

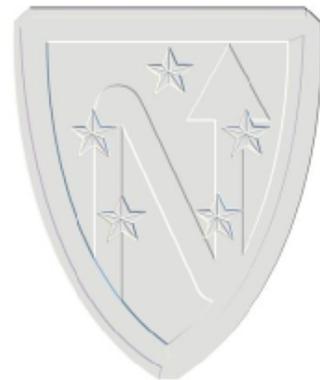
NEPPAGAMES

EUROPEAN THEATER OF OPERATIONS

Campaigns and Scenarios v1.1

www.neppagames.com

NEPPAGAMES
A QUALITY WARGAMING COMPANY



NEPPAGames: ETO™ 1939 Campaign Game

Duration: Fall, 1939 – Summer, 1945 (24 Turns)

Situation: Germany is at war with Poland, France, and Britain.
Italy and Russia are neutral.

Setup: The initial setup sequence is Poland, France, Italy, Britain, Russia, and Germany. The Axis move first each turn. The game begins with the Axis Fall of 1939 turn.

Country	WPP Base	Turn Expenditure Limit	Available WPPs	At Start Units	Available Units	Future Units	Setup Requirements	Control
Germany	76	38	76	8 Inf 2 Rtl 4 Arm 4 AW 2 Flts	20 Inf 5 Rtl 8 Arm 1 AB 2 AW 2 Flts	1943 2 Arm 1944 3 Inf 1 Rtl 1 Arm	1 Inf – Fin, (must remain there) 1 Inf – Rumania, (must remain there) All other German units can setup anywhere in German controlled zones.	E.Prussia
Italy	32	16	32	4 Inf 1 Rtl 1 Arm 2 AW 4 Flts	3 Inf 1 Rtl 1 Arm 1 Flt	1942 1 AB 1 Flt	1 Inf – Libya All other Italian units can setup anywhere in Italian controlled zones.	Albania Libya Sardinia Sicily
France	42	21	42	8 Inf 2 Rtl 1 Arm 2 AW 3 Flts	3 Inf 1 Arm		1 Inf – Syria 3 Flts – Med Sea All other French units can setup anywhere in French controlled zones.	Corsica Syria
Britain*	30	31	Min*/Max* 46 / 62	5 Inf 1 Rtl 1 Arm 2 AW 7 Flts	4 Inf 1 Rtl 2 Arm 1 AW 3 Flts	1942 1 Inf 1 Arm 1 AB 1 AW 1 Flt	1 Flt – British Convoy Box, (must remain there) 2 Flts – Gibraltar 1 Inf – Malta, Palestine, Egypt 1 Arm – Egypt 1 AW – Egypt 1 Flt – Egypt All other British units can setup anywhere in British controlled zones.	Cyprus Egypt Gibraltar Iraq Malta Palestine
Russia	50	25	50	9 Inf 2 Rtl 2 Arm 1 AW 3 Flts	10 Inf 2 Rtl 2 Arm 2 AW	1942 12 Inf 4 Rtl 4 Arm 2 AB	Anywhere in Russian controlled zones.	
U.S. (1942)	136	68	136	10 Inf 2 Rtl 1 Arm 2 AW 4 Flts	5 Inf 2 Rtl 4 Arm 1 AB 3 AW 3 Flts		All 'At Start Units' – U.S. Box	

* - Min is the amount of WPPs Britain currently has. Max is the amount of WPPs Britain currently has plus the Convoy WPPs they may receive by the end of the year.

Victory Conditions:

The Allies win if they occupy Berlin by the end of the Summer, 1945 turn.

The Axis win the game if two Allied Major powers are conquered or if the Berlin zone is not occupied by Allied ground forces by the end of the Summer, 1945 turn.

NEPPAGames: ETO™ 1940 Campaign Game

Duration: Fall, 1940 – Summer, 1945 (20 Turns)

Situation: Germany and Italy are at war with Britain.
Russia is neutral.

Setup: The Axis setup first and move first each turn. The game begins with the Axis Fall of 1940 turn.

Country	WPP Base	Turn Expenditure Limit	Available WPPs	At Start Units	Available Units	Future Units	Setup Requirements	Control**
Germany	76	45	32	20 Inf 3 Vichy Inf 3 Rtl 9 Arm 1 AB 6 AW 2 Flts 5 UB Axis Minor Units	8 Inf 4 Rtl 3 Arm 2 Flts 4 UB (2 per turn) Axis Minor Units (Summer 1941)	1943 2 Arm 1944 3 Inf 1 Rtl 1 Arm	1 Inf – Finland, Rumania, Stuttgart 1 Vichy Inf – Morocco, Algeria, Tunisia 1 Inf, 1 Rtl, 1 Arm, 2 AW – Bonn 1 Rtl, 1 Arm, 2 AW – Belgium 3 Inf, 1 Arm – Metz 3 Inf, 1 Rtl, 2 AW – Calais 4 Arm, 1 AB – Paris 2 Arm – La Rochelle 1 Inf – Marseilles 4 Inf – Warsaw 3 Inf – Krakow 2 Inf – E.Prussia 1 Flt – Kiel, Bergen	Belgium Denmark France Netherlnds Norway Poland Algeria E.Prussia Morocco Tunisia
Italy	32	16	16	5 Inf 1 Rtl 2 Arm 2 AW 5 Flts	2 Inf 1 Rtl	1942 1 AB 1 Flt	1 Arm, – Tripoli 1 Inf, 1 Rtl, 1 Arm – Genoa 1 Inf, 2 AW – Cassino 1 Inf – Sicily, Tobruk, E.Libya	Albania Libya Sardinia Sicily
Britain	30	31	Min*/Max* 27 / 43	9 Inf 1 FF Inf 2 Rtl 3 Arm 3 AW 8 Flts	2 Flts	1942 1 Inf 1 Arm 1 AB 1 AW 1 Flt	1 Flt – British Convoy Box, (must remain there) 1 Inf – Plymouth, Great Yarmouth 4 Inf, 1 rtl, 1 AW, 2 Flts – London 3 Inf, 1 Arm – Mersa Matruh 1 Rtl, 2 Arm, 2 AW - Cairo 2 Flts – Gibraltar 1 Flt – Malta, Port Said 1 FF Inf, 1 Flt – Syria	Cyprus Egypt Gibraltar Iraq Malta Palestine Syria
Russia	50	31	50	19 Inf 4 Rtl 4 Arm 3 AW 3 Flts		1942 12 Inf 4 Rtl 4 Arm 2 AB	Anywhere in Russian controlled zones.	Baltic States
U.S. (1942)	136	68	136	10 Inf 2 Rtl 1 Arm 2 AW 4 Flts	5 Inf 2 Rtl 4 Arm 1 AB 3 AW 3 Flts		All 'At Start Units' – U.S. Box	

* - Min is the amount of WPPs Britain currently has. Max is the amount of WPPs Britain currently has plus the convoy WPPs they may receive by the end of the year.

** - The WPP values of the bolded countries in the Control column are added to the controlling country's WPP Base during the 1941 YSS if they are under their control at the end of their respective Winter turn. (See Manual 5.2)

Victory Conditions:

The Allies win if they occupy Berlin by the end of the Summer, 1945 turn.

The Axis win the game if two Allied Major powers are conquered or if the Berlin zone is not occupied by Allied ground forces by the end of the Summer, 1945 turn.

NEPPAGames: ETO™ 1941 Campaign Game

Duration: Spring, 1941 – Summer, 1945 (18 Turns)

Situation: Germany and Italy are at war with Britain.
Russia is neutral.

Setup: The Axis setup first and move first each turn. The game begins with the Axis Spring of 1941 turn.

Country	WPP Base	Turn Expenditure Limit	Available WPPs	At Start Units	Available Units	Future Units	Setup Requirements	Control**
Germany	76	59	83	17 Inf 3 Vichy Inf 5 Rtl 12 Arm 1 AB 6 AW 2 Flts 7 UB Axis Minor Units	11 Inf 2 Rtl 2 Flts 9 UB (3 per turn)	1943 2 Arm 1944 3 Inf 1 Rtl 1 Arm	1 Inf – Fin 1 Inf – Rumania 1 Vichy Inf – Morocco 1 Vichy Inf – Algeria 1 Vichy Inf – Tunisia Axis Minor Units start in their respective countries. All other German units can setup anywhere in Axis controlled zones.	Belgium Denmark France Netherlands Norway Poland Algeria E.Prussia Morocco Tunisia
Italy	32	16	32	7 Inf 2 Rtl 2 Arm 2 AW 5 Flts		1942 1 AB 1 Flt	Anywhere in Axis controlled zones.	Albania Libya Sardinia Sicily
Britain	30	31	Min*/Max* 30 / 62	9 Inf 1 FF Inf 2 Rtl 3 Arm 3 AW 9 Flts	1 Flt	1942 1 Inf 1 Arm 1 AB 1 AW 1 Flt	1 Flt – British Convoy Box, (must remain there) 1 Free French Inf – Med All other British units can setup anywhere in British controlled zones.	Cyprus Egypt Gibraltar Iraq Malta Palestine Syria
Russia	66	39	79	19 Inf 4 Rtl 4 Arm 3 AW 3 Flts		1942 12 Inf 4 Rtl 4 Arm 2 AB	Anywhere in Russian controlled zones.	Baltic States
U.S. (1942)	136	68	136	10 Inf 2 Rtl 1 Arm 2 AW 4 Flts	5 Inf 2 Rtl 4 Arm 1 AB 3 AW 3 Flts		All 'At Start Units' – U.S. Box	

* - Min is the amount of WPPs Britain currently has. Max is the amount of WPPs Britain currently has plus the convoy WPPs they may receive by the end of the year.

** - The WPP values of the bolded countries in the Control column are added to the controlling country's WPP Base during the 1942 YSS if they are under their control at the end of their respective Winter turn. (See Manual 5.2)

Victory Conditions:

The Allies win if they occupy Berlin by the end of the Summer, 1945 turn.

The Axis win the game if two Allied Major powers are conquered or if the Berlin zone is not occupied by Allied ground forces by the end of the Summer, 1945 turn.

NEPPAGames: ETO™ 1939 Scenario

Duration: Fall, 1939 – Summer, 1940 (4 Turns)

Situation: Germany is at war with Poland, France, and Britain.
Italy and Russia are neutral.

Setup: The initial setup sequence is Poland, France, Italy, Britain, Russia, and Germany. The Axis move first each turn. The game begins with the Axis Fall of 1939 turn.

Country	WPP Base	Turn Expenditure Limit	Available WPPs	At Start Units	Available Units	Setup Requirements	Control
Germany	76	38	76	8 Inf 2 Rtl 4 Arm 4 AW 2 Flts	20 Inf 5 Rtl 8 Arm 1 AB 2 AW 2 Flts	1 Inf – Fin, (must remain there) 1 Inf – Rumania, (must remain there) All other German units can setup anywhere in German controlled zones.	E.Prussia
Italy	32	16	32	4 Inf 1 Rtl 1 Arm 2 AW 4 Flts	3 Inf 1 Rtl 1 Arm 1 Flt	1 Inf – Libya All other Italian units can setup anywhere in Italian controlled zones.	Albania Libya Sardinia Sicily
France	42	21	42	8 Inf 2 Rtl 1 Arm 2 AW 3 Flts	3 Inf 1 Arm	1 Inf – Syria 3 Flts – Med Sea All other French units can setup anywhere in French controlled zones.	Corsica Syria
Britain*	30	31	Min*/Max* 46 / 62	5 Inf 1 Rtl 1 Arm 2 AW 7 Flts	4 Inf 1 Rtl 2 Arm 1 AW 3 Flts	1 Flt – British Convoy Box, (must remain there) 2 Flts – Gibraltar 1 Inf – Malta 1 Inf – Palestine 1 Inf – Egypt 1 Arm – Egypt 1 AW – Egypt 1 Flt – Egypt All other British units can setup anywhere in British controlled zones.	Cyprus Egypt Gibraltar Iraq Malta Palestine

* - *Min* is the amount of WPPs Britain currently has. *Max* is the amount of WPPs Britain currently has plus the Convoy WPPs they may receive by the end of the year.

Victory Conditions:

The Axis win at the end of the Summer 1940 turn if they control Poland, Denmark, Norway, Netherlands, Belgium, France, Sicily, Rome, and El Aghelia.

The Allies win if any of the above conditions are not met.

NEPPAGames: ETO™ 1941 Scenario

Duration: Summer, 1941 – Summer, 1942 (5 Turns)

Situation: Germany and Italy are at war with Britain.
Russia is neutral.

Setup: The Axis setup first and move first each turn. The game begins with the Axis Summer of 1941 turn.

Country	WPP Base	Turn Expenditure Limit	Available WPPs	At Start Units	Available Units	Future Units	Setup Requirements	Control**
Germany	76	59	83	17 Inf 3 Vichy Inf 5 Rtl 12 Arm 1 AB 6 AW 2 Flts 7 UB Axis Minor Units	11 Inf 2 Rtl 2 Flts 9 UB (3 per turn)		1 Inf – Fin 1 Inf – Rumania 1 Vichy Inf – Morocco 1 Vichy Inf – Algeria 1 Vichy Inf – Tunisia Axis Minor Units start in their respective countries. All other German units can setup anywhere in Axis controlled zones.	Belgium Algeria Bulgaria Crete Denmark E.Prussia Finland Morocco France Tunisia Greece Hungary Netherlands Norway Poland Rumania Yugoslavia
Italy	32	16	32	7 Inf 2 Rtl 2 Arm 2 AW 5 Flts		1942 1 AB 1 Flt	Anywhere in Axis controlled zones.	Albania Libya Sardinia Sicily
Britain	30	31	Min*/Max* 28 / 52	9 Inf 1 FF Inf 2 Rtl 3 Arm 3 AW 9 Flts	1 Flt	1942 1 Inf 1 Arm 1 AB 1 AW 1 Flt	1 Flt – British Convoy Box, (must remain there) 1 Free French Inf – Med All other British units can setup anywhere in British controlled zones.	Cyprus Egypt Gibraltar Iraq Malta Palestine Syria
Russia	66	39	79	19 Inf 4 Rtl 4 Arm 3 AW 3 Flts		1942 12 Inf 4 Rtl 4 Arm 2 AB	Anywhere in Russian controlled zones.	Baltic States
U.S. (1942)	136	68	136	10 Inf 2 Rtl 1 Arm 2 AW 4 Flts	5 Inf 2 Rtl 4 Arm 1 AB 3 AW 3 Flts		All 'At Start Units' – U.S. Box	

* - Min is the amount of WPPs Britain currently has. Max is the amount of WPPs Britain currently has plus the Convoy WPPs they may receive by the end of the year.

** - The WPP values of the bolded countries in the Control column are added to the controlling country's WPP Base during the 1942 YSS if they are under their control at the end of their respective Winter turn. (See Manual 5.2)

Victory Conditions:

The Axis win at the end of the Summer 1942 turn if they control Poland, Denmark, Norway, Netherlands, Belgium, France, Italy, Sicily, Yugoslavia, Greece, Baltic States, Libya, Mersa Matruh, Leningrad, and Moscow.

The Allies win if any of the above conditions are not met.

NEPPAGames: ETO™ 1944 Scenario

- Duration:** Allies Summer, 1944 – Summer, 1945 (4 ½ Turns)
- Situation:** Germany is at war with Britain, Russia, and the United States.
Italy is out of the game.
- Setup:** The Axis setup first and move first each turn. The game begins with the Allies half of the Summer, 1944 turn.

Country	WPP Base	Turn Expenditure Limit	Available WPPs	At Start Units	Setup Requirements	Control**
Germany	76	99	149	31 Inf 8 Rtl 15 Arm 1 AB 6 AW 2 Flts Axis Minor Units	German units can setup anywhere in German controlled zones. Axis Minor units must begin within two zones of their respective country.	Baltic States Netherlands Belgium Norway Bulgaria Poland Denmark Rumania Finland Yugoslavia France Albania Greece Crete Hungary E.Prussia Italy - Zones North of the 1944 Start Line on the Med Front Zones West of the 1944 Start line on the Eastern Front.
Britain*	30	34	Min*/Max* 27 / 51	10 Inf 1 FF Inf 2 Rtl 4 Arm 1 AB 4 AW 11 Flts	1 Flt – British Convoy Box, (must remain there) 1 Free French Inf – Med All other British units can setup anywhere in Allied controlled zones.	Corsica Libya Cyprus Tunisia Egypt Gibraltar Iraq Malta Palestine Sardinia Syria Taranto
Russia	66	33	50	31 Inf 8 Rtl 8 Arm 2 AB 3 AW	East of the 1944 Start Line on the Eastern Front.	Zones East of the 1944 Start Line on the Eastern Front
U.S.	136	71	107	15 Inf 4 Rtl 5 Arm 1 AB 5 AW 7 Flts	Anywhere in Allied controlled zones.	Algeria Morocco Sicily – (Bridgehead)

* - Min is the amount of WPPs Britain currently has. Max is the amount of WPPs Britain currently has plus the Convoy WPPs they may receive by the end of the year.

** - The WPP values of the bolded countries in the Control column are added to the WPP Base of the country that controls them at the end of their respective Winter turn. (See Manual 5.2)

Victory Conditions:

The Allies win if they occupy Berlin by the end of the Summer, 1945 turn.

The Axis win if the Allied ground forces do not occupy Berlin by the end of the Summer, 1945 turn.

Combat Results Table								
Roll	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5+ -1
2	A	A	A	A	A	DX	DX	DX
3	A	A	AP	AP	DX	DX	DX	DP
4	A	A	AP	DX	DX	DP	DP	D
5	A	A	A	DP	DP	D	D	D
6	A	A	A	A	D	D	D	D
7	A	A	A	DX	D	D	D	D
8	A	A	A	D	D	D	D	D
9	A	AP	AX	D	D	D	D	D
10	AP	AX	AX	DP	D	D	D	D
11	AX	AX	D	DP	DP	DP	D	D
12	AX	AX	AX	DX	DX	DX	DP	DP

Combat Results Table Percentages								
Outcome	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1
D	0%	0%	5.5%	25.0%	63.9%	75.0%	80.6%	88.9%
DP	0%	0%	0%	25.0%	16.7%	13.9%	11.1%	8.3%
DX	0%	0%	0%	27.8%	16.7%	11.1%	8.3%	2.7%
AX	8.3%	16.7%	22.2%	0%	0%	0%	0%	0%
AP	8.3%	11.1%	13.9%	5.5%	0%	0%	0%	0%
A	83.4%	72.2%	58.4%	16.7%	2.7%	0%	0%	0%

Strategic Warfare Resolution Table																					
		Number of U-Boats																			
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Kill % / Convoy Loss Factor	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	
	10	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	2
	15	0	0	0	0	0	0	1	1	1	1	1	1	1	2	2	2	2	2	2	3
	20	0	0	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	4
	25	0	0	0	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5
	30	0	0	0	1	1	1	2	2	2	3	3	3	3	4	4	4	5	5	5	6
	35	0	0	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6	6	7
	40	0	0	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8
	45	0	0	1	1	2	2	3	3	4	4	4	5	5	6	6	7	7	8	8	9
	50	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
	55	0	1	1	2	2	3	3	4	4	5	6	6	7	7	8	8	9	9	10	11
	60	0	1	1	2	3	3	4	4	5	6	6	7	7	8	9	9	10	10	11	12
	65	0	1	1	2	3	3	4	5	5	6	7	7	8	9	9	10	11	11	12	13
	70	0	1	2	2	3	4	4	5	6	7	7	8	9	9	10	11	11	12	13	14
	75	0	1	2	3	3	4	5	6	6	7	8	9	9	10	11	12	12	13	14	15
	80	0	1	2	3	4	4	5	6	7	8	8	9	10	11	12	12	13	14	15	16
85	0	1	2	3	4	5	5	6	7	8	9	10	11	11	12	13	14	15	16	17	
90	0	1	2	3	4	5	6	7	8	9	9	10	11	12	13	14	15	16	17	18	
95	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
100	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	