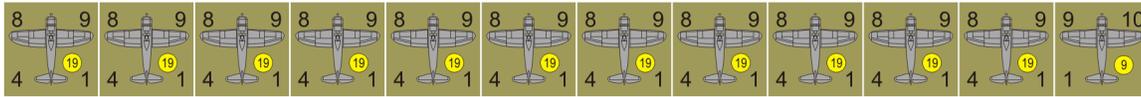
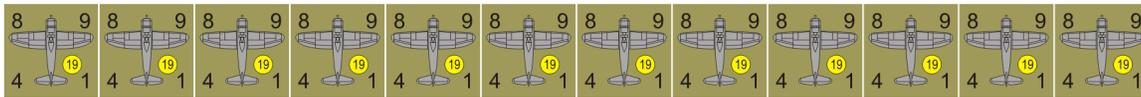
Luftwaffe	277	RAF	4545
Italy	579	Commonwealth	126
Axis Minor	Cool Grey 10	USAAF	5835
Royal Navy	Cool Grey 6	France	298
USN	Cool Grey 8		

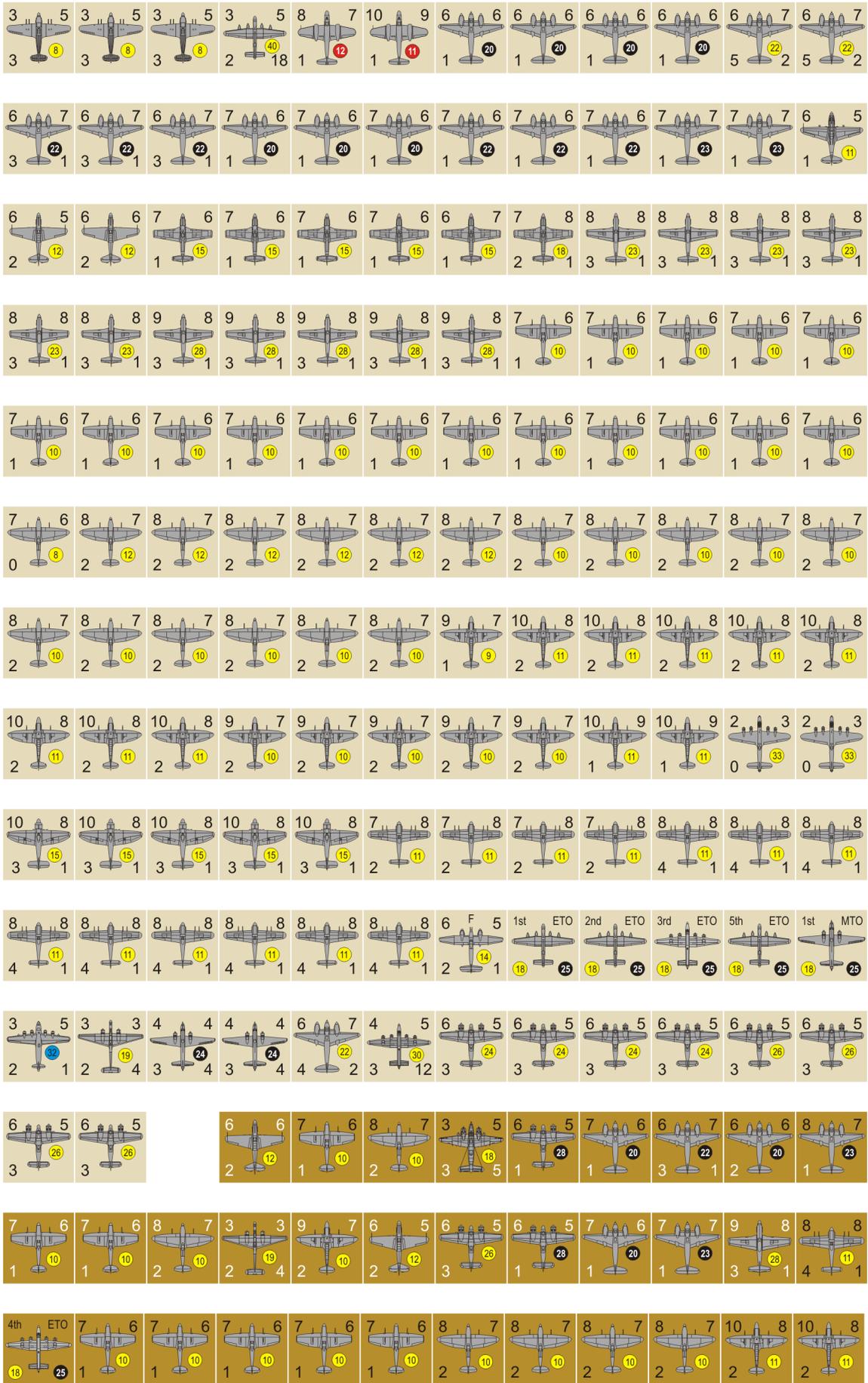
I'm sure that there will be errors – I dropped my copy of *Second Front* whilst finishing this project which means I may have missed one or two counters. There are a few aircraft types where I haven't yet sourced icons, e.g. the USN P4Y-1 is represented by a B-24 Liberator. I've identified these by underlining the relevant aircraft designation. Additionally certain sub-types use the same icon as I have yet to source the different marks – an example being the Beaufighter where different marks have significantly different nose types. However, the vast bulk of counters should be accurate.

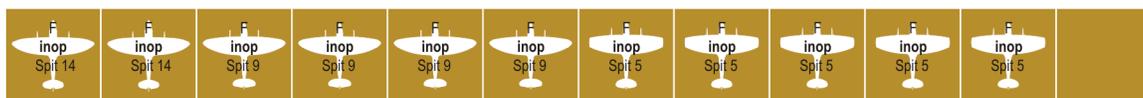
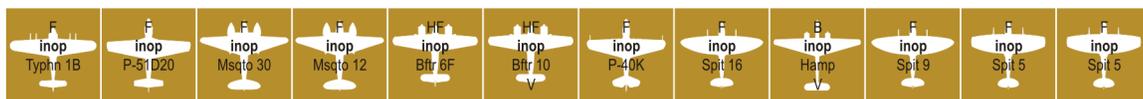
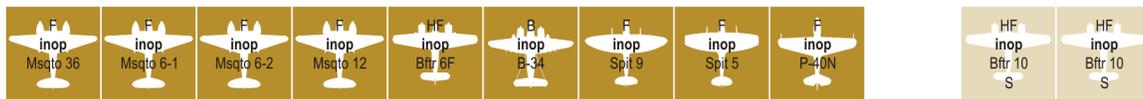
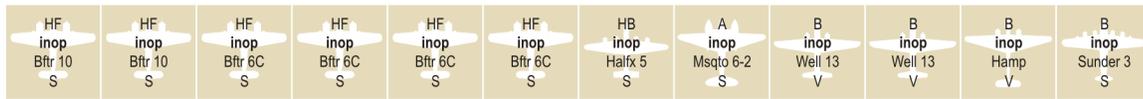
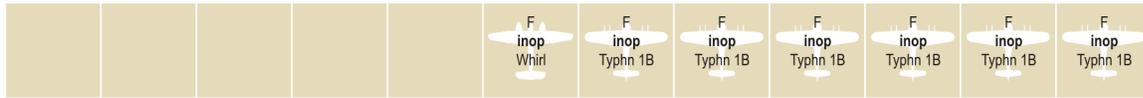
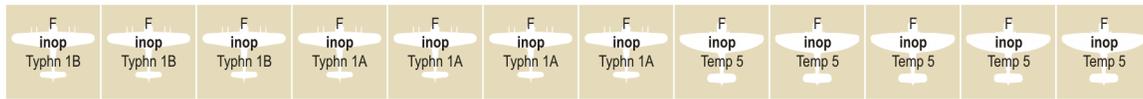
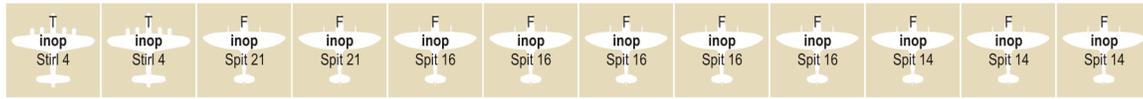
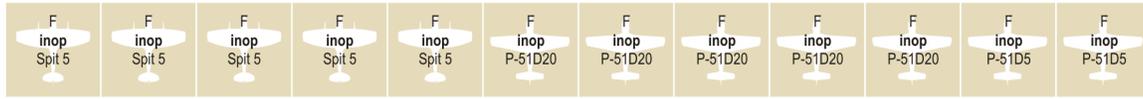
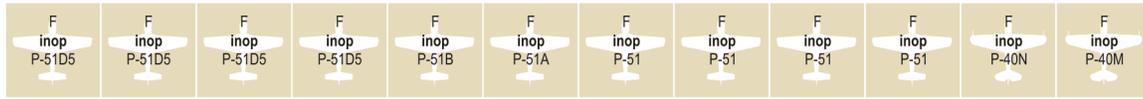
I hope people find, as I do, that using actual aircraft types significantly increases the pleasure in playing *Second Front* and other scenarios. Ultimately, I hope that someone with more resource might produce a set of die-cut counters to refit into series games. 

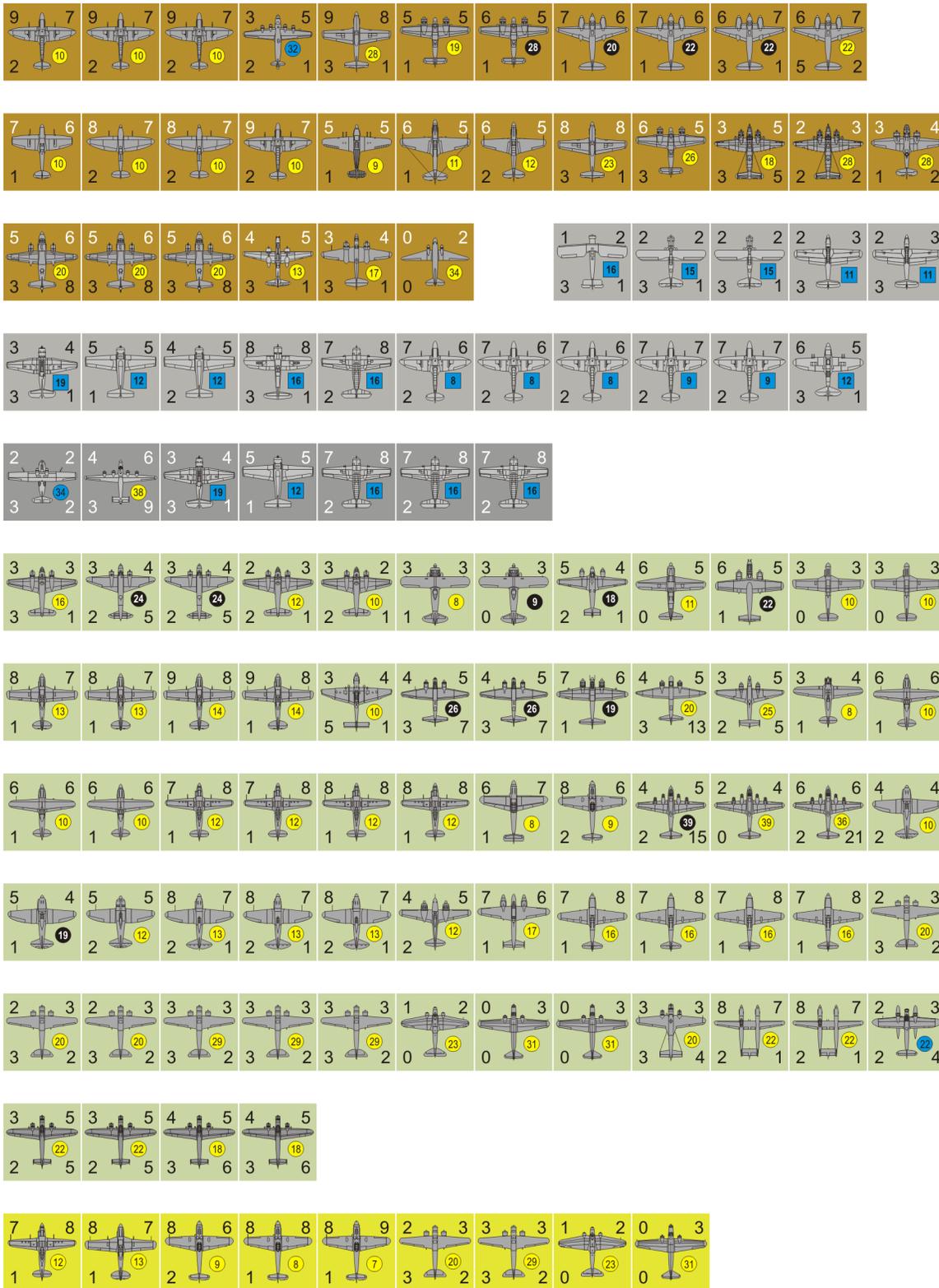


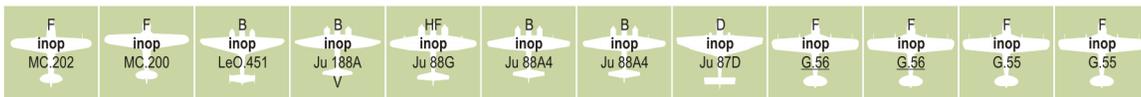
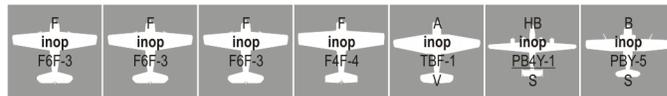
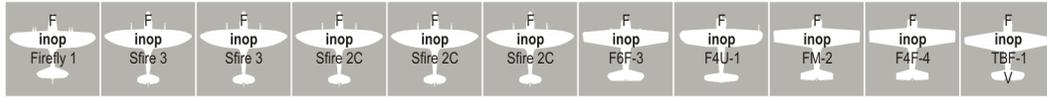
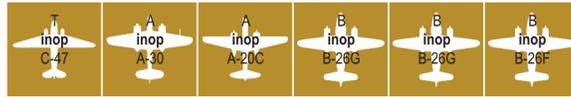
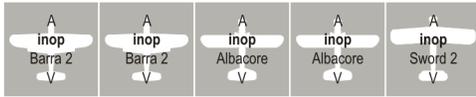
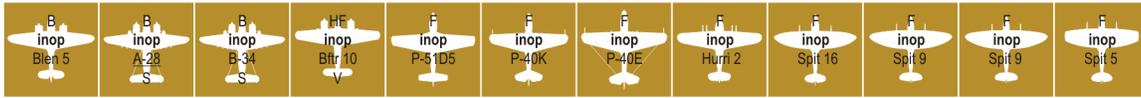
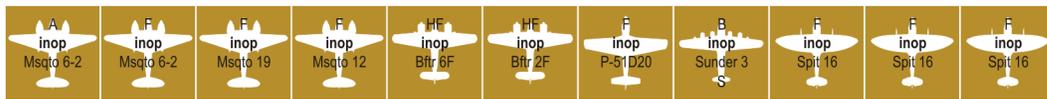
											
											
											
											
											
											
											
											
											
											
											
											
											
											











F inop Bf 109G2	F inop Bf 109G2	F inop Bf 109G2	F inop Bf 109G2	F inop Bf 109G2	F inop Bf 109G2	F inop Bf 109G2	HF inop Ba 349A XI	A inop Ar 234B	A inop Ar 234B	A inop Ar 234B	A inop Ar 234B
F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G2	F inop Bf 109G2	F inop Bf 109G2	F inop Bf 109G2	F inop Bf 109G2	F inop Bf 109G2	F inop Bf 109G2	F inop Bf 109G2	F inop Bf 109G2
F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6
F inop Bf 109G10	F inop Bf 109G10	F inop Bf 109G10	F inop Bf 109G10	F inop Bf 109G10	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6	F inop Bf 109G6
F inop Bf 109K	F inop Bf 109K	F inop Bf 109K	F inop Bf 109G10	F inop Bf 109G10	F inop Bf 109G10	F inop Bf 109G10	F inop Bf 109G10	F inop Bf 109G10	F inop Bf 109G10	F inop Bf 109G10	F inop Bf 109G10
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HF inop Bf 110G	HF inop Bf 110G	HF inop Bf 110G	HF inop Bf 110G	HF inop Bf 110G	HF inop Bf 110G	HF inop Bf 110G	HF inop Bf 110G	HF inop Bf 110G	HF inop Bf 110G	HF inop Bf 110G	HF inop Bf 110G
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HF inop Fw 190A	HF inop Fw 190A	HF inop Fw 190A	F inop Do 335A	HF inop Do 217N	HF inop Do 217N	B inop Do 217K	B inop Do 217K	B inop Do 217K	B inop Do 217K S	HF inop Do 217J	HF inop Do 217J
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F inop Fw 190A8	F inop Fw 190A8	F inop Fw 190A8	F inop Fw 190A8	F inop Fw 190A8	F inop Fw 190A8	F inop Fw 190A8	F inop Fw 190A8	F inop Fw 190A8	F inop Fw 190A2	F inop Fw 190A2	F inop Fw 190A2
F inop Fw 190D	F inop Fw 190D	F inop Fw 190D	F inop Fw 190D	F inop Fw 190D	F inop Fw 190A8	F inop Fw 190A8	F inop Fw 190A8	F inop Fw 190A8	F inop Fw 190A8	F inop Fw 190A8	F inop Fw 190A8
T inop He 111H	T inop He 111H	B inop Fw 200C S	B inop Fw 200C M	A inop Fw 190G	HF inop Fw 190F	A inop Fw 190F	A inop Fw 190F	A inop Fw 190F	F inop Fw 190D	F inop Fw 190D	F inop Fw 190D
HB inop He 177A S	HB inop He 177A	HB inop He 177A M	HB inop He 177A M	F inop He 162A	B inop He 111H22 Z	B inop He 111H22 Z	B inop He 111H22 Z	B inop He 111H16	B inop He 111H16	B inop He 111H16	B inop He 111H6 V

