

# GRAND STRATEGY

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

[CEaW Forum](#)  
[Player Manual](#)  
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## Production, Technology & Lab Strategies



### IMPORTANCE OF LABS & TECHNOLOGY

There are numerous strategies for technology research, many of which are similar but with subtle variations in priority depending on player preference and intended war strategy.

### AXIS STRATEGIES

When you do an Axis North Africa and Middle East strategy, I strongly advise that you launch a Sea Lion as well.

*Continued on Page 2*

### ALLIED STRATEGIES

The first challenge is getting more supply, since the default 15 supply points are not enough for a good campaign in North Africa.

*Continued on Page 3*

### GAME TURN SPENDING LIMITS

Finally, we solved the logistics problem to support decisive forces and can send the DAK.

*Continued on Page 4*

Without supplies  
neither a general  
nor a soldier is  
good for anything  
Clearchus, 401 BC.



LEFT - The Landkreuzer P. 1000 Ratte was a design for a huge tank for use by Nazi Germany during World War II. It was designed in 1942 by Krupp with the approval of Adolf Hitler, but the project was canceled by Albert Speer in early 1943 and no tank was ever completed. At 1,000 metric tons, the P-1000 would have been over five times as heavy as the Panzer VIII Maus, the largest tank ever built.

**BELOW LEFT** - Type XXI U-boats, also known as "Elektroboote", were the first submarines designed to operate entirely submerged, rather than assurface ships that could submerge as a temporary means to escape detection or launch an attack.



**ABOVE** - The StG 44 (Sturmgewehr 44, literally: "storm (or assault) rifle (model of 19)44") was an assault rifle developed in Nazi Germany during World War II and was the first of its kind to see major deployment, considered by many historians to be the first modern assault rifle.

## GERMAN STRATEGIES

All tech areas are important for Germany so the issue is priority and strategy. Air tech is the most critical for Germany as TACs pave the way for German offensives and the FTRs can inflict critical PP losses on the Russian and allied players. Infantry tech is important because at game's end, it will be the INF units that are doing most of the fighting due to oil supply issues. General is also important because of the Organizational bonuses that it provides to units, the increased production that it allows and the improved anti-air factors that it provides to cities and resource hexes. Armour tech and Submarine tech are relatively less important but still critical to the success of the German war effort.

## ITALIAN STRATEGIES

Not all tech areas are important for Italy because it's comparatively low production means that it can't build numbers of all types of units. Personal preference is very much the case with the tech strategy for Italy. Therefore, the following commentary shouldn't be regarded as gospel, but, more a reflection of one type of strategy.

If your strategy is to play a long game for Italy, then INF and General techs are

important for Italy because the Organizational bonuses have a big impact on Italian unit capability. The increased production is very handy and the improved anti-air factors that are provided to Italian cities and resource hexes. Naval tech and Submarine tech in particular can be important for the Italians as it is possible to plan lab research so that the Italians reach level 6 tech even before the Germans who have many competing demands.

Air and ARM tech can be considered to be irrelevant for Italy if the strategy is not to build any further (expensive) planes or ARM units. It should be noted though that the Italian TAC will benefit from naval (ASW) research and can therefore have some longer term utility in protecting against allied SUBs, even if no AIR labs are built.



**ABOVE** - The Henschel Hs 293 was a World War II German anti-ship guided missile: a radio-controlled glide bomb with a rocket engine slung underneath it. It was designed by [Herbert A. Wagner](#).

**LEFT** - Panzerkampfwagen VIII Maus was a German World War II super-heavy tank completed in late 1944. It is the heaviest fully enclosed armoured fighting vehicle ever built. Only one complete prototype was built before the testing grounds were captured by the advancing Soviet forces.



# Allied Strategies

## BRITISH STRATEGY

Like Italy, Britain has a couple of options regarding research strategy. Like Germany, AIR is the most critical area to research as all air units are required to help bring the axis down. Naval and ASW in particular are also critical to ensure control of the seas and the ability to transport units across the Atlantic, as well as to ensure the safety of convoys. General is also important because of the Organizational bonuses that it provides to units and the increased production that it allows. With respect to INF and ARM techs though, Britain usually doesn't have the labs available to go all out in both, along with AIR, Naval and General.

Hence, a strategy for the British player is to choose one of INF or ARM to focus on and ignore the other. As Britain starts off with quite a number of INF and does develop a reasonable manpower pool over time, one strategy is to ignore ARM tech and focus on INF tech alone in order to improve existing INF units and to allow the production of formidable MECH units. This is especially handy if you are thinking of launching major invasions before 1944 as ARM cannot amphibiously invade until 1944, although they can land in the second wave.

## RUSSIA

Has a major choice to make. Is it going to develop powerful ARM units for making sweeping drives into Germany, or will it rely on TACs paving the way for MECH units? AIR

is the most critical area to research as the Russian as TACs will be required to weaken tough German defensive units and FTRs will be required to help get them through to targets unscathed. General is also important because of the Organizational bonuses that it provides to units and the increased production that it allows (even a 10% bonus is significant given the high Russian production – for example, 10% of 180 PP's is 18, which is 3 TAC repair steps). INF and ARM are both important to the Russians so the only question is which is given priority and this depends upon your strategy and personal preference. Naval tech can be safely ignored by the Russians.

## USA STRATEGY

Every tech is important to the USA, so it really is an issue of what to emphasize and when. Early on, AIR and naval (ASW) are important to help win the battle of the Atlantic and build powerful aircraft carriers, but, General is also important. INF and ARM cannot be neglected either, although it is possible with the USA, like Britain,

to ignore one altogether and go all out the other. Other players though prefer to go equal in both. This again depends upon your strategy and personal preference.



*Ultra was the designation adopted by British military intelligence in June 1941 for wartime signals intelligence obtained by "breaking" high-level encrypted enemy radio and teleprinter communications at the Government Code and Cypher School at Bletchley Park.[1] "Ultra" eventually became the standard designation among the western Allies for all such intelligence. The name arose because the intelligence thus obtained was considered more important than that designated by the highest British security classification then used (Most Secret) and so was regarded as being Ultra secret.*

Calendar Period	Restriction
1939	Max 1 lab per category
1940	Max 2 labs per category
1941-1942	Max 3 labs per category
1943-1945	Max 4 labs per category

# Game Turn Spending

	Game Turn Spending Limits		
	Only allowed if PP balance is 0 or higher and PP's sufficient to purchase	Only allowed if PP balance is 0 or higher <b>before</b> action *	Always allowed (even if PP balance is below 0 before action)
+ PP's	Build new units Buy Laboratories Elite & Para upgrades Paratrooper jumps	Major Power Repairs Major Power Upgrades	Axis Malta supply limit Minor Power repairs Minor Power upgrades Rail use over limit Load Transports Transport at sea over limits Invasion point over limit
- PP's			
* Action can cause PP's to go negative			V2.01



The Fieseler Fi 103, better known as the V-1 'Buzz Bomb', (German: Vergeltungswaffe 1, retaliation weapon), also colloquially known in Britain as the 'Doodlebug' was an early pulse-jet-powered example of what would later be called a cruise missile. The V-1 was developed at Peenemünde Airfield by the German Luftwaffe during the Second World War.



## GRAND STRATEGY 2.0

### Following a Tradition!

The V-2 rocket (**German:**  
**Vergeltungswaffe 2**, i.e. reprisal  
weapon 2), technical name  
**Aggregat-4 (A4)**, was a ballistic  
missile that was developed at the  
beginning of the Second World War  
in Germany, specifically targeted  
at London and later Antwerp.



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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