

# GRAND STRATEGY

This GS brochure is designed to share knowledge and techniques to get started.

## Grand Strategy 2.0 Coming Soon !!



### NEW CAPABILITIES, TACTICS, REALISM AND FUN !!

#### GRAND STRATEGY LAUNCH

The development team and beta testers are in the final stages of preparing CEaW Grand Strategy 2.0 for release. No exact date has been determined but the general goal is for an May launch.

#### FUTURE NEWSLETTERS

We hope to publish periodic newsletters that address specific topics: elite units; contested invasions; naval warfare; airborne ops, etc.

#### DEVELOPERS NOTES

In our attempt to maximize historical realism we have proposed a set of changes to GS that are now going through play test. Our definition of historical realism is NOT that the historical chain of events are, or must be, followed every game but that the option to follow the historical chain of events is as least as appealing as following other non-historical, but possible, events.

*Continued on page 2...*

### Features List

- PC & MAC players can play each other via PBEM
- Airborne units added
- Elite units of Waffen-SS and Russian Guards
- Contested invasions are now allowed
- Port damage added
- Scorched earth impact for Russian cities
- Special German volunteer units added
- Transport convoy Fog of War hides unit type
- Atlantic Wall fortresses added for Germans
- Unit experience levels graphically displayed
- Allied invasion of friendly countries penalized
- Tension in the Balkans impact added
- Added selected Commonwealth leaders
- Leaders less expensive and more difficult to injure
- Leaders influence range changed & now displayed
- Added Commonwealth NATO counters
- Additional map and scenario changes
- Garrisons with leader movement increased by 1
- Added special ferry crossing of unit in 1 turn
- Partisan spawning changed
- Each player can use 1 of 7 languages
- Upgrade units in that are in enemy contact
- Unit swap option allowed for units
- Axis North Africa supply rules based on Malta
- New unit efficiency colors
- Submarines repair at sea

# DEVELOPERS NOTES

For example, it had become standard practice for the allied player to invade Ireland and often Portugal to establish airbases to use for ASW. Also, it was becoming standard practice in some quarters for the axis player not to invade Yugoslavia and Greece. While these are certainly valid and historically possible strategies these did not happen historically. We didn't want the game to evolve to where historical options would never be chosen but to a point where it's good strategy in some games and in other games not to.

It was becoming common practice to use air units in ground defense roles. Because of the movement range of these units they were at times being deployed at speeds and distances that modern airmobile forces would envy. Also, they were often times holding up just as well or even better against ground attacks than normal ground units. While air units do have a significant number of ground troops that were historically used in infantry roles they had no where near the ability to hold as did regular infantry.

The biggest changes in v2.00 are contested amphibious invasions, elite units, airborne units and airdrops, updated experience level model, updated leadership model, allied aggression, tension in the Balkans and Eastern Europe, softer airbases, convoy movement updates, game updates including mechanic and a number of graphical (i.e., chrome) changes. To ensure maximum flexibility the implementation of these features are controlled through the general.txt file and may be configured as players desire.

Sometimes we can have different views of what's the goal of GS. We we

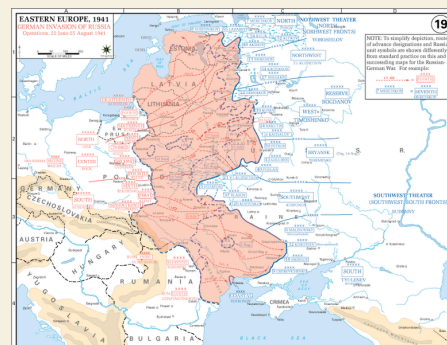
share a common goal and that is to make GS a more historical WW2 in Europe simulation without scripting the players from 1939 to 1945. It means that the players should be able to feel they're playing with the same constraints as the real WW2 leaders had, but they should have a chance to make different choices. This means we need to anticipate the outcome of possible ahistorical events that people would find credible. One is how USA would react to a German invasion of Canada. Another is how the Axis minor powers would react to still neutral Yugoslavia and Greece.

GS has no real diplomacy, but we have scripted the behavior of certain minor powers to simulate their behavior to certain events. Some people don't like that because they want the freedom to do what they like to. It's very hard to make a balanced game if players have full freedom to do anything they want. E. g. the Soviet armor blob strategy ruined game balance in CEAW. Some Axis players don't like they can't easily reach Omsk. We would rather say that it should be virtually impossible for the Axis player to get all the way to Siberia. Hitler's grand strategy was to reach the Urals and keep the Russians at bay there. He believed that Stalin would either be overthrown or the Russians would sue for peace before the Germans ever reached the Urals.

Since GS is supposed to be more historical than CEAW it means that the Axis is supposed to feel the problems of being expanded around 1942-1943 and then slowly crumble until the Allies are in Berlin. We think GS is working quite well having that goal.

One great thing about the GS victory conditions is that you won't know who will win and at what level until Berlin has fallen. It means the Axis player has good reason to continue fighting till the very end. So both sides get a chance to excel both at the offense and defense. In CEAW many Axis players folded once their expansion was halted and the Allies started to move in the direction of Berlin. These players knew the game was lost because they had fewer capitals than the Allies. So they folded. That meant many Allied players never had a chance to have fun doing Overlord, destruction of Army Group Center etc. For that reason alone we felt that CEAW was rather flawed. In order to win in GS you need to be good at both attacking and defending. The game won't end prematurely until one side is sure of an ultimate victory.

We are telling you this so you know the ultimate goal we have with GS, i. e. to have a WW2 in Europe simulation game that's quite historical without steering players in a certain direction. So if we introduce new things then we have to answer the question: Are these changes compatible with the main goal of GS. If yes, then we should consider it, if no - then it should be scrapped.



*Operation Barbarossa*



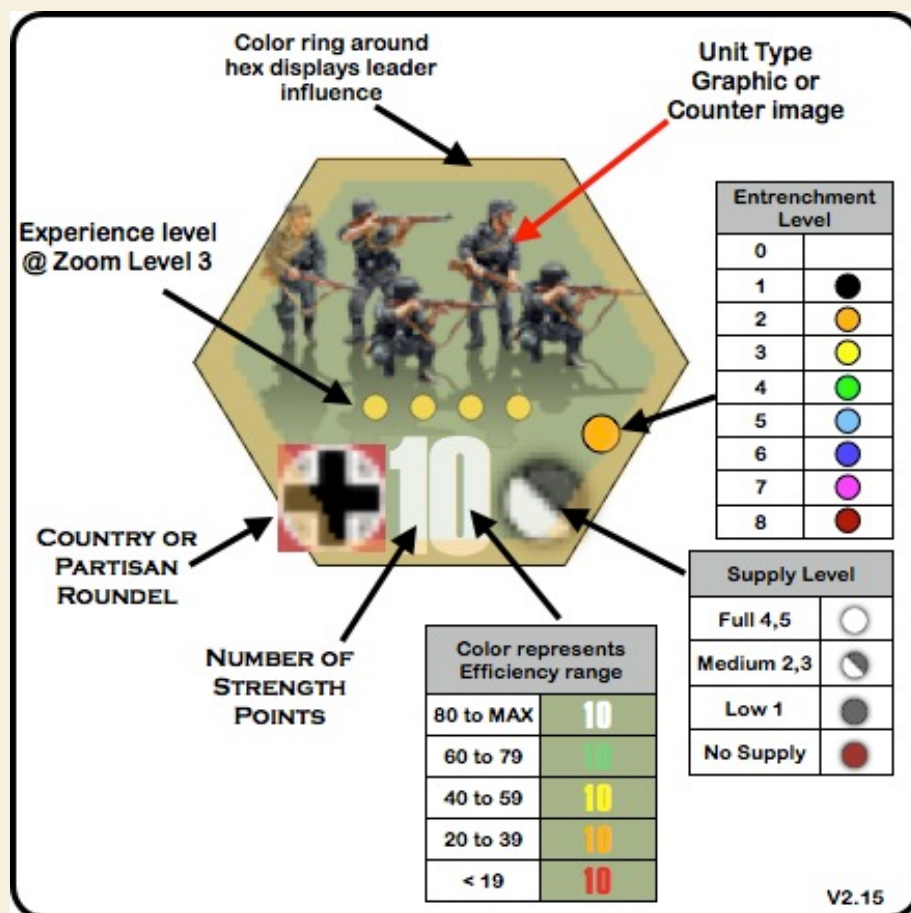


Australians in captured Italian tanks

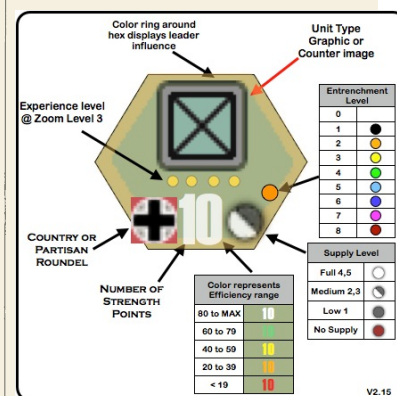


Australians @ Tobruk

## Enhanced Unit Graphics



As you can see on the left -- the enhancements to GS 2.0 have gotten down to the finest detail.



## Game Rules





- ☒ Fog of War
- ☒ Game ends in 1945
- ☒ Random Research
- ☒ Oil Consumption
- ☒ Averaged combat results
- ☒ Amphibious units
- ☒ Elite units
- ☐ Purchase Russian Guards
- ☒ Paratrooper units
- ☐ Paratrooper corps
- ☒ Axis can use Mid-East rail network
- ☒ German volunteer units
- ☒ Reduced leader command range
- ☒ Garrison with leader +1 movement
- ☒ Submarine repairs at sea
- ☒ More random convoy movement
- ☒ Hide transport cargo
- ☒ Less oil consumption when depleted
- ☒ Out of supply units lose steps
- ☒ Allow upgrades in enemy ZOC
- ☒ Entrenchment never 0 after bombardment
- ☒ Less manpower used on repairs

## Game Control

### ENHANCED OPTION CONTROL

Added 16 more options, for a total of 20, which the axis player may select on/off at the start of a game. Also, both players at any time can see which options are selected for the game from the stats menu.

Updated the Options screen to show which options favor which side:

-  Grey/blue for Axis favor
-  Olive green for Allied favor
-  White for no favor
-  Grey for unselected options



### MINI-MAP WEATHER DISPLAY

- Calm sea: Light blue
- Rough sea: Dark blue
- Fair weather: Green
- Mud weather: Tan
- Winter weather: White
- Severe Winter weather: Grey



### RESOURCES PANEL UPDATE

The resources panel has been updated to show that more labs are available to purchase. Lab purchase possibilities are indicated when the "War Effort %" number turns green.

The number behind the text will show the labs possible to build. The number is dependent upon current war effort and max labs per area in the current game year.

Resources						
	Production Stored	108	48			
	Manpower Trained	924	310			
	Oil Reserves	711	711			
	Railroad Capacity	14	14			
	War Effort %	130	130			

### ELITE/PARA UPGRADE - CLICKABLE

Now a player can create elite or airborne (para) units with a single click.

The GS developers share a common goal and that is to make GS a more historical WW2 in Europe simulation without scripting the players from 1939 to 1945. It means that the players should be able to feel they're playing with the same constraints as the real WW2 leaders had, but they should have a chance to make different choices.





## Unit Enhancements

### Combat Unit Effectiveness

All units have an effectiveness value which can drop due to battles or other actions and regain every turn. Maximum effectiveness is determined by supply, quality, organization technology and leadership from any nearby leader/commander. Effectiveness is how many of your men are battle ready and will fire, for example if it is 50% instead of 100% means you will inflict half damage to your enemy and also mean a unit with efficiency 0 will not even fight and is harmless to attack. If you have a high max effectiveness you will regain effectiveness faster.

Effectiveness is shown in a number when you click a unit but also directly on the map. The color of the strength number on the map will show roughly the effectiveness. This will show how a unit is doing and tell you it is about to break (and retreat):

- White (fresh)
- Light Green
- Yellow
- Orange
- Red (low morale!)

### Naval Build Times Changed

- Subs from 4 to 6 build time
- BB's from 8 to 12 build time
- CV's from 8 to 15 build time

### Unit Upgrade When Adjacent to Enemy Unit

Added the functionality that units adjacent to enemy units can now be upgraded at an additional cost of 2 PP's. (Both this functionality and the extra cost are controlled through the general.txt file.)

### Garrisons HQ Units

A leader attached to a garrison increases that garrison's movement by 1.

### Ground Unit Position Swap

Added the functionality where units of the same type can swap positions. This functionality, which is defaulted on, is controlled through a flag in the general.txt file. When units swap positions they lose one entrenchment level, burn oil and drop morale as in a normal movement.



Set a limit so unit swapping will not drop the entrenchment level below 1 (number can be altered).

The player will also get a confirmation that asks, "Swap positions of units?".

### Combat Results - Averaged Calculations Possible

Combat results for all battles except strategic bombardment can be based on 1 realization of the battle (i.e., 1 roll) or the average between 2 to 4 battles (or rolls).

This number of battles (or rolls) is controlled by the variable in general.txt:

NUMBER\_OF\_BATTLE\_ROLLS

This means you will rarely get spectacular terrible results.

The default for now, subject to more play testing is 3. Additionally, modified the attacker's predicted losses so that it should be a more accurate predictor than before.



*The build-up of Omaha Beach: reinforcements of men and equipment moving inland*

The biggest changes in GS 2.0 are contested amphibious invasions, elite units, airborne units and airdrops, updated experience level model, updated leadership model, allied aggression, tension in the Balkans and Eastern Europe, softer airbases, convoy movement updates, game updates including mechanic and a number of graphical (i.e., chrome) changes. To ensure maximum flexibility the implementation of these features are controlled through the general.txt file and may be configured as players desire.

# Logistic & Environment Changes

## Scorched Earth


The fighting in the east was brutal and without mercy. Both the Germans and Russians in retreat destroyed as much usable materials as they could over leaving them behind for the enemy to use.

Any Russian core city captured, or recaptured, will lose an additional 5-steps if above 5-steps or be reduced to 0-steps if at 5-steps or less. Damaged cities and ports regenerate at the rate of 1-step per turn.

## The Atlantic Wall

Strasbourg on the Maginot is changed to city when France falls. This represents that material from the dismantling of this fort being is used in the construction of The Atlantic Wall. Brest and Nantes will be changed to fortresses in July 1941. Rouen, Calais (clear hex on map) and Antwerp will be changed in July 1942. Cherbourg and Bordeaux will change in July 1943.

## Ferry Crossing

A ferry crossing  allows for free passage of a unit from one land mass to another across a body of water without having to pay the transport cost. This functionality now allows the axis player to reinforce its position in Turkey for free (assuming an axis invasion or defense of Turkey) instead of having to pay a transport cost of 8 PP's per units. This functionality allows the axis player to reinforce, or evacuate, Sicily from mainland Italy. Similarly, the allied player once Sicily and the tip of Italy are under their control can ferry units across the straights of Messina for free.

This ferry is free and counts as the movement for the unit that turn. When you click on a unit eligible for ferry a ferry symbol will appear in all hexes to which that unit can be ferried.

## Oil Consumption

A feature that's been in place since the initial release of the standard game is that oil consuming units at partial strength use the same amount of oil to move or attack as units at full strength. It just doesn't make sense that moving a 1-step armor corps should consume the same amount of oil as moving a 10-step armor corps. This has now been fixed.

Oil consuming units now use oil based on their strength using:

$$\text{oil\_used} = \text{round}(\text{oil\_used\_by\_unit} * \text{initial\_unit\_strength} / 10)$$

Note that the strength of the unit at the start of the action is used. The minimum use is 1/2 the maximum. Note that armor and mechanized ground units on defense do not use oil.

## Manpower Repair

Changed manpower consumption for repairs so that it uses the same discount as for PP repairs. Land and air units use 60% and naval units 80%.

If you build a new infantry unit you pay 10 manpower. If you repair e. g. 7 steps on the infantry you before paid 7 manpower. With the new rule you pay:  $7 * 0,6 = 4.2$  manpower.

So keeping the cadres alive will be even more important. This change alone should delay the German manpower collapse from maybe late 1942/early 1943 by maybe one year.

That means the battles late in the game won't be such walk overs as in earlier versions.

Our definition of historical realism is NOT that the historical chain of events are, or must be, followed every game but that the option to follow the historical chain of events is as least as appealing as following other non-historical, but possible, events.

The Development Team

# Following a Tradition!



***Blast from the  
past!***

One great thing about the GS victory conditions is that you won't know who will win and at what level until Berlin has fallen. It means the Axis player has good reason to continue fighting till the very end. So both sides get a chance to excel both at the offense and defense.