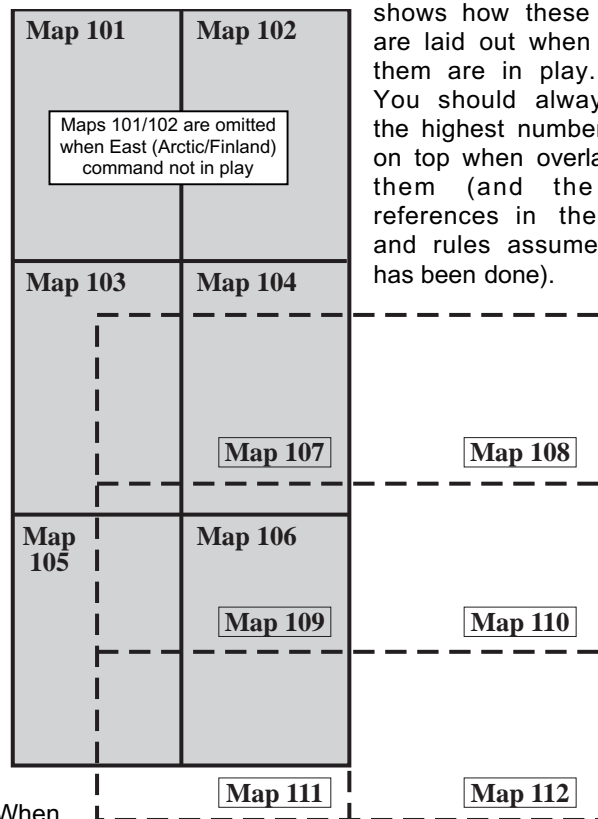


3. MAP LAYOUT/REFERENCES

This OB is designed to be used with *Total War* maps 101-106 and *Turning Point* maps 107-112. The diagram below shows how these maps are laid out when all of them are in play. *Note:* You should always lay the highest number map on top when overlapping them (and the hex references in the OBs and rules assumes this has been done).



When specific map hexes are referred to in the OBs they are identified by map and hex number. Further, if the cited hex also contains a city, town, resource center, airfield, or island name, that name is listed as an aid in locating in the hex. Finally, if the hex appears on multiple maps in the East Front games, the map/hex reference for each map is listed. *Example:* Bryansk (104:4532 or 107:3932) refers to the hex containing the city of Bryansk, labeled as hex 4532 on *Total War* map 104, and as hex 3932 on *Turning Point* map 107.

4. THEATERS AND COMMANDS

Forces in the OBs are listed by theater (command). *Example:* 'East (Arctic/Finland)' refers to the Arctic/Finland Command in the East Theater. *Note:* Theater designations allow the OBs in the *Europa* games to be easily joined into a single larger OB thus allowing for play of bigger scenarios, and, eventually, of all of *Grand Europa*. Conversely, command designations allow large games to be split into smaller scenarios by simply leaving out various commands. *Example:* If space is limited, players can greatly reduce the amount required for *Total War* by playing a scenario that uses only the East (Main Front) command.

A. The East Theater Commands:

1. East (Arctic/Finland): 1) Finnmark District of Norway, 2) 1939 Finland—except islands, ports, naval bases, shipyards, and intrinsic CDs in Central Baltic or Gulf of Finland, 3) Leningrad/Arkhangelsk MDs of the Soviet Union on or N of the 08xx hexrow on *Total War* map 104 (or on or N of the 02xx hexrow on *Turning Point* map 107), 4) Gulf of Bothnia, 5)

Northern Seas (Barents/White/Pechora/Kara Seas+Norwegian Sea E of weather line A/B), and 6) *For Axis only:* Tromsø-101:0510 and the surrounding 'Norw Sea 47' sea circle.

2. East (Main Front): 1) 1939 Finland: All islands, ports, naval bases, shipyards, and intrinsic CDs in Central Baltic or Gulf of Finland, 2) Soviet Union: Moskva, Western, Orel, Kiev, Odessa, Kharkov, and North Caucasus MDs + portion of Arkhangelsk/Leningrad MDs that are not in Arctic/Finland, 3) Soviet-Occupied Western Territories: Estonia, Latvia, Lithuania, Vilnius Strip, West Byelorussia, Bialystok, Polessie, Volhynia, Galicia, North Bukovina and Bessarabia; 4) Eastern Greater Germany: WK I, WK XX, Suwalki, Ciechanow, WK GG, and Slovakia, 5) Greater Hungary: Hungary, Transylvania, Backa, Baranja, and Murje, 6) Central Romania, and 7) Central Baltic, Gulf of Finland, and Black Sea.

3. East (Volga/Urals): Volga and Urals MDs of the Soviet Union. *Note:* In *Total War* this consists of the small portion of the Volga MD that appears on maps 104/106 plus the off-map Volga/Urals MD Holding Boxes on the *Total War* Soviet Game Chart; whereas in *Turning Point* all of both MDs are on map.

4. East (Siberia): Siberia MD of the Soviet Union. *Note:* This command is not in play in *Total War*; whereas in *Turning Point* this consists of the small portion of the MD that appears on map 110 plus the off-map Siberia MD Holding Boxes on the *Turning Point* Soviet Game Chart.

5. East (TC/South): 1) Transcaucasus MD of the Soviet Union and 2) Caspian Sea. Expands to include: 3) Northern Iran after Soviet invasion of Iran occurs, and 4) Eastern Turkey if the *Turning Point* OB Option 'Turkey Attacks the Soviet Union' is in play. *Note:* In *Total War* this consists of the small portion of the Transcaucasus MD that appears on map 106 plus the off-map Transcaucasus MD Holding Boxes on the Soviet Game Chart; whereas in *Turning Point* the entirety of the expanded command is on-map.

6. East (Central Asia): Central Asia MD of the Soviet Union, plus the Aral Sea. *Note:* This command is not in play in *Total War*; whereas in *Turning Point* this consists of the portions of the MD that appear on maps 110-112 plus the off-map Central Asia MD Holding Boxes on the *Turning Point* Soviet Game Chart.

B. Player Control of Theaters/Commands:

The scenario instructions in the game-specific rules list the theaters/commands that are under player control and thus in play. If a theater/command is not under your control then ignore all OB listings for it.

1. Transfers: When the OBs list forces as transferring between theaters/commands under your control, simply ignore those transfers. However, if the OB lists forces as transferring from a theater/command you control to another you do NOT control, you MUST transfer those forces. *Example:* You control only the East (Main Front) command; the OB requires forces to transfer from that command to the East (Arctic/Finland) command; so you must transfer those forces there.

2. Special Arrivals: If you control both the East (Arctic/Finland) and East (Main Front) commands you may elect (unless otherwise prohibited by the OB) that forces specified as arriving in East (Arctic/Finland) from West (Gr.Germany) may instead arrive in the East (Main Front).

3. Off-Map Theater/Command Connections: The scenario instructions may specify that various game charts are to be used. If a game chart is in use then any naval/rail/road/air connections on that chart that connect theaters/commands that are in play are also in play. Both sides may use air connections; however, naval/rail/road connections may only

be used by the owning player/side.

5. PREPARING FOR PLAY

Determine the scenario to be played. Then, consult the 'Preparing for Play' section of the rules for that scenario in the appropriate game-specific rules for info regarding which OBs, maps, and game charts are to be used, which theaters/commands are in play, which side is the first (or second) player, and any other special instructions.

Example: 'The Full Barbarossa' scenario [TW 51B] specifies that the OBs, maps, and game charts from *Total War* are used; that the East (Arctic/Finland), East (Main Front), East (Volga/Urals), and East (TC/South) commands are in play; that the game is setup using the Jun II 41 initial conditions/initial off-map garrisons/initial on-map forces (part 8A of the OBs) for those commands; that the player sequence is Axis (first) and Soviet (second); that the Axis player plans any Special Operations for the first two turns during setup (and that the Soviet player cannot plan/execute any special operations during this period); and that the game begins with a special Jun II 41 Axis Surprise Attack Turn (followed by a regular Jun II 41 game turn).

Use the following sequence to prepare for play:

1. OB Options: Determine what OB Options (part 11 of OBs), if any, are to be used. Note that some options can change the normal setup instructions.

2. Map Layout: Lay out the maps for the scenario (per part 3 of the OBs). You should take a few moments now to familiarize yourself with the symbology used on the game maps by referring to the *Europa Master Terrain Key* in use for the scenario being played. *Note:* In some games this is a separate chart, in others it is printed as an inset on the game maps: e.g., in *Total War* it is an inset on map 101.

3. Game Charts: Lay out the Game Charts used in the scenario and place the available Corps HQs Markers and Breakdown/Assembly Components in the appropriate boxes on those charts (per parts 6/7 of OBs).

4. Initial Conditions: Consult the 'Initial Conditions' part of the OBs for detailed information regarding: 1) the front line and the territory your side owns, 2) the status of facilities (capitals, factories, oil refineries, fortifications, airfields, naval minefields, rail/waterway nets, transportation lines, resource centers, etc.) under your control, 3) any intrinsic forces (such as AA or CDs) you control, 4) any replacement points/resource points you have stockpiled at start of game, and 5) the new production and reinforcements (conditional and regular) that may be taken during play. Deploy game markers as necessary to implement the above. Both sides do this simultaneously.

a. Map Facilities: All facilities printed on the maps (fortified hexsides, fortresses, bridges, airfields, ports, naval bases, shipyards, transportation lines, rail and inland/coastal waterway marshaling yards, and resource centers—as illustrated in the 'features' section' of the *Europa Master Terrain Key*, that are in Axis territory at the start of the game are at full capacity (with no damage) unless noted otherwise in the initial conditions for the applicable command.

b. Transportation Lines [GE 9]: The maps show all transportation lines (rail lines, roads, etc.) as they exist (built or unbuilt) on Sep I 39. If the status of a line differs from the map depiction, this is listed under the initial conditions.

c. Rail and Inland/Coastal Waterway Nets: The extent and starting capacities of each net under your control is

specified. For rail nets, the gauge of the various rail lines is also listed. For waterway nets, any canal connections with other waterway nets are described. Finally, if two (or more) nets may be combined into a single net under certain conditions, this is described in detail.

5. Initial Off-Map Garrison Forces: Deploy the listed forces off-map in the specified garrison box(es) on your Game Charts. *Exception:* Keep a paper record of the RPs/Res Pts in garrisons. *Note:* Most garrison boxes have sub-boxes, usually one for 'dispersed', one or more for specific cities/hexes, plus some that are blank and can be used for specific hexes within the garrison's area as defined by the owning player. Deployment may be specified by sub-box; but if no breakdown is given for a garrison you may place the garrison's forces in any of its sub-boxes (including ones you define during setup).

Each garrison's listing includes a code specifying its type:

(f) Flexible Garrison: Mandatory minimums (REs of certain unit types, etc.) as specified on Game Chart; but exact assignment up to owning player/changeable each turn.

(r) Rigid Garrison: Specific forces assigned by OB, including to specific sub-boxes of garrison; no changes (even within sub-boxes) except as specified by OB.

(sr) Semi-Rigid Garrison: Specific forces assigned by OB; but exact assignment to sub-boxes up to owning player/changeable each turn so long as any minimums are met.

If a conditional reinforcement (CR) can affect a garrison, the CR # is included in the garrison's listing. See [GE 29] for detailed instructions regarding garrisons (including ways they may be released for on-map operations).

6. Initial On-Map Forces: Deploy the listed forces on-map in the specified areas.

a. Setup Sequence: For setup purposes, the initial on-map forces in each command are divided into two categories: *Front-Line Forces* and *Reserve Forces*. Use the following interactive sequence when setting up these forces:

- 1) The second player deploys all his front-line forces.
- 2) The first player deploys all his front-line forces.
- 3) The second player deploys all his reserve forces.
- 4) The first player deploys all his reserve forces.
- 5) The second player may attempt to redeploy ground

units (but no air or naval units) in the reserve forces of his front-line commands (any command that contains front-line forces). For each front-line command he rolls a die; the result is the # of units from any of his reserve forces in that command that he may attempt to redeploy. For each attempt, roll a die and consult the *Success Table* (on the Ground Chart): a *success* means the unit may redeploy. During this redeployment, all the normal movement rules [GE 8] apply except all movement allowances are halved and no special forms of movement (admin, rail, waterway, etc.) are allowed.

b. Deployment Restrictions: Forces listed for a district or region without further deployment information are placed in any friendly-owned hexes in that district or region.

When deploying front-line forces, each friendly-owned front-line hex must be occupied by, or in the ZOC of, a friendly divisional unit unless the deployment instructions for a command, area or deployment group specify otherwise. *General Exception:* In the Arctic and the Desert, only front-line hexes with a transportation line crossing the frontier must be occupied by, or in the ZOC of, a friendly unit (and note that any unit with a ZOC, not just a divisional unit, suffices here).

Each group of forces deploying along a front line has a range of hexes for deployment. No unit of the group may be deployed in any hex outside of this range. *Example:* Units of a

group with a deployment range of 103:4828 (N) to 103:5028 (S) to 103:4930 (W) cannot deploy in hexes north of the 103:48xx hexrow, south of the 103:49xx hexrow, or west of the 103:xx30 hex column.

When forces are listed as deploying within a certain number of hexes of a demarcation line or border count these hexes starting from the hexside. *Example:* Hex 103:2429 is 3 hexes from the demarcation/border hexsides along hexes 103:2228 and 2327 and 2 hexes from the demarcation/border hexsides along hex 103:2428.

The stacking limits [GE 10A] may not be violated when deploying units on-map; note that overstacks are prohibited except where the listing for a specific deployment group allows otherwise. Units cannot be placed in prohibited terrain [GE 8], and Axis rail-only units [GE 15Q1] must be placed on rail hexes of the appropriate gauge: broad gauge for Finnish units, standard gauge for all other Axis units. Units may be deployed broken down. Similarly, units that can assemble into a unit may be deployed assembled.

All naval units are deployed 'in port', unless the listing for their deployment group specifically allows them to be 'at sea'. Cargo cannot be deployed already embarked on naval units unless specifically allowed by the setup instructions.

7. Special Operations: Plan your initial special operations—e.g., airborne landings, amphibious landings, and/or commando surprise attacks—per [GE 26A] if allowed to do so by the scenario's rules.

8. Start the First turn of the Game.

6. CORPS HQs MARKERS

Place off-map in the **Available HQs Box** of any **Axis Game Chart**. Thereafter these markers may be used, per [GE 10C], and in conjunction with the **Europa Corps/Wing Marker Display**, to help relieve congestion on the map and to regulate overstacking [GE 10D]. Note that Corps HQs are markers (not units) and that per [GE 2B3] players may make up additional markers for use in the game if desired.

Finnish:

6x Lt Inf XXX HQ 2, 3, 4, 5, 6, 7

German:

11x Pz XXX HQ 3, 14, 24, 39, 40, 41, 46, 47, 48, 56, 57
4x Mtn Jager XXX HQ 18, N19, 36, 49 (w)
33x Inf XXX HQ 1,2,4,5,6,7,8,9,10,11,12,13,17,20,23,26,
27,28,29,30,34,35,38,42,43,44,50,51,52,53,54,55,59

Hungarian:

1x Mot Inf XXX HQ Gy
1x Inf XXX HQ 8

Italian:

1x Inf XXX HQ 35

Romanian:

1x Mtn Lt Inf XXX HQ Mun
9x Inf XXX HQ 1, 2, 3, 4, 5, 6, 7, 8, 11
1x Cav XXX HQ Cav

7. AVAILABLE BREAKDOWN AND ASSEMBLY COMPONENTS

Place off-map in the corresponding labeled boxes of the **Breakdown/Assembly Display** on the **Total War Axis Game Chart**. (For example, place the A:1 through A:8 Finnish Lt Inf XX Breakdown components in the Finnish 'A' Breakdown

Box.) Thereafter these components may be used to break-down and assemble units per [GE 16]. Note that these components are units [GE 2B2], not markers, and that this means that the components specified for a scenario are the only such counters that may be used in that scenario.

EAST (ARCTIC/FINLAND):

Finnish:

Available Lt Inf XX Components:

3x 3-6•/2-6° Lt Inf [X+]	A:1, B:1, C:1
6x 2-6•/1-6° Lt Inf III	A:2, A:3, B:2, B:3, C:2, C:3
3x 2-6•/1-6° Ski Lt Inf III	A:4, B:4, C:4
3x 1-6•/1-6° Lt Inf III	A:5, B:5, C:5
3x 1-6•/1-6° Ski Lt Inf III	A:6, B:6, C:6
3x 2-3-6/2-6 Art III	A:7, B:7, C:7
3x 1-2-6/1-6• ³ Art III	A:8, B:8, C:8

German:

Available Mtn Jager XX— Components:

4x 3-8•/2-8° Mtn Jager III	H:1, H:2, I:1, I:2 (w)
2x 2-8/1-5• ³ Mtn Art III	H:3, I:3 (w)

Available Inf XX Components:

2x 3-6•/2-6° Inf III	K:1, K:2 (w)
2x 2-6•/1-6° Inf III	K:3, K:4 (w)
1x 2-3-6/1-5• ³ Art III	K:5 (w)

EAST (MAIN FRONT):

German:

Available Mot Inf XX— Components:

6x 3-10•/2-10° Mot Inf III	A:1, A:2, B:1, B:2, C:1, C:2
3x 2-10 Mot Art III AA=1	A:3, B:3, C:3

Available Pz XX Components:

14x 4-10• Pz BG AA=1	D:1, D:2, D:3, E:1, E:2, E:3, F:1, F:2, G:1, G:2, Q:1, Q:2, R:1, R:2
12x 3-10• Pz BG AA=1	D:4, D:5, E:4, E:5, F:3, F:4, G:3, G:4, Q:3, Q:4, R:3, R:4

Available Mtn Jager XX— Components:

2x 3-8•/2-8° Mtn Jager III	J:1, J:2 (w)
1x 2-8/1-5• ³ Mtn Art III	J:3 (w)

Available Inf XX Components:

6x 3-6•/2-6° Inf III	L:1, L:2, M:1, M:2, N:1, N:2
6x 2-6•/1-6° Inf III	L:3, L:4, M:3, M:4, N:3, N:4
3x 2-3-6/1-5• ³ Art III	L:5, M:5, N:5

Available Jager XX— Components:

4x 3-8•/2-8° Jager III	O:1, O:2, P:1, P:2
2x 2-8•/1-8° Jager III	O:3, P:3
2x 2-8/1-5• ³ Art III	O:4, P:4

Available 22nd Air Lndg Inf XX Components:

1x 7-5• Air Lndng XX	22
2x 2-5°/2-5• Air Lndng Inf III	22:16, 22:47
1x 1-5°/2-5• Air Lndng Inf III	22:65
1x 1-5• ³ Air Lndng Art III AA=1	22:22B

Available Mot Inf XX (SS) Components:

1x 3-10•/3-10° Mot Inf III	A:1 (SS)
2x 3-10•/2-10° Mot Inf III	A:2, A:3 (SS)
1x 2-10•/2-10° Mot Inf III	A:4 (SS)
1x 2-10/1-10• ³ Mot Art III AA=1	A:5 (SS)

Available 1RFSS Security X (SS) Components

1x 1-2-8• Sec III	8 (SS)
1x 1-8° Sec III	10 (SS)

Available Mot Hv AA III (LW) Components:

4x 1-10° Mot Hv AA II AA=2	I/7, I/26, I/29, I/36 (LW)
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Available for Assembly:

2x 2-10° Mot Hv AA III AA=4	7, 12 (LW)
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Romanian:

Available 2Gda Lt Inf X+ Components:

2x 1-8• Lt Inf III	3Gran, 4Gran
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