

GRAND STRATEGY

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

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Qui audet adipiscitur “Who Dares Wins”



Widely used Special Forces motto

ELITE UNITS

German SS units were “elite” because they were both composed by more fanatical troops than regular army units and because they got priority on equipment, manpower and training. It was often the later that contributed to their “eliteness”.

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PARA'S AND THEIR USE

Airborne units are a subset of the elite units but have an advantage in which they can drop by air behind enemy lines or over water into empty hexes.

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TACTICS FOR ELITE & AIRBORNE UNITS

Section for Neil & others to fill out

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German para - Russia 1942

U.S. Army Pathfinders and USAAF flight crew prior to D-Day, June 1944, in front of a C-47 Skytrain

Red Army Guards Insignia

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.



LEFT -The wreckage of the British transport column, and an anti-tank gun, that Wittmann engaged. In less than 15 minutes, 13-14 tanks, two anti-tank guns and 13-15 transport vehicles had been destroyed by the Heavy SS-Panzer Battalion 101, the vast majority being attributable to Wittmann.

ELITE UNITS - CONTINUED

Russian “Guards” units were the elite units in the Russian army. They achieved their elite status through extraordinary performance on the battlefield.

German units can be “upgraded” to SS units by renaming them to include SS, which a space either before or after, in their new name. This upgrade follows the rules of a technology upgrade where the unit cannot be adjacent to an enemy unit and will not be able to move the turn of the upgrade. The cost of the upgrade, however, is 15 PPs for armor, mechanized and infantry corps and 10 PP garrisons and is quite a bit more than a technology upgraded. The upgrade results in an increase of 1 in attack, defense, shock, quality and survivability. Also, the image or counter for the upgraded unit will change to a SS version of the image or counter. There is a limit on the maximum number of SS units in play at any one time - please see the manual.

Soviet units that achieve an experience level of 75 (i.e., level 3), or higher, are

promoted to a “Guards” unit. Once promoted they will never lose that status unless completely destroyed. There is no cost for this promotion; however Guards units do get an increase of 1 in attack, defense, shock, quality and survivability. Also, the image or counter for the promoted unit will change to a Guards version of the image or counter. There is a limit on the maximum number of Guards units in play at any one time - please see the manual. When at this limit no more units will be promoted until the limit increases or a Guards unit is destroyed.

A German, or Russian, unit must be in supply level 4 (or higher) to be converted, or promoted, to an elite unit.

The 1942, 1943 and 1944 scenarios were slightly updated by adding some, but not many, Guards and SS units.

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.



[RIGHT: Peiper's troops on the road to Malmedy.]

Airborne Units and Airdrops

Airborne units are a subset of the elite units but have an advantage in which they can drop by air behind enemy lines or over water into empty hexes.

Airborne units can only be “built” by converting garrisons into airborne divisions. It costs 15 PP’s to convert a garrison into an airborne division. This conversion can only be done when the garrison is in supply level 5.

Infantry corps currently CANNOT be converted into airborne corps but that capability does exist and can be enabled through the general.txt file or more easily the Options menu.

Airborne divisions in addition to moving like regular infantry can also drop into unoccupied hexes. These drop hexes are indicated by a parachute symbols and this distinguishes them from the hexes that it can move to via normal movement. Paradrops cost 10 PP’s each and consume 4 oil points. They are subject interception by enemy fighters (so you better either have suppressed those fighters or have fighter escort to the drop hex available), subject to loss from flak form the landing hex and subject to random loss (0 to 3-steps) from the drop. So a drop into an unoccupied city or resource hex would subject the airborne division to loss from flak and the random loss due to an airdrop. Without fighter cover this would add loss from enemy fighter interception and would be a suicide drop for the division.

Airborne divisions cannot move but can attack and advance if successful on the turn they drop. However; these units while elite are divisions with lighter weapons than

their infantry counterpart and cannot dislodge full strength enemy corps. Compared to garrisons, airborne divisions have +1 ground attack, +2 ground defense, -1 shock, +2 quality, +2 survivability, -1 anti-tank, -1 air defense and they have a movement of 3 (which is between 2 for a garrison and 4 for an infantry corps) and have a minimum of supply level 1.

The number maximum number of airborne divisions is a function of year and country. Only major powers can build airborne divisions. See the next page for a chart.

You also have to think about the para units dropped can be intercepted and lose a lot of steps. After interception they can lose even more steps by landing. This means a para unit will quite damaged. So it will not become a defensive fortress that the enemy will struggle with destroying. E. g. a para division will have ground defense of 5 in 1944. That’s definitely nothing to be really scared about. A para corps will have ground defense of 6. These units can be destroyed by enemy land units.

We have to ask ourselves WHY would players want to use para units? I can see three reasons for using them. One is to quickly reach areas at another continent. E.g. you can paradrop units to Norway or Crete and bypass an Allied naval blockade. With air bombardment you can destroy the defender in Oslo or Heraklion and use the para to capture the city. So paras can be used to avoid dangerous naval operations, or support these naval operations.

Another reason to use paratroopers is to use them like in

Overlord. You can drop them behind the hexes you intend to land in to prevent enemy units from killing your units at the beachheads or to isolate peninsulas or cities (eg Brest) so that reinforcements cant be railed in to oppose amphibious landings. You sacrifice your paras to have a chance to break out from the beach head next turn. This is probably the most important reason to use paras and I think it will add to game playability to actually plan your invasions with paradrops as well. You can e. g. use them in operations like Market Garden to capture rear empty cities or choke points hoping that your land offensive will get to the area in time before the enemy can dislodge the para blocking the path for the enemy units.

The third reason to buy them is to bump garrisons and to some extent corps units to have a good defensive ground unit. Germany had many para units, but most of them were grounded. It meant they had the training as elite units, but lacked the paradrop capability. Many of these units were used to hold important cities like Brest.

A fourth reason to use paras is to support a major ground offensive breakout. Paras can be used to finish off damaged enemy units (at 1 or 2 steps) and to take up blocking positions that limit the ability of an enemy to either; move to better positions, or to counterattack your offensive spearhead.

Late in the war the garrisons are virtually useless because they rarely get tech upgrades. So enemy corps or armor units can almost destroy a garrison with one attack. Garrisons upgraded to paras, however, can be a good defensive unit to have.

Airborne Limitations

Conditions Required for Airborne Drop

- Adjacent to a city or friendly air unit
- 70+ efficiency
- Fair weather conditions
- NOT adjacent to an enemy unit
- The cost of the drop is:
 - 10 PP's
 - 4 oil points
- Post-drop - the unit efficiency will be a max of 60 - likely lower. Thus, the airborne unit will not be immediately eligible for another drop.



World War II-era Soviet Paratroopers deploy from a Tupolev TB-3.

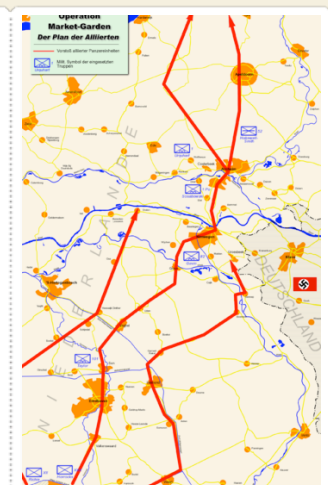
Country	1939	1940	1941	1942	1943	1944	1945
Germany	0	1	2	3	4	5	5
Italy	0	0	0	1	2	2	2
Britain	0	0	0	1	2	3	3
USA	0	0	0	2	3	4	5
Russia	0	0	1	2	3	4	5



2nd Ox and Bucks Light Infantry



Waves of paratroopers land in the Netherlands during Operation Market Garden in September



The Allied Plan [Market Garden]

When to Use Elite Units

WHERE TO EMPLOY ELITE UNITS

Elite units due to their enhanced abilities are the best units for attacking tough positions or units, or for defending key positions. Furthermore, the enhanced survivability of Elite units makes them slightly more resistant to air attacks which can be important for the russians when the Germans are on the offensive, and likewise for the Germans when the russians and allies can deploy many TAC's. An example of the latter is France 1944 when most axis units in the open can be quite badly damaged by strikes from two TACs. SS units can survive longer in such an environment.

WHICH UNITS SHOULD BE CONVERTED TO SS?

The two best units to convert to SS are ARM and MECH due to their specific advantages over INF.

SS ARM units are very powerful and are ideal for breaking heavily defended positions as they take less damage from defending units and are more resistant to counterattacks if exposed. Furthermore, late in the war, their strength gives them the opportunity to destroy slightly damaged units outright given a little luck as forecasts of 10+ damage are quite common to see.

SS MECH units are the best units for attacking units in cities and difficult terrain and are the toughest units in CEAW when defending due to their better resistance to air attacks and ability to benefit from defensive terrain (compared to ARM).

The number of ARM versus MECH to have is therefore related to the strategic situation that the axis is in. Whilst on the offensive, the axis will usually benefit by having more ARM than MECHs, but, late in the war, the reverse is true. The lower oil consumption of MECHs versus ARMs can also be an important consideration late in the war as the axis player quite often will have to manage their oil use carefully and late war ARMs are huge oil consumers."



Commandos during Operation Archery. The man on the left is armed with the Thompson submachine gun.

It really is worth spending the PPs to upgrade units to SS rather than building additional units that are more easily destroyed by the enemy

Following a Tradition!



Above- The Fallschirmjäger were the first to operationally employ recoilless weapons. The 7.5 cm Leichtgeschütz 40 could be air-dropped and had a maximum range of 6,800 m.

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.

Brochures

Pre-release

Geo-Politics

Elite Units

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