

## NEPPAGAMES: ETO™ Optional Variant Counters

At the beginning of any **Campaign Game** the British and German player each draw one of twenty variant counters. The players do not have to disclose which counters were drawn. Some counters may be played at any time while other counters may only be played at specific times. To play the counter, the player reveals it to all players at the appropriate time and its effects are followed.

### **British Player**

1. Hitler is assassinated. On the turn this variant is played Germany cannot attack on any front and ½ of her current Turn Expenditure Limit is frozen. Play at the start of any Axis player turn in 1942 or later.
2. Successful Soviet Five Year Plan. Add 25 WPPs to the Russian total for the current year only. Play at start of any game turn.
3. Convoy success. Subtract 5% from the Modified Loss % each turn for the remainder of the game. Play at any time.
4. No Variant.
5. The United States Initial Deployments increase to seven. Play any time after the U.S. enters the war.
6. Britain receives one additional SR each turn for the remainder of the game. Play at any time.
7. No Variant.
8. Britain receives a permanent base increase from 30 to 36. Play during opening setup.
9. Germany's attack factor limit in N.Africa decreases to 7 for the remainder of the game. Refer to 13.4 in the manual if Germany has more than 7 attack factors in N.Africa when the variant is played. Play at the start of any Axis turn.
10. No Variant.
11. Russia receives one additional SR each turn for the remainder of the game. Play at any time.
12. Russia receives a permanent base increase from 50 to 55. Play during opening setup.
13. U-boat hunting success. Add 5% to the Modified Kill % each turn for the remainder of the game. Play at any time.
14. The British growth rate increases to 50%. Play at any time.
15. The United States receives a permanent base increase from 136 to 150. Play during opening setup.
16. No Variant.
17. Finland will not activate as a German minor ally and becomes a minor neutral. Any axis units in Finland must be relocated to Germany at no SR cost when the counter is played. Those units must be destroyed if no fleets are available to ship them out of Finland. Russia cannot attack Finland until Russia is at war with Germany. Play during the 1940 YSS or during the opening setup of the 1940 or 1941 Campaign Games.
18. Pearl Harbor averted. U.S. and British intelligence uncover Japanese plan to attack Pearl Harbor and intercept the Japanese fleet in the Pacific. The United States enters the war 1 turn early. The U.S.'s allowable builds are not available until 1942 and she does not receive any growth during the 1942 YSS. Play during the start of the Allied Winter of 1941 game turn.
19. British intelligence success. The Axis variant counter is nullified when played.
20. If France falls, all French colonies outside Europe and Corsica become Free French. One Free French infantry is then placed in Syria, Morocco, Algeria, and Tunisia and all rules pertaining to Free French infantry (14.5) apply.

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### German Player

1. No Variant.
2. Germany expands armament production. Add 25 WPPs to the German total during the 1942 YSS.
3. Submarine warfare success. Add 5% to the Modified Loss % each turn for the remainder of the game. Play at any time.
4. Italy expands armament production. Add 13 WPPs to the Italian total during any YSS prior to 1942 or during opening setup.
5. No Variant.
6. Germany receives one additional SR each turn for the remainder of the game. Play at any time.
7. Finland, Rumania, Hungary, and Bulgaria become active German minor allies one turn early. Play at the beginning of the Axis Spring 1941 turn.
8. Germany receives a permanent base increase from 76 to 84. Play during opening setup.
9. Germany's attack factor limit in N.Africa (13.4) increases to 13 for the remainder of the game. Play at any time.
10. The Russian Winter rule (13.1) is negated due to proper German preparation. Play whenever the Russian player seeks to invoke the Russian Winter rule.
11. Italy receives one additional SR each turn for the remainder of the game. Play at any time.
12. Italy receives a permanent base increase from 32 to 36. Play during opening setup.
13. Improved submarine evasion tactics. Subtract 5% from the Modified Kill % each turn for the remainder of the game. Play at any time.
14. The German growth rate increases to 50%. Play at any time.
15. No Variant.
16. Germany's attack factor limit in the Axis Minor Allies (Finland, Rumania, Hungary, and Bulgaria) increases to 15 until they are activated. Play at any time prior to the activation of the Axis Minor Allies.
17. Yugoslavia becomes a German minor ally and all Axis Minor Ally rules (12.3) apply. Play when the Axis Minor Allies activate or when intervening in Yugoslavia.
18. No Pearl Harbor. The United States entry into the war is delayed one turn. Play during the Allied Winter of 1941 Construction Phase.
19. German intelligence success. The Allied variant counter is nullified when played.
20. No Variant.