

## NEW SCENARIO FOR EUROPE ENGULFED

# Ruin of the Reich

BY RICK YOUNG

This scenario is for two players and covers the end of the Second World War in Europe as the Western Allies (U.S.A. and Great Britain) assail the western German forces and the Soviet Union rolls in from the East. One player controls the Western Allies and the Eastern Germans (and the Axis Minor Powers) while the other player controls the Soviets and Western Germans. The player most successful in bringing about the defeat of Germany will be the victor based on victory points awarded for control of areas. **All of the Designer's Optional Rules (13.2 through 13.4) are in effect for this scenario.** Due to the division of Germany there are several modifications to rules as defined below — unless otherwise specified all normal rules apply. Optional rules of section 14 should not be used with this scenario. This is an advanced scenario as there is little margin of error for the German forces this late in the war. The scenario should be playable in approximately three hours.

### Duration

The game begins with the Allied Initial Supply Determination Phase of the May/ Jun 1944 Game Turn (The Axis Player-turn is skipped on this turn) and the Game ends with the conquest of Germany or the end of the Allied May/ Jun 1945 Player Turn, whichever occurs first.

### Setup

Both sides take a Soviet & Western Allied control marker and hide them behind a cupped hand on the table, placing their preferred side's control marker on top of the other. Both players reveal their selection simultaneously, and if the same side is selected, both players roll a die to determine the right to the first bid. Bidding must be in whole numbers, and represents the handicap the player is willing to surrender in Victory points to play the chosen side. Zero is the lowest allowed opening bid.

The German forces are deployed first — with both sided deploying simultaneously. Note the German force pool is divided in two. The Allied forces are then deployed, again simultaneously.



Area Control (Italy and France have been conquered):

#### Soviet Union:

All areas within the Soviet Union with the exception of Minsk and the Pripet Marshes.

#### Western Allies!

The British Isles, all of Africa (from Morocco through Syria and Persia), Gibraltar, Crete, Cyprus, Corsica, Sardinia, Malta, Sicily, Calabria, and Campania.

#### Eastern Germany:

All remaining areas in the Eastern Weather Zone and the following areas in the Southern Weather Zone: Austria, Yugoslavia, Albania and Greece.

#### Western Germany:

All remaining areas in the Western and Southern Weather

Zones (Germany, Norway, Netherlands, Belgium, all of France, and Italy).

#### Neutral:

Sweden, Portugal, Spain, Switzerland, and Turkey.

#### Western Germany:

##### Within German Home areas

2 x 1-step Elite Armor (4-step units at cadre level)  
2 x 1-step Elite Infantry (4-step units at cadre level)

##### In France

1 x 4-step Elite Armor  
1 x 4-step Armor  
4 x 4-step Infantry  
2 x 3-step Infantry  
1 x 3-step Airborne  
2 x 2-step Militia  
1 x German Ground Support Unit

##### In Italy

1 x 2-step Elite Armor (3-step unit reduced)  
1 x 3-step Armor (4-step unit reduced)  
2 x 3-step Infantry (4-step units reduced)

##### Norway

2 x 2-step Infantry (3-step units



# Europe Engulfed

reduced)

Anywhere (Note that these are the only units that may deploy in Denmark, Belgium, or the Netherlands, so it might be wise to deploy a few of them in those places)

- 1 x 4-step Armor
- 4 x 3-step Infantry
- 1 x 2-step Airborne
- 2 x 2-step Militia
- 2 x 1-step Militia
- 3 x Field Fortifications
- 2 x Special Actions

Un-built Force pool

- 1 x 4-step Armor
- 3 x 4-step Infantry
- 1 x 3-step Infantry
- 2 x German Ground Support Units

## Eastern Germany:

### Within German Home Areas

- 1 x 1-step Elite Armor (4-step unit at cadre level)
- 2 x 1-step Elite Infantry (4-step units at cadre level)

### In Finland

3 x 3-step Finish Infantry (Note that Finland used the Free Axis Minor Power step during this Game Turn, so place the Axis Minor Step marker in Finland)

### In Romania

4 x 1-step Romanian Infantry (2-step units at cadre level)

### In Hungary

3 x 1-step Hungarian Infantry (2-step units at cadre level)

### In Bulgaria or the Southern Weather Zone

3 x 2-step Bulgarian Infantry  
Anywhere with the following restrictions: The following four areas must contain a total of 15 German Ground units and each must contain at least 3 — Minsk, Pripet Marshes, Lovov, Bessarabia)

- 1 x 3-step Elite Armor (4-step unit reduced)
- 5 x 3-step Armor (4-step units reduced)
- 12 x 3-step Infantry (4-step units reduced)
- 12 x 2-step Infantry (3-step units reduced)
- 1 x German Ground Support Unit
- 1 x Special Action
- 1 x Field Fortification

Un-Build Force Pool

- 1 x 4-step Armor
- 2 x 4-step Infantry
- 1 x 3-step Infantry
- 2 x 2-step Militia
- 2 x 1-step Militia
- 1 x 2-step Cavalry
- 2 x German Ground Support Units
- All remaining Axis Minor Allied Units

## Soviet Union:

### Anywhere within Soviet controlled areas

- 2 x 3-step Elite Armor (4-step units reduced)
- 6 x 3-step Armor (4-step units reduced)
- 4 x 2-step Armor (3-step units reduced)
- 4 x 3-step Elite Infantry (4-step units reduced)
- 12 x 3-step Infantry (4-step units reduced)
- 16 x 2-step Infantry (3-step units reduced)
- 3 x 2-step Cavalry (3-step units reduced)
- 3 x Soviet Ground Support Units

### In Yugoslavia

2 steps of Yugoslavian Partisans

## Great Britain:

### In the British Isles

- 1 x 4-step Armor
- 1 x 3-step Armor
- 2 x 4-step Infantry
- 2 x 3-step Infantry
- 1 x 3-step Airborne
- 2 x 2-step Militia
- 1 x British Ground Support Unit

## In the Southern Weather Zone

- 1 x 3-step Armor
- 2 x 3-step Infantry (4-step units reduced)
- 3 x 3-step Infantry
- 1 x British Ground Support Unit

## United States:

### In the British Isles

- 2 x 4-step Armor 3
- x 4-step Infantry 3
- x 3-step Infantry
- 1 x 3-step Airborne
- 2 x US Ground Support Units

### In the Southern Weather Zone

- 1 x 3-step Armor (4-step unit reduced)
- 1 x 3-step Infantry (4-step unit reduced)
- 2 x 3-step Infantry
- 1 x 3-step Free French Infantry

## General Information Track:

- 0 box — German Bombers
- 2 box — Western Allied Flak
- 4 box — German Flak
- 5 box — ASW, Partial USA Fleet
- 8 box — German Fighters
- 12 box — Western Allied Fighters
- 22 box — Western Allied Bombers
- 35 box — German U-boats

## Fleet Points:

- Baltic Sea: Germany: 1; Soviet Union: 1
- Atlantic: Germany: 0; Western Allied: 9
- Mediterranean: Italy: 0; Western Allied: 3
- Black Sea: Soviet Union: 1

## Special Rules:

The division of the German forces requires several rule modifications and special rules:

### Unit Facing

The Soviet/Western German player sits on the South side of the map.

### German Production

German Production is divided between the Western and Eastern German sides as follows: Eastern Germany receives production for Berlin, Bohemia, Warsaw, Polesi, Belgrade, and Athens for a total of 20 WERPS. They also receive production for any Soviet resources they take.

**Europe Engulfed**

*WWII European Theatre Block Game*  
**Published:** 2003 **Awards:** CSR Award Winner  
**Game Design:** Rick Young and Jesse Evans  
**Game Developer:** William Cooper  
**Art Director:** Rodger B. MacGowan  
**Map & Counter Art:** Mark Simonitch





**Contents:** 283 Wood Blocks; 176 Counters; Two 22x34 inch Maps; Rule Book; Play Book; 24-dice; Player Aid Cards; Large Flat Box format  
**Time Scale:** September 1939 to 1945  
**Map Scale:** Area movement  
**Unit Scale:** Army, Corps, Division  
**Players:** 2-3

# Europe Engulfed: *Ruin of the Reich*

Western Germany receives productions for all other areas (Ruhr, Rhineland, Baden, Netherlands, Belgium, Paris, Marseille, Piedmont, Rome, and Sweden), for a total of 32. The Western German side pays for naval maintenance.

## German Movement

German units may move freely between Eastern and Western German controlled areas. If German area containing both Eastern and Western German units is attacked, all German units defend normally.

## German Strategic Movement

Western German player has a limit of 5 units (all reductions from Strategic Warfare effect the Western portion ONLY); Eastern German limit of 2 units.

## Breakthrough Phases

The side with the most Special Actions has the first option to use one (Soviets and East Germans win ties) in each Breakthrough Phase. The right to initiate a Breakthrough Phase then alternates between the two Players. A player may pass rather than expend his Special Action(s), saving it perhaps to await developments. If both players pass consecutively, the Breakthrough Phase immediately ends.

### 9.19 Ploesti Oil

During any Production Phase in which the Axis does not currently control Ploesti, Each German side may create no more than one new non-militia unit, and build no more than two armor steps (one of which may be elite). Each side may build as many new militia units as are available in their force pool.

### 13.33 German Airborne

Germany has taken this declaration.

### 13.34 Germany's Final Offensives

At the beginning of the German Nov/Dec 1944 production phase

each German player bids for the right to conduct a surprise attack. Hide a die with 1-5 being a bid of Werps and 6 equaling no bid. The Eastern German player wins tie bids. Winning side pays the other Werps equal to their bid and may conduct the surprise attack that turn or pass it to the loser and take the attack the following Jan/Feb 1945 turn. In Jan/Feb 1945 the right to conduct a surprise attack automatically reverts to the side that did not use it in Nov/Dec. The Eastern German player wins in case of a tied bid, and still pays the bid amount, if any, to the other player.

### 13.36 U-Boat Initiative Shift

ASW has the initiative.

### 13.42 Yugoslavian Partisan Army

Apply rule as normal with the exception that the Soviet Union pays for and controls the Yugoslavian partisans.

### 3<sup>rd</sup> German Special Action

Each of the German sides has one special action in their force pool. The 3<sup>rd</sup> special action (if allowed after resolving Strategic Warfare — see 13.45) must be bid for the right to purchase it each turn. Each side hides a die, 1-5 equals Werps bid and a 6 equals no bid. High bidder pays the other side Werps equal to their bid and wins the right to purchase the 3<sup>rd</sup> special action. If the player has two special actions at the end of his turn then he retains them and there is no bidding the following turn. The Eastern German player wins tie bids, and still pays the bid amount, if any, to the other player.

### Western Allied invasions

The Western Allied player may not launch a naval invasion into any of the Greek beachheads.

### Strategic Warfare

All strategic warfare takes place against the Western German side and the Western Allies. Only the Western German player may pay

for strategic assets and suffer all bombing damage, up to 15 WERPs per turn maximum (this maximum is reduced by 3 WERPs for each German Home Resource Area under Allied or Soviet control).

### Victory Conditions

The scenario ends either at the end of the May/June 1945 turn or upon the conquest of Germany. At that point victory points are counted for each side.

#### Points are awarded as followed:

Allied Control of each German Home Resource Area: 4 points

Allied Control of each Non-Resource German Home Area: 2 points

German Control of each German Home Resource Area: 6 points

German Control of each Non-Resource German Home Area: 4 points

German Control of each Other Resource Area: 2 points

German Control of each Other Area: 1 point

Points are awarded for German control only if Germany has not been conquered. Points for German control are awarded to the original German controlling side.

+13 or more Points — *Decisive Victory*  
+6 to +12 Points — *Operational Victory*  
+ 1 to +3 Points — *Marginal Victory*  
Tie — *Draw*

