

## 2. GAME COMPONENTS. (V 03.08.21)

One-Week Europa needs the following game components to play:

*Note: Players may print and photocopy any game components for their personal use.*

### 2.A. RULES.

This rules set will eventually replace those used in all other Europa games. Rules that are specific to a country are either listed in their own rule section or have the country name listed in brackets after the rule heading or before the appropriate paragraph. These rules may be ignored by players not playing the listed country. Players opposing the listed country should be aware of these rules as they may affect their units.

### 2.B. MAPS.

All maps used to play Europa games are needed for One-Week Europa.

### 2.C. DICE.

Players may choose to have up to 7 dice to use during combats. They are described as follows:

- 1) Main Combat Dice: 2d6 (red).
- 2) Attackers Disruption Dice: 1d6 (white)
- 3) Defenders Disruption Dice: 1d6 (black)
- 4) Surprise Attack Dice: 1d6 (green)
- 5) Percentile Odds Dice: 1d10 (red)
- 6) Armour Effects Dice: 1d10 (pink)

Roll up to four dice if an enemy installation is in a captured hex:

- 1) Airbase Collateral Damage Dice: 1d6 (oversize red)
- 2) Marshalling Yard Collateral Damage Dice: 1d6 (oversize black)
- 3) Port Collateral Damage Dice: 1d6 (oversize blue)
- 4) Bridge Collateral Damage Dice: 1d6 (oversize grey)

### 2.D. COUNTERS.

All counters used to play Europa games or scenarios are used with One-Week Europa. Several types of counters must be printed and mounted to play One-Week Europa. They are identified on the MARKER AND COUNTER FORMAT DISPLAY or are described in the rules. Printable counters will be provided for download at an internet site at a later date.

### 2.E. CHARTS.

A set of charts and tables consisting of all generic charts and tables needed to play any scenario, is enclosed at the end of these rules. These consist of the following:

- 1) Ground combat results/RED/armour effect's table.
- 2) Air combat/antiaircraft fire/bombing table.
- 3) Weather table.
- 4) Terrain effects chart.
- 5) Generic Unit Identification Chart.
- 6) Turn record chart.
- 7) Headquarters/depot/supply unit capacity chart.

- 8) Detailed sequence of play.
- 9) Europa Marker Display. The marker display is a generic display for corps/army and air markers and should be photocopied for multiple use in the game. *Note: The display should be photocopied and the original saved, since it may be written on when used. Also, when playing in teams, giving each player his own display helps to organize play.*
- 10) One Europa map legend. This map legend shows all terrain types.
- 11) One Europa map guide. This guide shows the layout of the maps. It also covers the geography of Europe and North Africa, showing countries, military districts, weather zones, and seas.
- 12) Engineering summary.
- 13) Railroad regauging, recertification and repair summary.
- 14) Combat sheets. Photocopy these and use a plastic overlay to write on them as most combats in the game will be shown on them.
- 15) Interdiction/air unit repair/airbase capacity/intrinsic AA strength table.
- 16) Axis/Allied air charts.
- 17) City display.
- 18) Supply Centre table.
- 19) Supply line summary/area weather chart.
- 20) Axis/Allied units available charts.
- 21) Axis/Allied units eliminated charts.
- 22) Supply effects table.
- 23) Stacking/supply line summary.
- 24) Terrain effects on supply/resource and supply point capture table.
- 25) Dual ownership display.

Other miscellaneous charts and tables may be photocopied from the rule book and used to help the players if needed.

#### 2.E.1. AXIS CHARTS. (Germany)

A set of charts consisting of all charts and sheets required to play Germany is enclosed at the end of these rules. Not all will be necessary for every game. They consist of the following:

- a) German special RP Costs Chart.
- b) German reinforcement location chart.
- c) German supply centre chart.
- d) German infantry reorganization chart.
- e) German replacement costs chart.
- f) German unit breakdown list.
- g) German unit breakdown organizational chart.
- h) German Unit Identification Chart.
- i) German Wehrkreis holding boxes chart.
- j) German garrison chart.
- k) German intrinsic AA strength chart.

**2.E.2. SOVIET CHARTS. (Russia)**

A set of charts consisting of all charts and sheets required to play the Soviet Union is enclosed at the end of these rules. Not all will be necessary for every game. They consist of the following:

- a) Soviet reinforcement location chart.
- b) Soviet supply centre chart.
- c) Soviet unit breakdown list.
- d) Soviet unit breakdown organizational chart.
- e) Soviet Unit Identification Chart.
- f) Soviet MD holding boxes chart.
- g) Soviet garrison chart.

**2.E.3. ALLIED CHARTS. (Allies)**

A set of charts consisting of all charts and sheets required to play the Allies is enclosed at the end of these rules. Not all will be necessary for every game. They consist of the following:

- a) Allied reinforcement location chart.
- b) Allied unit breakdown list.
- c) Allied unit breakdown organizational chart.
- d) Allied Unit Identification Chart.
- e) Allied MD holding boxes chart.
- f) Allied garrison chart.

**2.F. ORDERS OF BATTLE (OBs).**

All ORDERS OF BATTLE are found in the scenario booklets. If playing another Europa game using the rules from One-Week Europa, use the appropriate OB from the game being played. See Rule [60.C](#) for changes to arrival dates of reinforcements and replacements when using Europa OBs.

The main OB Booklets are shown below:

- 1) Axis Order of Battle book (plus Italy and Axis minors).
- 2) Allied Order of Battle book (Poland, France, Commonwealth, and US).
- 3) Neutral/Minor Countries Order of Battle book.
- 4) Pre-war Order of Battle book (Spain, Ethiopia, etc.)

