

# 1939 EUROPE

Season	Events/Notes
pre-game	<p>Determine &amp; select pre-war variants and optional events, units, and rules.</p> <p><b>SETUP NOTE:</b> Second USSR Attrition <i>only</i> used for variation (p. 6, Staff Purges).</p> <p><u>Pre-war variations:</u> <b>Players Guide:</b> Pro-Allies: Staff Purges, Belgian Waffling, Austria Defiant, Rhineland Demilitarized, Peace in our Time, Republican Spain (p. 6-8); Pro-Axis: Z-Plan, Italian Preparedness, No Scuttle, Jet Research, Romanian Rapprochement (p.5-6); Neutral: No Spanish Civil War, American Entry Automatic, Maginot to the Sea, Poland Shall Not Perish, Red Navy (p. 5-9); Trotsky Gambit (p.19-20), German Fascism (p. 64). <b>Rumors of War:</b> Swedish Rails, Scania Magna, Early Start Paratroop, Holland Waterline, The Queen's Coup, Estonia, Latvia, Baltic Entente, Krupp Kaiser &amp; Communists, Troelstra (p. 20-23), Gloire (p.32). <b>Daily Content:</b> Nazi War Machine [note: force pool editions are not reflected below for this variant].</p> <p><u>Optional events:</u> <b>Players Guide:</b> I Aim for the Stars, Five Year Plan in Four, Pearl Harbor (extra in Spring 42), Super Subs, Heisenberg Principle, Increased Vichy Army, Italian East Africa, Labor Strike, Commonwealth United, Tito (p. 9-10). <b>Rumors of War:</b> Great Polish Rally (variation of existing event, p. 24), Cross of Lorraine (variation of existing event, p. 31), Maquis (p. 31). <b>Daily Content:</b> With Burning Sorrow, Razzia, Kurdish Revolt, Plot to Assassinate Hitler</p> <p><u>Optional units:</u> <b>Players Guide:</b> Jets (p. 13), Trans-Jordan INF (p.47), Spanish Republican INF (p. 46), Unholy Crusade Spanish INF (p. 63), Jewish Brigade INF (p. 47), Norwegian SURF (p. 47), Spanish 3-3 INF upgrade at start (p. 47). <b>Rumors of War:</b> Danish Fleet (p. 20), Estonia &amp; Latvia INF (p. 22), Polish Fleet &amp; ARM (p. 24-25), German, Romanian &amp; Bulgarian CAV (p. 24), Finnish SUB (p. 24), Mountain units [MTN--7 powers] (p. 25-26), Eire INF (p. 39-40), They Shall Not Pass [French PARA, LC, Airfield/beachhead (p. 31)], Improved Greek forces (p. 42), British, Italian, and Soviet MAR (p. 48). <b>Daily Content:</b> Poland's Watery Dreams, Polish Cavalry, German Siege Guns, Stalin's Carriers, Isle of Man.</p> <p><u>Optional rules:</u> <b>Players Guide:</b> Jet technology reverse engineering (p. 13), Spanish &amp; Turkish players (p. 51-52), Italian fleet seizure (p. 55), Free cities (p. 64). <b>Rumors of War:</b> Central Asia map (p. 16-19), French variants (p. 31-32), Romanian player (p. 49-53). <b>Daily Content:</b> Leaders, Italian Libyan Infrastructure, Ruthenia, 4.37 Sustained Offensives, 9.45 Naval Evacuation, 22.46 More Weather, Manpower Shortages.</p> <p>Notes:</p>
Fall	<p><i>Events:</i> Molotov-Ribbentrop (3), Why Die for Danzig, No Event, <b>With Burning Sorrow, Kurdish Revolt.</b></p> <p><i>Check for South African neutrality (18.3):</i></p> <p><i>Check for Why Die for Danzig (13.9):</i></p> <p><i>Check for German transfer of Slovakia to Hungary or Poland (17.11):</i></p> <hr/> <p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p>Notes:</p>
Winter	<p><i>Events:</i> Mussolini is Always Right, Mass Strike, <b>Five Year Plan in Four.</b></p> <hr/> <p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p>Notes:</p>

**KEY:** Players Guide, Rumors of War, Daily Content

# 1940

Spring	<p><i>Special Rules:</i> Receive BRPs but no growth. <i>Events:</i> AFV License, Churchill Directs, Fuhrer Directive, Yugoslav Coup, No Event (2).</p> <p><i>Force Pool:</i> USSR: 1 x 9 SURF, 1 x 2 CV, Italy 1 x 1-3 MAR</p> <p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>
Summer	<p><i>Events:</i> ANZAC Total War, Armeé Navale: Axis, Armeé Navale: Allies, Cross of Lorraine, Great Polish Rally, Iron Guard, Martial India, Oil Strike, South Styria, Sudtiroil, Vienna Award, No Event (2).</p> <p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>
Fall	<p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>
Winter	<p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>

# 1941

Spring	<p><i>Special Rules:</i> French INF upgrade and may build one airbase (19.8). <i>Force Pool:</i> Italy: 1 x 2-5 ARM (may not be built to 4-5 strength unless AFV License event drawn); Germany: 1 x 3-3 PARA, 1 x 5-8 SAC (only with Italian permission); <b>France: 1 x 2-3 PARA, 2 LC, 2 Beachhead/airfields</b>; Poland: 1 x 2-5 ARM, 1 x 1 SURF; <b>USSR: 1 x 1-3 MAR</b>. <i>Special Event:</i> Italy expends 10 BRP on Libyan infrastructure if not at war with any major power. Libya value increased to 3.</p> <p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>
Summer	<p><i>Events:</i> Arab Unrest, Coup in Iraq, Indian National Army, IRA, Partisans: Yugoslavia (2), Commonwealth United, No Event.</p> <p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>
Fall	<p><i>Events:</i> Pearl Harbor.</p> <p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>
Winter	<p><i>Events:</i> Pearl Harbor.</p> <p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>

# 1942

Spring	<p><i>Special Rules:</i> Improved strategic bombing (11.7). <i>Events:</i> Hitler Killed, Pearl Harbor (4, 5), <a href="#">Super Subs</a>. <i>Force Pool:</i> France: 1 x 5-4 TAC; Hungary: 1 x 2-5 ARM; Italy: 1 x 3-3 PARA, 1 x 9 SURF; Romania: 1 x 2-5 ARM; Soviet Union: 15 x 3-3 INF, 2 x 2-3 PARA, 4 x 4-5 ARM, 2 x 2-4 CAV; Turkey: 1 x 2-5 ARM; United States: 5 x 3-4 INF, 1 x 3-3 PARA, 3 x 5-4 TAC, 1 x 2 LC, 3 x 5-6 ARM, 4 x 9 SURF, 3 x 5-8 SAC, 1 x 0-3 HQ; Britain: 1 x 3-4 INF (Canada), 1 x 3-3 PARA, 1 x 4 CV, 1 x 5-8 SAC, 1 x 3-4 INF (Anzac), 2 x 9 SURF, 1 x 5-4 TAC, 2 x SUB. <i>Special Events:</i> <a href="#">Italy expends 10 BRP on Libyan infrastructure if not at war with MP; Libya value = 4.</a> <a href="#">British manpower shortages.</a></p> <p><i>Event:</i> <i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>
Summer	<p><i>Events:</i> Beneath Contempt, No Event.</p> <p><i>Event:</i> <i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>
Fall	<p><i>Event:</i> <i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>
Winter	<p><i>Events:</i> Independent Ukraine, Japan First.</p> <p><i>Event:</i> <i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>

# 1943

Spring	<p><i>Events:</i> <b>Maquis</b>. <i>Special Rules:</i> British &amp; US SAC double range (13.41). US Flying Fortress (13.42). No deployment limits for South Africa (18.3). Romanian deployment limits decreases to 6 (24.1), French unit upgrade (19.8). <i>Force Pool:</i> France: 1 x 0-3 HQ; Germany: 2 x 5-6 ARM, 5 x SUB; Britain: 1 x 4-5 ARM (Canada); United States: 2 x 5-8 SAC, 1 x 2 LC, 1 x 5-6 ARM, 1 x 2 CV; <b>Poland 1 x 9 SURF</b></p> <p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>
Summer	<p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>
Fall	<p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>
Winter	<p><i>Special Rules:</i> Garrisons to fortresses (13.6); <i>Events:</i> Bell Jets (2), Caproni Jets, Gloster Jets (2), Messerschmitt Jets (2), Yakovlev Jets, <b>I Aim for the Stars</b>, Russo-Japanese War. <i>Special Event:</i> <b>Check for German manpower shortage</b>.</p> <p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>

# 1944

Spring  
*Events:* German decision to pursue Heisenberg Principle. *Special Rules:* Romanian deployment limit decreases to 5.  
*Force Pool:* Italy: 1 x 5-4 TAC; Germany: 1 x 4-6 ARM, 6 x 1-3 INF, 3 x 3-3 INF, 1 x 5-4 TAC, 1 x 1-4 CAV, Russian Fascists 4 x 1-3 INF, (if at war w/ USSR 4+ seasons); Soviet Union: 1 x 4-6 ARM, 1 x 5-4 TAC, 3 x 3-3 INF, United States: 1 x 3-3 PARA; Britain: Trans-Jordan 1 x 2-3 INF if Trans-Jordan has not been conquered and Arab Unrest event has not occurred. *Special Event:* British manpower shortages.

*Event:*  
*DoW's:*

*Surrender/conquered territory:*

*Notes:*

Summer  
*Events:* Magyar Honor, Poland Guaranteed.

*Event:*  
*DoW's:*

*Surrender/conquered territory:*

*Notes:*

Fall  
*Event:*  
*DoW's:*

*Surrender/conquered territory:*

*Notes:*

Winter  
*Events:* Fundamental Differences, German Secret Weapons. *Special Event:* Check for German manpower shortage.

*Event:*  
*DoW's:*

*Surrender/conquered territory:*

*Notes:*

# 1945

Spring	<p><i>Force Pool:</i> <b>Germany: 1 x 1-4 CAV</b>. <i>Special Rules:</i> Romanian deployment limit decreases to 4. <i>Special Event:</i> <b>US manpower shortage</b>.</p> <p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>
Summer	<p><i>Events:</i> Manhattan Project, <b>Heisenberg Principle</b>.</p> <p><i>Event:</i></p> <p><i>DoW's:</i></p> <p><i>Surrender/conquered territory:</i></p> <p><i>Notes:</i></p>