

1. INTRODUCTION. (V 06.02.14)

One-Week Europa is a variant for the entire Europa system. Europa intends to recreate the European and African conflicts from 1936-1945 at the division level, using consistent unit strengths and interlocking maps. Each game and scenario deals with a specific campaign or battle. The ORDERS OF BATTLE provided will show all forces involved in individual games and scenarios.

Grand Europa will combine air, land, and sea rules to simulate the entire European conflict. The Axis player must attempt to prevent the Allied player from emulating history and defeating Germany. The Allied player must win the war in Europe and have history unfold as it did.

These rules add a significant level of complexity and realism to the basic Europa system with a minor increase in the time required to play. Familiarity with Europa rules systems is not necessary to play One-Week Europa.

Historical background and descriptions of each of the games and scenarios is shown below.

1.A. FOR WHOM THE BELL TOLLS.

When a group of Spanish generals rose against the Republican government of Spain in July of 1936, it seemed no more than yet another military revolt in a country which had seen dozens in the preceding century. But it was to be much more than that; it became a catastrophic civil war that lasted for three years, killing hundreds of thousands of Spanish citizens and so thoroughly devastating the economy that it would be decades before Spain recovered.

The civil war also presaged the greater European war to come. Three of the great powers of Europe— Germany and Italy on one side, and the Soviet Union on the other— would intervene, sending thousands of men and millions of dollars of equipment to their proteges, and in the process testing many of the weapons and tactics which would figure so prominently in the early years of the Second World War. This civil war is the subject of For Whom The Bell Tolls.

One player represents the military high command of the forces loyal to the Spanish Republic, and the other the military high command of the forces of the Insurgency. The Loyalist player must stamp out the rebellion, eliminating insurgent combat forces and re-exerting governmental control over enough of Spain that the insurgent cause will collapse. The Insurgent player must topple the Republic, eliminating Loyalist combat forces, taking territory, and isolating the Republic from outside help so as to force a Republican surrender. Both sides manoeuvre their force and conduct combat in an attempt to achieve these goals.

1.B. PEACE IN OUR TIME.

Assuming the dismemberment of Czechoslovakia did not happen, this game shows the hypothetical invasion of Czechoslovakia by Germany in 1938.

1.C. FIRST TO FIGHT.

On September 1, 1939, Germany unleashed the Blitzkrieg on the world and permanently changed the face of warfare. Before September, Poland had been a European power to reckon with, but in thirty short days the Germans reshuffled the balance of power. After one week the Polish army was

everywhere in rapid retreat. After two weeks Warsaw was isolated and only scattered pockets of Polish troops still resisted. In two more weeks the campaign was over. The word "Panzer" had been added to the world's military vocabulary.

The One-Week Europa version of Case White is a historical recreation of history's first Blitzkrieg. Play it either as a two-player game or as the first campaign in a multi-player Grand Europa game. Germany must crush Poland in a lightning campaign. Speed is essential, for the campaign must conclude in sufficient time to shift troops back to the West to forestall an Anglo-French offensive. Poland must prevent this by defending the homeland and, failing this, sufficiently disrupting the German timetable for conquest.

1.D. WINTER WAR.

Winter War is a detailed simulation of the Soviet invasion of Finland during the winter of 1939-40.

Winter War is a two-player game, with one player representing the Soviet high command (STAVKA) and the other the Finnish high command (Paamaja). The Soviet player must break Finland upon the field of battle, capturing territory, inflicting losses, and isolating Finland from outside help, so that the Finnish political leadership would have no choice but to sue for peace on Soviet terms. The Finnish player must weather the Soviet storm---giving up ground reluctantly, inflicting as many losses as possible, and keeping his army intact---so that agreeing to a negotiated peace would be advantageous for the Soviet political leadership. Both sides manoeuvre their forces and conduct combat in an attempt to achieve their goals.

1.E. STORM OVER SCANDINAVIA.

Storm Over Scandinavia models the historical 1940 campaign for Norway as well as a number of hypothetical campaigns in Scandinavia during the latter years of World War II.

1.E.1. CAMPAIGN FOR NORWAY.

This recreates the historical German invasion of Norway and Denmark in the spring of 1940. The Axis player must use his superiority in ground and air forces to counteract the Allied dominance of the sea.

1.E.2. NORDIC ADVENTURE.

This scenario explores the ramifications of the Allies beating the Germans into Norway (historically the Germans beat the Allies by a matter of days). A strengthened Allied force has the initiative, and must use its initial superiority to overwhelm Norway before German reinforcements can arrive.

1.E.3. CAMPAIGN FOR SWEDEN.

An Axis attack on Sweden is assumed to happen in the late summer of 1940 (which the Swedes expected to occur). Sweden is fully mobilized, but has only begun to rearm, and can expect little help from an England husbanding its resources for the Battle of Britain. The German attack force is large but has a tight time schedule.

1.E.4. MARCH CRISIS.

In early 1942 Hitler went into a multi-day-long rage when the Swedes refused to agree to cooperate with Germany if the Allies were to land in Norway. This almost led to war, but cooler heads finally prevailed. The unprepared Allied/Swedish forces must quickly defeat the even-less-prepared-for-war German garrison in Norway before massive Axis reinforcements redress the balance.

1.E.5. INVASION SWEDEN.

This covers a German invasion of Sweden in 1943, based on the historical German plans for such an invasion. (Germany's domination of Sweden began to slip in late-42, and by mid-43 had deteriorated to the point where occupation of Sweden appeared desirable. This did not occur primarily because Germany recognized the Swedish Army was now too strong for the garrison in Norway to handle.) A reinforced German garrison of Norway must use its armour and air superiority to quickly defeat the larger Swedish Army, while simultaneously guarding against a British force landing in its rear.

1.E.6. NORTHERN THEATRE OF OPERATIONS.

This scenario explores the ramifications of an Allied intervention in Scandinavia during the course of the Winter War

1.E.7. ARCTIC THUNDERBOLT.

This is based on a potential Allied descent on Norway in late 1942 in concert with a Soviet offensive against the German forces in the Arctic. (Historically, Churchill pushed hard for this operation, but lack of support from the Americans effectively killed the project.)

1.E.8. OPERATION "FREE NORWAY."

This covers a Swedish push to liberate Norway in the spring of 1945, based on the historical Swedish plans for such an operation. (One of Sweden's preconditions for this was an Allied landing in Norway—which of course did not occur—but the scenario assumes that Sweden's desire for post-war Nordic solidarity causes it to act even without Allied support.) An expanded and reequipped Swedish Army at the peak of its war-time power, augmented by Norwegian exile forces, takes on an Axis garrison in Norway severely weakened by transfers of forces to other theatres of war.

1.F. FALL OF FRANCE.

On September 1, 1939, the forces of Nazi Germany invaded Poland, whose independence was guaranteed by Britain and France. Both declared war on Germany on September 3, 1939, beginning what was later called "World War II."

The Allies had expected Poland to be able to resist Germany for several months thus keeping a large portion of the German army committed in Poland. The Poles expected the Allies, after mobilizing, to launch an invasion of Germany from France, thus relieving the pressure on Poland. Neither of these events occurred as expected. Spearheaded by armour and motorized formations, the German army rapidly drove through the lines of the overextended Polish army and prevented it from regrouping. Within a week, the situation was hopeless for the Poles. In the west, the French army launched a tentative and cautious advance into Germany in mid-September that halted after gaining a few square kilo-

metres. When Polish resistance ceased in late September, the French withdrew behind their Maginot Line, and the Phony War began.

With Poland out of the war and the Soviet Union remaining neutral and favouring Germany, the employable German forces outnumbered the military forces of France and Britain. The British army was still small and expanding slowly; Various shortages of equipment, particularly antiaircraft and antitank guns, plagued the French army. The Luftwaffe outnumbered the combined Allied air forces, but the French were finally organizing their aircraft industry efficiently so that Allied monthly aircraft production soon passed that of Germany. With these factors in mind, the Allied leaders concluded that they would achieve numerical superiority sometime in 1941, when they could launch their offensive and win the war. They believed that a German offensive would hasten Allied victory: the Germans would either take tremendous losses assaulting the Maginot line or, avoiding the Line, invade Belgium and be halted on the Belgian plains by most of the mobile elements of the Allied armies.

To the Germans, the Phony War was not so phony. Several times during the winter of 1939-1940, the Germans prepared to launch their offensive, only to postpone it at the last moment due to poor weather. In January, they postponed the offensive until spring due to the weather and an incident in Belgium. A German major was flying to an important staff meeting in western Germany when his pilot became lost in cloudy weather and landed at Mechelen, Belgium. He was then captured by the Belgians. The significance of this (the Mechelen Incident) was that the major was carrying the plans for the German western offensive, detailing a drive across Belgium and the Netherlands. The Belgians passed the plans along to the Allies, confirming their suspicions as to German intentions and the correctness of the Allied plan. Upon receiving the plans, the Allies believed that the German invasion was imminent and began their troop movements to the Belgian frontier. This proved to be another false alarm and the troops soon returned to their barracks. The Germans were greatly dismayed at the loss of their campaign plans. German intelligence, however, observed the Allied troop movements, gathering much on the Allied dispositions and intentions. Later that winter, a new plan evolved, originating from Erich von Manstein. This plan, using the information gathered during the false alarm, called for the main drive to pass through the Ardennes, a wooded region between the Maginot Line and the Belgian plains. Once through this area, the forces would pierce the French defences on the Meuse River and then drive to the English Channel. Belgium and the Netherlands were to be invaded so that the main Allied armies would advance into Belgium and there be cut off from the rest of France.

On May 10, 1940, the Germans launched their offensive and the Allies reacted as expected. The main drive quickly reached the Meuse River in France, the weakest held sector of the Allied line. German armour and air power, the two arms the French were poorly equipped to combat, quickly forced a crossing, with the French formations dissolving before them. The situation became extremely crucial as the French high command proved unable to react effectively to the rapid pace of events. Prepared for a slow-moving war of attrition, the French generals were unable to adjust to the fast pace of the German advance. They could not organize either a defence against the German rush to the Channel or an

effective counterattack against the narrow corridor of Germans encircling the armies in Belgium. Dunkirk and the final drive across France still lay ahead, but Germany had already won the campaign.

The One-Week Europa version of Fall of France recreates the German offensive in the west in the spring of 1940. Play it as either a two-player game or one campaign in a game of Grand Europa. One side controls the German and Italian forces and the other side controls the Allies (British and French with the possibility of the Belgians, Dutch, and Swiss should they also be invaded). Germany must attempt to defeat the Allied armies and occupy France as a prelude to their invasion of the Balkans and the Soviet Union. The Allies must attempt to halt the invasion, wear down the German forces, and so gain the strategic initiative.

1.G. WAR IN THE DESERT.

The One-Week Europa version of War in the Desert recreates the military situation in North Africa and the Middle East from late 1940 to mid-1943. This period includes the initial Italian invasion of Egypt, the British response and subsequent victories, the German attacks under Rommel and his defeat at El Alamein, the British invasion of the Levant and Iraq, the American invasion of French North Africa, and the final battle for Tunisia. Play it as a two-player game or as part of a larger campaign.

1.H. THE BALKAN FRONT.

By the fall of 1940, the stunning German successes in Poland, Norway, and the West eclipsed the glory of Fascist Italy. To bring Italy again into the world's limelight, Mussolini presented and ultimatum to Greece, Greek territory bordering Italian-controlled Albania must be handed over to Italy. Failing acceptance of the harsh demands, Greece would be invaded and be forced to come to terms by the might of Italian arms.

Campaigning began on October 28, 1940. Very quickly, the world saw the Italian army fail abysmally. Italian divisions, plagued by a weak organization, poor generalship, and unrealistic planning, were totally unprepared for the fierce Greek resistance. By the end of the year the small Greek army had thrown the Italians back into Albania.

With the appearance of the British to aid the Greek effort, Germany, concerned about possible interference with the oil supply from Rumanian, drew up plans for the conquest of Greece (Fall Marita). The plan was quickly modified to include Yugoslavia when a coup overthrew the Yugoslav government and the coup leaders renounced the Tripartite Pact (an alliance signed with Germany). Germany struck on April 6, 1941, at the arrival of fair weather. Yugoslavia, torn by internal dissent, quickly collapsed and war-weary Greece was overrun as the British hastily evacuated to Crete, their last bastion in the area. Fall Merkur, the airborne operation against Crete, was then planned and executed. By the beginning of June 1941, the Axis was in total control of the Adriatic and Aegean regions.

The One-Week Europa version of this campaign has a dual nature in the two-player game. Initially, the Italians attempt to defeat Greece with the forces at their disposal, trying to regain prestige for the Italian armed forces. If this fails, the Germans will intervene and must rapidly subjugate the area, as their troops will be needed in Russia. The Allied

player attempts to thwart both these aims. Political rules in Grand Europa will probably decide if this campaign even occurs as part of the grand campaign.

1.I. WAVELL'S WAR.

On August 2, 1939 British General Archibald Wavell accepted the position of Commander in Chief of British forces in the Middle East. In doing so, he took personal command of Allied forces that would campaign on five distinct fronts — the Western Desert, East Africa, the Balkans, Iraq, and Syria — spanning parts of three continents. His responsibilities stretched from the Dinaric Alps to the Kenyan savannas, from the oases of the Sahara to the Elburz Mountains in Iran. Only rarely would one commander face a situation of such scope while operating with shortages of troops, equipment, and supplies.

Wavell's War (WW) is a One-Week Europa module that combines the games Balkan Front (BF) and War in the Desert (WitD), and extends the area covered to East Africa. This creates one game recreating the entire war from 1940 to 1943 in the Mediterranean, Africa, and the Near and Middle East. It focuses on the situation faced by General Wavell in balancing multiple campaigns on three continents. Although the game continues well after Wavell was replaced in command of Allied forces in the theatre, decisions had already been reached in all of these areas except North Africa itself. Neither Generals Auchinleck nor Montgomery who succeeded Wavell would have to juggle separate operations in the way Wavell did.

1.J. FIRE IN THE EAST.

Fire in the East/Scorched Earth/Urals is a historical game covering the German invasion of the Union of the Soviet Socialist Republics on 22 June 1941. This started a campaign that brought the Germans to the gates of Moskva and ultimately to the destruction of the Wehrmacht and the utter collapse of the Third Reich. While ownership of the Urals is not required to play this variant, Scorched Earth is the companion game to Fire in the East, and Fire in the East is required to play Scorched Earth. Together the two games cover the fighting on the Russian Front from June 1941 to the end of December 1944.

Fire in the East/Scorched Earth/Urals is a two-player game but its size lends itself admirably to multi-player team play. One side controls the forces of Germany and its allies while the other controls the forces of the Soviet Union. The maps cover the western regions of the USSR from the Arctic to the area just east of the Ural Mountains and continuing south to the Caucasus Mountains. Ground units represent corps, divisions, brigades, regiments, battalions and batteries. Air units represent groups of 40-60 aircraft. Naval units represent major warships plus supporting vessels and flotillas of smaller vessels. The rules use the basic Europa system as a framework, with modifications and changes to account for one week turns, and with specialized rules covering the historical situation in detail.

The German player must attempt to "... crush Soviet Russia in a lightning campaign" (Fuhrer directive number 22, Fall Barbarossa), by destroying the Red Army as a fighting force and by occupying key regions of the USSR. Soviet players must attempt to halt the invasion and, ultimately, to destroy the invaders.

1.K. SECOND FRONT.

Second Front covers the 1943-1945 western Allied campaigns against the Axis in France, the Low Countries, Italy and Germany.

In the game, the Allied player, controlling the forces of the United States, the British Empire, Dominions, and Commonwealth, the Free French, and a host of other allies, must decide where and when to invade Fortress Europe. The Axis player must be on guard, attempting to defeat any invasion or, failing that, to hinder and stalemate the Allied advance.

