

# GRAND STRATEGY

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

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## GS 2.0 Is Here!!



### Geo-Politics

**"THOSE WHO CANNOT  
REMEMBER THE PAST  
ARE CONDEMNED TO  
REPEAT IT"**

**GEORGE SANTAYANA**

**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*

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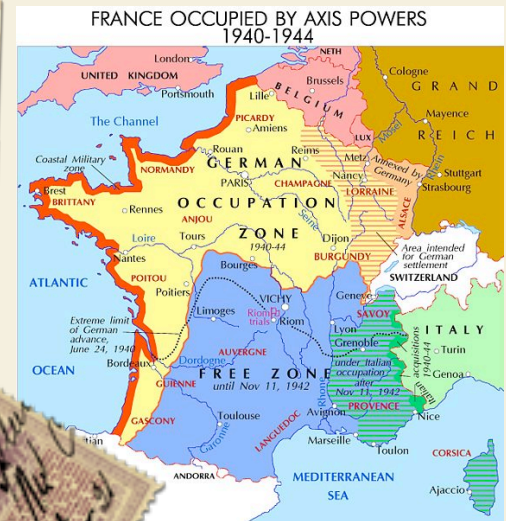
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## French Armistice

The French government will now offer an armistice once Paris is captured or left empty after June 27th 1940. If the Germans accept then Vichy France is created as normal and British land units in France or either evacuated to the British force pool or surrender. British units on the coast and in French core hexes will be sent to the force pool and 8 PP's per unit will be deducted from the UK PP total. This deduction is NOT optional and will occur even if the UK PP total is already negative. British ground units not on the coast and in French core hexes will surrender and will be eliminated. Evacuated and eliminated British units in France will keep hex control so Germany will have to move through the hexes to gain control.

If the Germans reject the armistice then North Africa and Syria will become Free French territory and all French controlled hexes in mainland France / Corsica will turn to UK control. All French units will change to UK and get flagged as Free French. So you can evacuate units to Britain and the Germans must destroy them and capture all hexes in France to get control. Also, if the French armistice is rejected by the axis then only the

hexes under axis control at the time of that the armistice is rejected will change to German control. The hexes controlled by France will change to UK control. Note that this means that any cities or hexes in French North Africa captured by the axis before the armistice will remain under axis control.

With no Vichy France the Germans can get half production from cities in southern France once they capture them and get a broad front line against Spain making Operation Isabella more likely.

Rejecting the armistice offer will become much more attractive to the Germans if the French lose too many units before Paris falls. So if the allied player makes suicide attacks with French units from the Maginot line, wastes the French navy or uses a badly depleted French fighter to block German ground units then they risk Germany controlling all of France from 1940. In effect, the threat of the axis player rejecting the French armistice is a strong incentive for the allied player to employ all French units, including naval and air, in a more historical manner prior to Paris falling.

*General Charles Huntziger signs the armistice on behalf of France.*



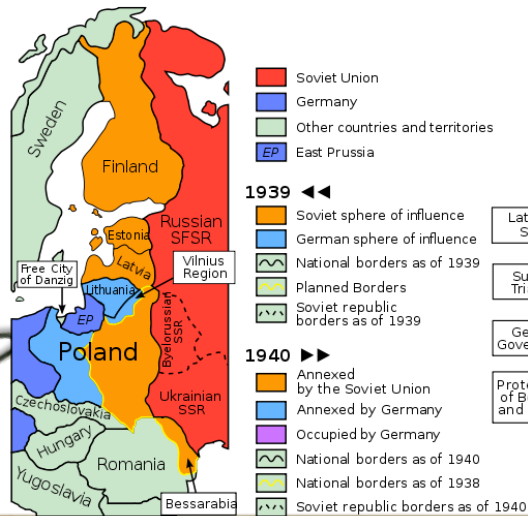
*Wilhelm Keitel in front of the Armistice wagon.*





## Planned division of Central Europe according to Molotov-Ribbentrop Pact

## Actual territorial changes 1939-1940



Molotov signs the German-Soviet non-aggression pact. Behind him are Ribbentrop and Stalin

## Germany-Soviet Non-Aggression Pact

It is now possible to DoW Estonia, Latvia and Lithuania. A DoW on any one of these countries activate the other two and the USSR. The USSR will get a surprise penalty, though since they weren't prepared for war.

Linked the events in the east to Russian neutrality. So early DoW upon USSR will terminate the Ribbentrop / Molotov pact. That means USSR might not get Eastern Poland, Baltic states, Bessarabia or Karelia dependent upon how early you DoW USSR. This means it's maybe a possible strategy for the Germans to DoW USSR in 1940 and storm eastwards from better positions. Germany will then have to DoW the Baltic States to be able to move into the area. The hexes are empty so the Germans gain a lot.

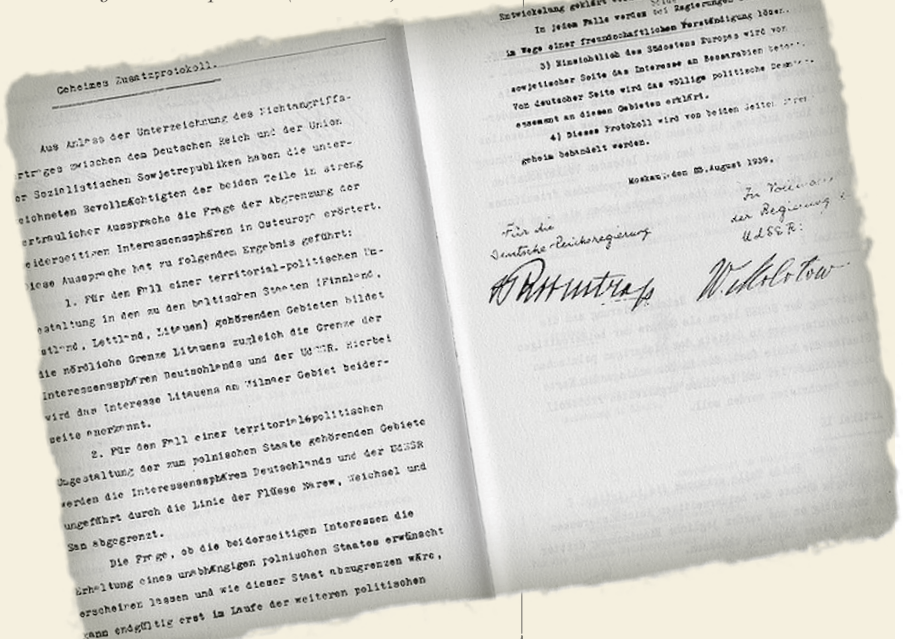
Russia will immediately join the Allies if an Axis unit is adjacent to a Persian city or resource. This simulates better that Persia is annexed by USSR so an Axis entry into Persia will be seen as an aggression against USSR. It is coded so that you have to be adjacent to a Persian city or resource

to prevent Axis movement inside Iraq to accidentally convert hexes in Persia to Axis control. If an Axis unit moves to a city or resource then it's a deliberate move into Persia and USSR will join the Allies

**"The secret of politics? Make a good treaty with Russia."**

Otto von Bismark

*Text of the secret protocol (in German)*



## Italy and North Africa



A chance has been added for Italy to join the Axis if there are not sufficient Allied naval units are present in the Med after Belgium has been conquered (i.e., after initiation of Case Yellow). A message is shown at the start of an Allied turn if there are too few Allied naval units. It's also shown at the end of the Allied turn when the die roll is made. Early Italian activation possible if the Mediterranean is not patrolled by enough CVs, BBs, DDs or subs. The probability of an early Italian activation, which can only occur after Belgium has been conquered is equal to  $100\% - 50\% \times (\text{number of allied BB's and CV's in the Med}) - 30\% \times (\text{number of allied DD's in the Med}) - 20 \times (\text{number of allied subs in the Med})$ . If this value is 0% or less then Italy has no chance to activate early but will activate as normal.

Tunis, after US entry, is added to the list of Italian surrender cities. Tunis must be ALLIED controlled to count as one of the three Italian cities needed for surrender. It being neutral Vichy controlled is not enough.

## Persian Neutrality



Persia will now join the Allies and the southern lend lease route to USSR will open when an Axis unit is adjacent to an Iraqi city or resource. The Baku oil resource will be reverted back to Russia because the trade agreement with Germany is cancelled. The rule is slightly different because Russia can't control minor powers. All minor powers go to UK or USA.

*RIGHT: Rommel in 1940. Both Rommel, and Guderian, ignored the OKW directives to halt after breaking out of the Meuse bridgeheads. The decision proved crucial to the German success.*

## Spanish Neutrality



Spain will join the Axis if the French armistice offer is rejected and Casablanca, Oran, Algiers, Tunis, Rome and Paris are all Axis controlled. It's not enough that a city is neutral.

Spain will join the Allies if the French armistice offer is rejected and Casablanca, Oran, Algiers, Tunis, Rome and Paris are all Allied controlled. It's not enough that a city is neutral.

Spain will make a trade agreement with Germany for the tungsten mine (2 PP's) if the French armistice offer is rejected and Italy is not conquered. Spain is still neutral. Spain will cancel the trade agreement with Germany if Italy is conquered. Spain is still neutral.

## Turkish Neutrality



Turkey will join the Axis if Athens, Bucharest, Sofia, Moscow, Baku and Baghdad are all Axis controlled. It's not enough that a city is neutral.

Turkey will join the Allies if Athens, Bucharest, Sofia, Moscow, Baku and Baghdad are all Allies controlled. It's not enough that a city is neutral.



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.





## British Empire

British reinforcements in the Med that normally spawn when Italy joins the Axis will not spawn if the hex they are to spawn in is already occupied.

The British reinforcements in Malta, Cyprus and Egypt will not spawn if the garrison in the respective adjacent city has been moved.

Gibraltar will be annexed by Spain if the Gibraltar fortress is evacuated before USA or USSR joins the Allies.

## Romania and Bulgaria



Romania and Bulgaria will join the Allies once Bucharest and Sofia, respectively, are captured by the Allies.

A side effect of this is that the Germans might get a nasty surprise if they use Bulgarian or Romanian units to garrison cities. These will change side when these countries join the Allies. That's especially bad if the units were garrisoning a port hex.

## Finland



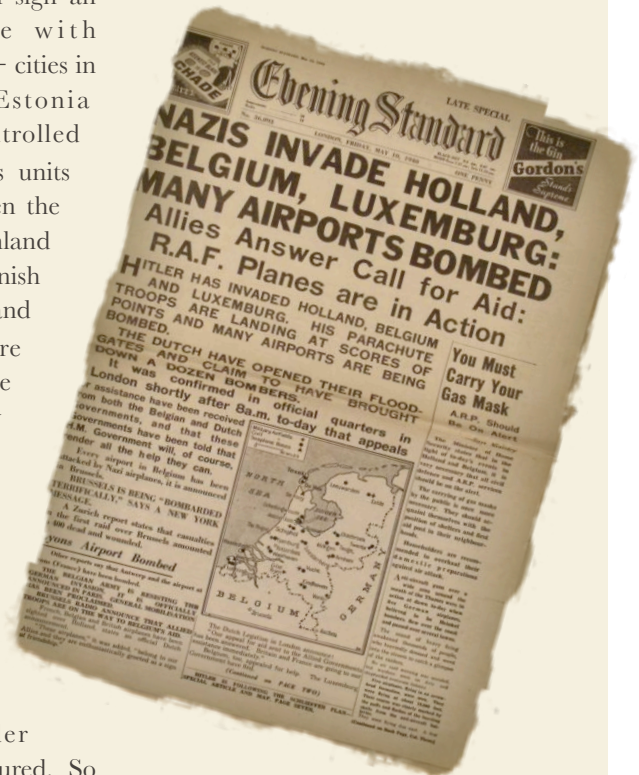
Finland will sign an armistice with USSR if 2+ cities in Finland/Estonia allied controlled and <6 Axis units are present in Finland. When the armistice is signed then Finland turns to neutrality and all Finnish units as removed. All Axis and Soviet units in Finland are moved to their respective force pool. The armistice basically removes Finland from the active playing area. Finland is neutral with no units and can't be DoW'ed. That is a good way for Russia to disengage from Finland and relocate their units to the main front.

Finland will surrender normally if Helsinki is captured. So Russia should avoid taking too many cities or kill too many units if they intend to take Helsinki so they can use the Finnish ports.

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## Vichy France



Vichy France in southern France and Corsica will turn to France core owner if the Allies DoW Vichy France so it's possible to get partisans there and the Axis only get half production from these hexes.

Vichy garrisons in Toulouse and Lyons are removed if the Allies DoW Vichy. Coastal garrisons kept so it's not possible to just grab Marseilles, Nice and Ajaccio for the enemy to use.



Joachim von Ribbentrop welcoming Vyacheslav Molotov in Berlin, November 1940

# Historical Scripts

**09.21.1939**

**USSR will occupy Eastern Poland**

**10.31.1939**

**Finnish winter war begins**

**03.19.1940**

**Finnish winter war ends - Karelia annexed by USSR**

**05.19.1940**

**UK invades Iceland if Denmark is conquered**

**06.07.1940**

**Baltic States annexed by USSR**

**06.27.1940**

**Bessarabia in Romania annexed by USSR**

**08.26.1940**

**Romania cedes Transylvania to Hungary and Southern Dobruja to Bulgaria**

**Now possible for Romania and Hungary to join the Axis if Yugoslavia is attacked and for Bulgaria to join the Axis if Greece is attacked**

**03.14.1941**

**US lend lease destroyer given to UK**

**04.03.1941**

**USA signs agreement with Danish ambassador to use airbases in Greenland**

**07.12.1941**

**USA takes over defense responsibility in Iceland**

**10.20.1941**

**USSR mobilizes if not at war (production increased, but not yet at war)**

**11.04.1942**

**Free French forces land in southern Morocco near Agadir if not already at war**

**08.11.1943**

**USA signs an agreement with the Portuguese dictator Salazar to use the Azores as an Allied airbase**

*From left to right (front):  
Chamberlain, Daladier,  
Hitler, Mussolini, and  
Ciano pictured before  
signing the Munich  
Agreement.*





# 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.

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