

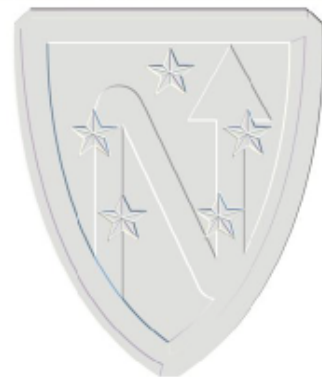
# NEPPAGAMES

## EUROPEAN THEATER OF OPERATIONS

Campaigns and Scenarios v1.2

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## 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	<b>1943</b> 2 Arm  <b>1944</b> 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	<b>1942</b> 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	46*	5 Inf 1 Rtl 1 Arm 2 AW 7 Flts	4 Inf 1 Rtl 2 Arm 1 AW 3 Flts	<b>1942</b> 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	<b>1942</b> 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	

\* - Britain is the only country that can voluntarily engage in deficit spending. However, Britain cannot exceed its Turn Expenditure Limit (5.4) in a given turn or its Total WPPs (5.2) in a given year. Britain determines its Total WPPs by adding its WPP Base and the thirty-two Convoy WPPs it may receive during 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)	<b>1943</b> 2 Arm  <b>1944</b> 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	<b>Belgium</b> <b>Denmark</b> <b>France</b> <b>Netherlnds</b> <b>Norway</b> <b>Poland</b> Algeria E.Prussia Morocco Tunisia
Italy	32	16	16	5 Inf 1 Rtl 2 Arm 2 AW 5 Flts	2 Inf 1 Rtl	<b>1942</b> 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	27*	9 Inf 1 FF Inf 2 Rtl 3 Arm 3 AW 8 Flts	2 Flts	<b>1942</b> 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		<b>1942</b> 12 Inf 4 Rtl 4 Arm 2 AB	Anywhere in Russian controlled zones.	<b>Baltic States</b>
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	

\* - Britain is the only country that can voluntarily engage in deficit spending. However, Britain cannot exceed its Turn Expenditure Limit (5.4) in a given turn or its Total WPPs (5.2) in a given year. Britain determines its Total WPPs by adding its WPP Base and the thirty-two Convoy WPPs it may receive during 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)	<b>1943</b> 2 Arm  <b>1944</b> 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.	<b>Belgium</b> <b>Denmark</b> <b>France</b> <b>Netherlands</b> <b>Norway</b> <b>Poland</b> Algeria E.Prussia Morocco Tunisia
Italy	32	16	32	7 Inf 2 Rtl 2 Arm 2 AW 5 Flts		<b>1942</b> 1 AB 1 Flt	Anywhere in Axis controlled zones.	Albania Libya Sardinia Sicily
Britain	30	31	30*	9 Inf 1 FF Inf 2 Rtl 3 Arm 3 AW 9 Flts	1 Flt	<b>1942</b> 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		<b>1942</b> 12 Inf 4 Rtl 4 Arm 2 AB	Anywhere in Russian controlled zones.	<b>Baltic States</b>
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	

\* - Britain is the only country that can voluntarily engage in deficit spending. However, Britain cannot exceed its Turn Expenditure Limit (5.4) in a given turn or its Total WPPs (5.2) in a given year. Britain determines its Total WPPs by adding its WPP Base and the thirty-two Convoy WPPs it may receive during 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	46**	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

\* - Germany must adhere to the Eastern Front Garrison Rule (13.2) even though Russia is not included in this scenario.

\*\* - Britain is the only country that can voluntarily engage in deficit spending. However, Britain cannot exceed its Turn Expenditure Limit (5.4) in a given turn or its Total WPPs (5.2) in a given year. Britain determines its Total WPPs by adding its WPP Base and the thirty-two Convoy WPPs it may receive during 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 or if Germany fails to adhere to the Eastern Front Garrison Rule (13.2).

## 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.	<b>Belgium</b> Algeria <b>Bulgaria</b> Crete <b>Denmark</b> E.Prussia <b>Finland</b> Morocco <b>France</b> Tunisia <b>Greece</b> <b>Hungary</b> <b>Netherlands</b> <b>Norway</b> <b>Poland</b> <b>Rumania</b> <b>Yugoslavia</b>
Italy	32	16	32	7 Inf 2 Rtl 2 Arm 2 AW 5 Flts		<b>1942</b> 1 AB 1 Flt	Anywhere in Axis controlled zones.	Albania Libya Sardinia Sicily
Britain	30	31	28*	9 Inf 1 FF Inf 2 Rtl 3 Arm 3 AW 9 Flts	1 Flt	<b>1942</b> 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		<b>1942</b> 12 Inf 4 Rtl 4 Arm 2 AB	Anywhere in Russian controlled zones.	<b>Baltic States</b>
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	

\* - Britain is the only country that can voluntarily engage in deficit spending. However, Britain cannot exceed its Turn Expenditure Limit (5.4) in a given turn or its Total WPPs (5.2) in a given year. Britain determines its Total WPPs by adding its WPP Base and the thirty-two Convoy WPPs it may receive during 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.	<b>Baltic States</b> <b>Netherlands</b> <b>Belgium</b> <b>Norway</b> <b>Bulgaria</b> <b>Poland</b> <b>Denmark</b> <b>Rumania</b> <b>Finland</b> <b>Yugoslavia</b> <b>France</b> Albania <b>Greece</b> Crete <b>Hungary</b> E.Prussia  <b>Italy</b> - 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	27*	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 <b>Libya</b> Cyprus <b>Tunisia</b> 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 contolled zones.	<b>Algeria</b> <b>Morocco</b> Sicily – (Bridgehead)

\* - Britain is the only country that can voluntarily engage in deficit spending. However, Britain cannot exceed its Turn Expenditure Limit (5.4) in a given turn or its Total WPPs (5.2) in a given year. Britain determines its Total WPPs by adding its WPP Base and the thirty-two Convoy WPPs it may receive during 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	