

V. PRODUCTION COSTS PER STRENGTH POINT PURCHASED

LAND UNITS:	INF	MECH	ARM	PARA	TAC	GRSN
Population	3	3	3	3	2	1
Raw Materials	1	2	3	2	2	1
Industry	2	3	4	2	4	1
AIR UNITS:	BMBR	FGHTR	MSSL	ABOMB	AIRDEF	
Population	2	2	1	1	2	
Raw Materials	2	2	5	7	1	
Industry	3	2	6	11	1	
NAVAL UNITS:	FLEET	ESC	TRANS	AMPH	SUBS	
Population	3	2	2	2	1	
Raw Materials	2	2	2	2	1	
Industry	4	3	2	2	2	
SPECIAL UNITS:	IND	FORT				
Population	2	5				
Raw Materials	2	10				
Industry	2	10				

VI. R&D COSTS AND BENEFITS

Costs are per increment of attempted increase

LAND UNITS:	POP.	RAW	IND.	ATTRIBUTES INCREASED
Infantry	0	1	1	Combat ability
Mechanized	0	2	1	Combat ability
Armor	0	2	2	Combat ability
Paratroop	0	1	1	Combat ability and airdrop efficiency
Tac Air	0	2	2	Combat ability
AIR UNITS:	POP.	RAW	IND.	ATTRIBUTES INCREASED
Bomber	0	2	3	Range, fighter defense, naval sighting ability, and bombing accuracy
Fighter	0	2	2	Range, combat ability, and naval sighting ability
Missile	0	2	3	Can build at level 7
A-Bomb	0	3	3	Can build at level 8
NAVAL UNITS:	POP.	RAW	IND.	ATTRIBUTES INCREASED
Fleet	0	3	3	Combat ability, naval sighting ability, ground support effectiveness
Escort	0	3	2	Convoy protection
Transport	0	2	2	Troop transport capacity
Amphibious	0	2	2	Troop transport capacity
Submarine	0	2	2	Combat ability, naval sighting ability

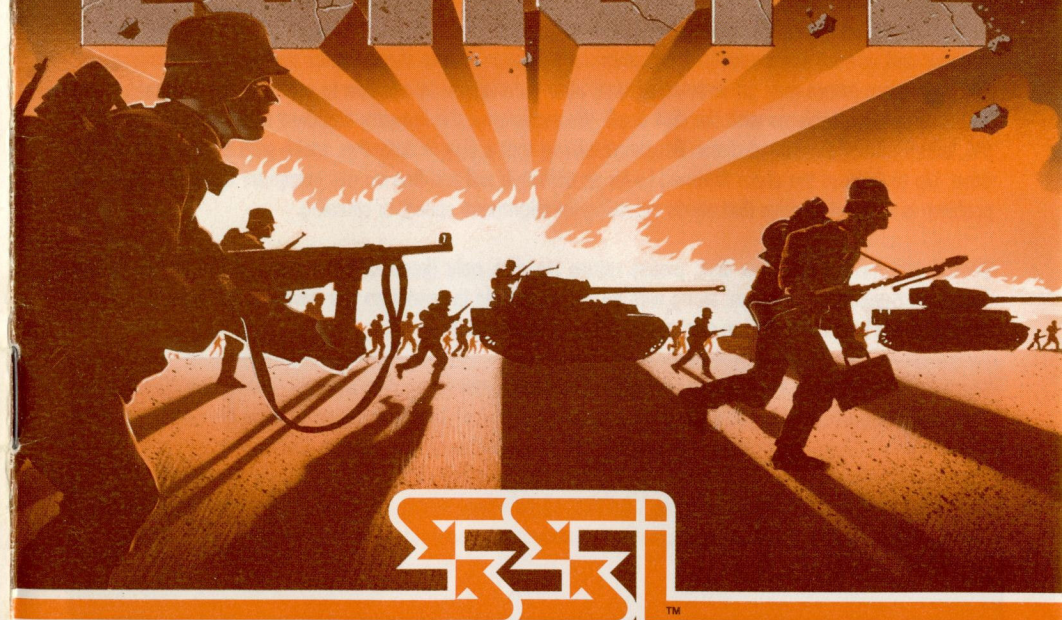
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THE WAR IN EUROPE: 1939-45

STORM ACROSS EUROPE™



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1.0 INTRODUCTION

1.1 Overview

Storm Across Europe is a grand strategy level game of the European Theater of Operations in World War II. You can choose to play either the Germans, the Allies, or the Soviet Union. Both the Allies and the Soviet Union can be computer controlled. Thus the game can be played by 1, 2, or 3 human players. You make all decisions regarding the land, naval, and air operations of the country which you control. In addition, you run the economic operations (Lend Lease, production, research and development, etc.) of that country as well.

The game is completely controlled with a joystick and features a smooth scrolling map that is approximately eight screens in size. The map depicts 37 countries and colonies divided into 224 strategic areas. Each area may be one of several colors; when an area is conquered, it is converted to the color of the conquering country.

Although these rules may appear long and involved, the game plays very quickly. While it is useful to know all the rules before you begin to play, there are faster ways of learning the game. These rules follow the sequence of play in the game; thus one way to learn the game is by reading each section just before you get to that point in the game. In addition, these rules contain a tutorial; basically this is the first game turn for the German player. You could also read just those rules up to and including the tutorial rules and then finish reading the rules once you are done with that turn and have a feel for how the game plays.

Your Storm Across Europe game should come with the following parts:

- one game box
- this rule book
- one map card
- one game disk

In addition, if these rules do not contain the start-up instruction for the computer version you are playing, you should also have an additional data card containing those instructions.

1.2 Loading the Game

There is no physical copy protection on any version of the game. There are, however, copy protection questions which will come up in the course of the game. These questions can be easily answered by consulting this rule book. Since there is no physical protection on the disk, please make a copy of your disk before starting play. Set the original disk aside, and play off the copy. Please refer to your disk drive owner's manual for disk copying instructions, or you may use any commercially available copy program.

Starting the game on the Commodore:

Plug your joystick into port 2. Put your copy of the game disk in the drive with the label facing up and turn on your computer. (If you own a Commodore 128 you should hold down the Commodore key when you turn your computer on.)

Type LOAD "*", 8, 1 and hit the Return key.

When READY appears, type RUN and hit the Return key.

1.3 Making Choices

The screen is divided into two portions. The upper portion contains the map, and the lower portion contains the text area where menus appear. The game is menu driven, with choices made by joystick. When a choice has to be made on a menu, the current choice is inverted. To make another choice, move the joystick. When the item you wish to choose is inverted, press the joystick button to select it. When a choice has to be made on the map, the computer places a special marker in all areas that are possible choices. You must then move the cursor directly over the marker in the area you wish to choose and then press the button.

Important: You can exit a routine which requires you to make a choice on the map without actually having to make a choice. Move the cursor to the very top or bottom lines of the map; these lines contain a border design. Press the button and you will return to the previous menu. This works in all cases where you must make a choice on the map portion of the screen.



German soldiers assault a bunker on the Maginot line.

1.31 Joystick Information: If you are in a menu that requires you to move a large number of points from one mission to another (transfer, attack, reinforce, etc.) you can use the following joystick commands.

- UP - Add 10 points
- DOWN - Subtract 10 points
- RIGHT - Add 1 point
- LEFT - Subtract 1 point

1.4 Saving and Recalling a Game

You can save a game by choosing the Disk Option during the Strategic Options Phase of a turn. You can also recall a saved game in this way. You can also recall a saved game by choosing "Saved Game" on the first menu which appears after the copyright screen upon loading the game.

2.0 GAME OVERVIEW

2.1 Sequence of Play

Each game turn covers 1 season (3 months) of real time, and players take their turns in the following order:

- 1 - Germany (including the German Minor Allies if they have joined the Axis);
- 2 - the Allies; and then
- 3 - the Soviet Union.

Each player turn consists of several phases which are listed below in the order they appear. (Following the name of the phase is the section in these rules in which that phase or segment is more fully discussed.)

A. Reinforcement - Replacement Phase (section 6.0): During this phase you place both reinforcements produced during previous Production Phases and replacements accrued due to losses in the last Combat Phase.

B. Production - R&D Phase (section 7.0): This phase occurs only during the Spring turn of each year. The computer calculates the number of economic points accumulated in the areas under your control. You then use these points to buy units or to improve the technical level of

your weapons ("R&D"). Rather than spending these points, you can also move them to a more secure area.

C. Strategic Options Phase: During this phase you order your land, naval, and air units to perform actions. Except for the combat option, you can access the following options in any order and any number of times during your turn. Some actions take place immediately, and some take place during the Combat Phase. When you choose the Combat Option your turn is effectively over. The following options are available in this phase:

Land Option (section 8.0): During this option you can create or remove armies and give them orders.

Naval Option (section 9.0): During this option you give orders to your naval units.

Air Option (section 10.0): During this option you give orders to your air units, including missiles and A-bombs if available.

View Option (section 11.0): If you select this option you will be able to determine the level of the economic points that each area on the map contains, or information about a specific area. In addition, you can choose to see a one screen map of all of Europe depicting the overall control of territory.

Combat Option: Choosing this option takes you out of the Strategic Options Phase and starts the Combat Phase.

Disk Option (section 11.0): If you select this option you will be able to save, load, format or get a directory of a saved game disk.

D. Combat Phase and Casualty Reports (section 12.0): Once you have completed giving orders to your units, you proceed to this phase where many of those orders are carried out. When Combat is completed, casualty report screens are displayed listing your exact losses and an estimate of enemy losses. A disposition screen showing the strength and location of all your forces completes your turn.

2.2 Victory Conditions

The game continues until all enemy countries have been conquered or until summer 1945 at which time the total areas under German control are used to determine the level of victory. When a country is conquered all its forces and allied troops surrender. How an enemy country is conquered depends on the country:

- Germany is conquered when all German areas are captured.
- A German Minor Ally is conquered when its capital is captured.
- The Soviet Union is conquered when Moscow (area 200), Leningrad (area 179), Stalingrad (area 209) and one of the following areas along the East edge of the map are captured: areas 218, 219, or 220.
- The Allied side is composed of four different nationalities: Poland, Britain, France, and the U.S.
- The U.S. can never be conquered.
- France is conquered when Paris (area 123) and one of the following areas are captured: areas 126, 127, 129, or 130. When this occurs Vichy France and randomly selected French colonies become German controlled.
- Britain is conquered when London (area 0) and either area 4 or 5 is captured.
- Poland: On the first turn only (Fall 1939), if Warsaw (area 73) is captured by the Germans and the Germans have not entered areas 75 through 79, Germany will get areas 69 through 74, and the Soviet Union will get areas 75 through 79, 22 through 25, and 84 and 86. If Poland does not fall the first turn, it is conquered only when all areas are captured.

Note: If Germany does not take Poland on the first turn, it constitutes a breach of the treaty between Germany and the Soviet Union. This will result in a slight increase in Soviet production.

Important: When France, Poland or Britain are conquered, all Allied armies physically within

the borders of the conquered country and its colonies are considered captured and cease to exist. When the Soviet Union is conquered all Soviet armies cease to exist. When German minor countries are conquered, the armies of the conquered minor country cease to exist. However, if German armies are within the borders of the minor country when the capitol of the minor country falls, the country is considered to be held by the Germans and only armies of the conquered minor country cease to exist.

3.0 TUTORIAL: THE INVASION OF POLAND, 1939

This section eases you into the play of the game. You should have read the two preceding sections before this. While this section will tell you how to play the game, it does not always explain all the choices available to you. As you play if you want more explanation of some point please see the main body of the rules.

This section is, essentially, the first German turn of the first historical scenario. When you have completed this section, you will have completed all phases except one of a complete player turn. Because the Production and R&D Phase occurs in the Spring, and the game starts in the Fall, that phase is not played.

Load the game as explained in section 1.2. Be sure your joystick is plugged into port 2. Note that sometimes the fire button on the joystick is called the trigger.

When you see the title page press the fire button. You will then see a screen that says:

NEW GAME SAVED GAME

with the words NEW GAME inverted (white on black). Move the joystick left and right; you will see that the inverting moves from one side to the other. Make sure that the words NEW GAME are inverted again, and press the fire button. This is how you select an item from a menu: by moving the joystick and then pressing the fire button.

You should now see the following on the screen:

SCENARIO BUILDER PART 1

INDICATE THE YEAR (AUT39)

Press the fire button; you have just determined that you will be playing the first historical scenario, the one that begins in Autumn, 1939.

The next screen you see gives you three choices, one of which is EXIT. For now, just select EXIT; you can select the other choices if you wish to modify an existing scenario or develop a brand new scenario of your own. You should do this only after you have become familiar with the game and understand how all the parts relate to each other.

You will see that the computer will ask you to CONFIRM EXIT; this is done so that if you accidentally selected to exit the last routine you can go back to it if you wish. Select YES to move on. (Similar failsafes appear elsewhere in this section; they will not be mentioned further.)

You next enter the Scenario Builder Part 2; once again, this is used to modify many of the variables used in the game. Select EXIT to move on to the Start-up Sequence.

The Start-up Sequence is a series of questions for you to answer; it allows you to make slight modifications to a scenario, mostly for game balance purposes. You will also choose which sides will be computer controlled. You will be selecting the historical defaults this time through.

Press the fire button to get past the first two screens. You will now be asked a series of questions regarding starting values for Germany; select NO for an answer to the first question. The next 3 questions have a numerical scale next to them; for now, choose 0 for each one.

When you are done setting the German values, you will get to a screen informing you that the Allied values are to be set next. Press return to see the first question. The answer to this first question will determine whether the Allies are to be controlled by the computer or by a human player. (This question did not come up



Another German panther tank stopped in its tracks.

for Germany, since Germany must always be controlled by a human player.) Choose YES to have the Allies computer controlled.

You will then be asked the same set of questions for the Allies as were asked for Germany; answer them the same. Likewise, you will then be asked the same questions for Russia as were asked for the Allies. Once again, answer them the same. Make sure you select computer player for Russia.

Once you are done with all three countries, you will see a screen summarizing the choices you made. Everything should be 0 or NO except for COMP PLYR which should be ** for Germany and YES for the other two players. If this is not the case, select NO to go back and do the Start-up Sequence again; if it is the case, select YES to begin the play of the game. Make sure the front of the game disk remains in the drive.

You are now ready to give orders to the German units. Your goal is to have Poland sur-

render. You do this by giving orders to your units which are then executed in the following Combat Phase. Some of the orders (such as transfer) which you will be giving to your units are not really necessary for accomplishing that goal, but are given as an illustration of how to do it.

The first menu you will see is called the Main Menu. You can make 1 of 6 choices:

LAND, NAVY and AIR: allows you to give orders to the appropriate type of unit.

VIEW: allows you to obtain various map information.

COMBAT: takes you out of the Strategic Option Phase and into the Combat Phase.

DISK: takes you to the routines which allow you to load a save game, save a game, format a disk, or list a directory of a saved game disk.

You can choose any option, except COMBAT, any number of times. Once you choose COMBAT your turn is over.

Select VIEW, and from the View Menu select OPER. The map will have boxes appear over it, and you will be asked to choose a destination. Move the joystick; you will see that a cursor box moves around the map as you do so. Place this box directly over one of the boxes on the map and press the fire button. Whenever you have to make a choice on the map, place the cursor over a box and hit the button.

When you select an area in the Operational View, you will see the following information, in order, top to bottom on the screen:

- who controls the area;
- what type of terrain it is;
- the number of population and raw material in it; and
- if friendly, the number of garrison and industrial points in it.

Press the fire button to return to the View Menu, and select STRAT. The map will change to show you all of Europe on one screen, with the control of every area depicted by color. A German controlled area is orange, an Allied controlled area is gray, and a Soviet controlled area is red. An area still neutral is light blue. Press the button again and you will see which areas contain armies or fortifications.

Press the button one more time to return to the main View Menu. If you were to select DEMO from this menu, you would be able to choose to have the map change so as to depict various demographic information (population, industry, and raw materials) in relative terms. For now, select EXIT to go back to the Main Menu.

You will now give orders to your armies. In order to invade Poland, you do not need to use your fleets or your air units, although you could. While the actual orders you give them may differ from those you give your land units, the process would be the same. For purposes of this tutorial, leave your naval and air units alone for now. Select LAND from the Main Menu.

From the Land Menu, you have two choices besides EXIT: STG. (strategic) MOVES and STAFF CHANGES. Choose STAFF CHANGES

first, and then CREATE ARMY from the Staff Menu. Where you control an area but have no army in it, you will see a box.

You are asked to choose a destination; move the cursor over the tank unit in East Prussia (area 167) and press the button. You are asked to choose an army. If you move the joystick you will cycle through all available army designations. For now, select 7th Army. When you return to the Staff Menu, select EXIT.

Now Select STG. MOVES. You will see a menu which gives you a choice between MOVE ARMY and TRANSFER garrison. Select MOVE ARMY. Move the cursor out of East Prussia if you haven't already; you'll see that the tank symbol there has been replaced by a symbol indicating more than one army is in the area. Move the cursor back over the area and press the button, and then choose 1st Army.

What you now see is the main Army Menu. It shows that this army is also known as army A, and it shows the number of each type of strength points in the army. In addition, there are several choices that can be made from this menu:

MOVE: allows you to move an army within friendly held territory.

ATTK: allows you to order an army into an enemy or neutral territory.

CHNG: allows you to change the status of airborne and ground support strength points.

TRF: allows you to transfer strength points between units.

INFO: gives you info about the unit and the map, including the army's efficiency.

REVV: reviews the army's orders for that phase.

Choose TRF, and for destination keep the cursor where it is and hit the button. Select the 7th Army (the one you just created). You will now see the number and types of strength points the 1st Army has on the top line of numbers, and

the number the 7th has (all 0) on the bottom line. Move the cursor over to the tank symbol and hit the button. The number in the second row is now starred. Move the joystick until that number is 5, and hit the button again. You have just transferred 5 armor strength points from the 1st to the 7th Army. EXIT out of this menu. You will see that the 1st Army now has only 15 armor points.

Now give the order to attack. Select ATTK from the Army Menu, and then choose Land Attack. (Since this army is sitting in a port with a fleet, it could do an amphibious attack. The Special Attack Option will not appear if one is not possible.)

A box will now appear in all areas the unit can attack. Select the area due south (area 71) of East Prussia. Since this is Autumn, an army can attack into 2 areas (see Section 8.71); once you have selected area 71, all areas that the army can move into from there become boxed. Select the Warsaw area (73) as the army's next area to attack.

Once again, select the 1st Army in East Prussia. Choose REVW. You will see the orders you just gave the army. To change orders, simply give a unit new orders. For now, EXIT out of the Army Menu.

Select the German army in area 169, over on the western side of Germany. Select MOVE from the Army Menu. All friendly areas to which the unit can be moved become boxed. Move the cursor to area 163, just south of Denmark, and press the fire button. Now have this unit ATTK into Denmark. Thus a move within friendly territory in this manner can be combined with an attack into enemy territory. (And you get to take out Denmark as well as Poland the first turn.)

Now make the following attacks with the following armies into the following areas:

2nd Army (B): from area 166 to area 70 and then area 72.

3rd Army (C): from area 165 to area 70 and then area 72.

4th Army (D): from area 173 to area 74 and then area 73.

1st Panzer (E): from area 177 to area 74 and then area 73.

Leave 6th Army (area 171) and 7th Army (area 167) where they are. Once you have finished moving all Armies, exit back until you are at the Main Menu. (As mentioned earlier, you need not move any of your naval or air units in order to invade Poland, but you can experiment with them if you choose.) Once you are ready, choose COMBAT to proceed with the game.

The computer will now execute combat. This consists of several parts, and you will have to press the fire button to have the computer go from one part to the next. You will also be able to choose if you wish to have sound on or off for land combat. If you did not move any air or naval units, nothing will happen in those portions of the Combat Phase. As land combat is carried out, you will be able to see the length of each battle and the losses incurred for both sides in it. If an area is conquered by the Germans, its color will change to gray.

You will note that when Warsaw finally fell, all areas in Poland to the east of it changed to red. This is because the Soviets occupied those areas according to the terms of the non-aggression pact between Germany and the Soviet Union. The areas not Soviet occupied and not entered by German armies became German anyway since the Poles surrendered.

After all combat has been completed, the German Casualty Report will be displayed. It will show you how many strength points of each type were lost in your campaigns against Poland and Denmark. Since this was the first turn of the first year, all totals will be the same as the losses for the current turn. After you have seen your losses, an estimate of enemy casualties will be displayed.

Finally, your turn ends with a screen listing all of your armies, their current location, the number of strength points they contain, and their current efficiency. Since all armies started at top efficiency that concept was not discussed in this tutorial. You will learn, however, to rest a

unit when its efficiency drops if you wish to keep it as an effective fighting force.

This ends the first German turn. You should have been able to conquer both Poland and Denmark with minimal losses to yourself. You can continue to play this game for practice, perhaps using your air and naval units as well. Once you feel comfortable with the game system, start over. And between the 6 historical scenarios, the Scenario Builder, and the Start-up Sequence, you can design just about any variant you want.

4.0 DEFINITION OF TERMS

Air defense: An air unit type that is assigned to an area rather than an airbase. This unit type defends an area against attacks by enemy bombers.

Air units: Airbases and air defense.

Airbases: The air unit made up of bomber, fighter, missile and A-bomb unit types.

Amphibious transports: Troop transports used to carry friendly troops during an amphibious invasion of an enemy area.

Armies: The land unit made up of infantry, mechanized, armor, paratroop and tac air unit types.

Armor: Mechanized troops supported by medium and heavy tanks.

Bombers: Medium and heavy bombers.

CAP: An abbreviation for Combat Air Patrol. Air units on CAP will defend their area against attacking enemy air units.

Contiguous: Two different land areas are considered contiguous if there is a series of friendly land areas between them. Contiguous land areas do not have to be adjacent to each other.

Destination: When a unit or strength point is transferred, the area in which it ends the transfer.

Economic points: These points are used to build new units or to raise the technical levels of your units. This term includes population points, raw material points, and industrial points.

Enemy: A unit or area which an enemy player controls.

Escorts: Light cruisers, destroyers, and escort carriers. In the defense of Lend Lease lines, they represent anti-submarine warfare units.

Fighters: Interceptors or fighters

Fleets: Large surface ships, such as battleships, heavy cruisers and cruisers.

Fortifications: Large scale defensive positions such as the Maginot Line or the Atlantic Wall.

Friendly: A unit or area which you control.

Garrisons: A land unit type that is assigned to an area rather than an army. This unit represents second line troops, militia, or security forces.

Infantry: The front line troops. Each strength point represents from 4 to 6 thousand troops.

Land units: Armies and garrisons.

Lend Lease: Economics points (industry and/or raw materials) arriving each year in England from the USA. The Allies may also send lend lease to the USSR.

Main line: A term used for land unit types not assigned a different mission.

Mechanized: Mobile infantry transported by armored personnel carriers, trucks, and light tanks.

Mission: Placing a unit on a specific mission is the same as giving the unit an order.

Naval transports: Freighters, merchants, and troop transports used to ferry land units and supplies from one friendly port to another.

Naval units: The following naval unit types: fleets, escort, naval transport point, amphibious transport points, and submarines. All naval unit types are assigned to a port, except for submarines which are assigned to an area.

Neutral: A unit or area which neither you nor an enemy player control.

Order: A command to a unit to undertake a task.

Paratroops: Elite parachute troops.

Reinforcements: Strength points that are purchased during the previous production phase and which arrive during each of the following 4 turns.

Replacements: Strength points generated by the computer based on the losses your units incurred in the last Combat Phase.

Start/source/home: When a unit or strength point is transferred, the area in which it starts the transfer.

Strength point: Each unit type in a unit consists of 0 or more strength points. If the unit type has 0 strength points, it means that the unit does not contain that unit type. Sometimes just called points.

Tac Air: Tactical air forces. Represents fighters and dive bombers designed for the close support of ground forces. This is a land unit type, not an air unit type.

Technical level: The technical level of a unit is a reflection of how technically advanced that type is in comparison to other friendly and enemy unit types.

Unit types: The subcomponents of a unit. Different unit types have different combat abilities.

Units: All combat forces, whether land, naval or air.

5.0 PREPARING FOR PLAY

5.1 Introduction

One of the unique features of Storm Across Europe is the ability to change most of the variables in the game. The Scenario Builder allows you to play one of six historical scenarios, and to modify each one in a variety of ways. In addition, at the beginning of each game the Start-up Sequence allows you to randomize many aspects of the game. Thus you can ensure that no two games are alike, or you can test out alternative theories of how the war should have been fought.

Until you are familiar with playing the game, you should play the historical scenarios and not change any values in the Scenario Builder or in the Start-up Sequence. Most of the menus in the builder are very similar to menus used during the play of the game, and are therefore not discussed in detail. If you need more information on some point (for instance, transferring strength points), you should be able to find the answer by referring to the main body of the rules.

See the Tutorial section (3.0) above for the best way to get into the game if you want to play an historical scenario. The location and strengths of all units at the beginning of the Autumn 1939 turn are listed in Appendix I.

The first screen you see when the game starts is the title screen, followed by the saved game recall screen. Assuming you do not recall a saved game, you will then enter the Scenario Builder.

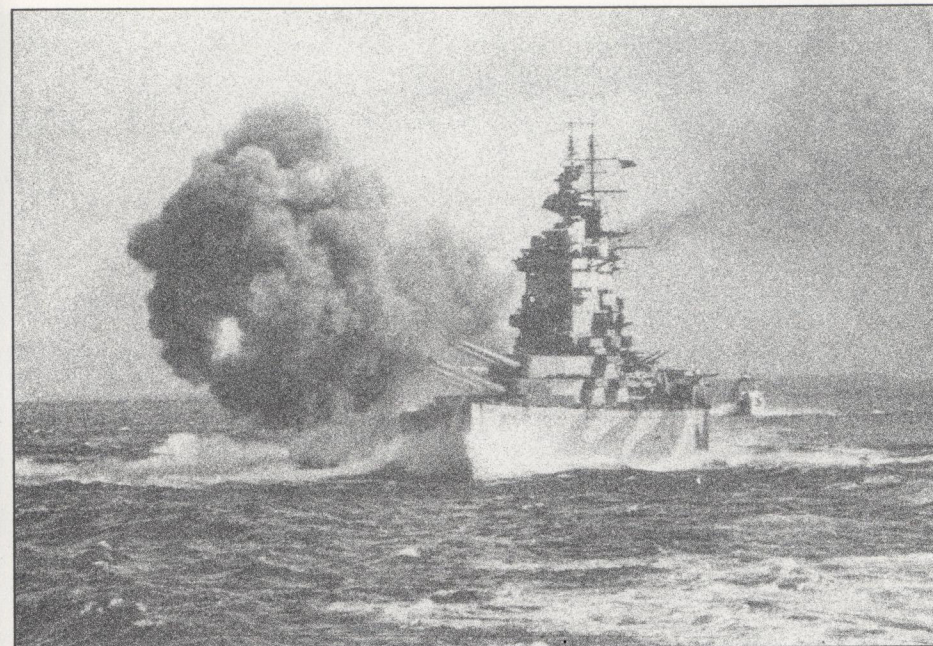
5.2 Scenario Builder Part 1

Your first decision in the Scenario Builder is which scenario to play. There are 6 historical scenarios included in game, and they are labelled after the turn that they start on. The 6 scenarios are Autumn '39, Spring '40, Summer '41, Summer '42, Summer '43, and Summer '44. Once you have selected a scenario, it will be loaded from the disk. You can then change it in one of two ways. When you are done with the changes, or if you do not want to make any changes, choose EXIT to proceed.

5.21 Modify Current. You may modify a scenario. First choose an active country and make the changes set forth below.

5.211 Demographics. You can change an area's terrain type and the number of garrison, air defense, industrial, population, and raw material points it contains.

5.212 Units. You can transfer strength points from one land, naval, or air unit to another friendly unit of the same type. In addition, you can create or remove new armies and airbases or move them to another location.



A furious salvo fired from the main guns of a British battleship.

5.22 Develop New. The second way you can change a scenario is to totally change the map parameters and the unit setup for active countries. **WARNING:** The first time you select this routine, all of your units on the map are erased. You must use the routine to rebuild and replace them to have them appear in the game. Once your units have been erased you may freely exit and reenter the DEVELOP NEW routine in the same session without erasing your units again.

5.221 The map. If you select DEMO, you will be able to transfer control of any area to another power. This only works for areas that do not contain land, naval or air units belonging to the initial country.

5.222 Units. You can build armies, navies and air units in the areas you control. You will have to transfer strength points into any unit built, and set an effectiveness level for any army. You can also modify units that have already been placed.

5.3 Scenario Builder Part 2

Once you have finished with part 1 of the Scenario Builder, you will automatically enter

part 2. In this part, you will be able to change the beginning levels of the following for the 3 major powers: research, reinforcement, effectiveness, and submarine strength. In addition, you will be able to fortify new areas. When you are done with all the changes you want to make, choose EXIT to proceed.

5.4 Start-up Sequence

By answering the various questions in the Start-up Sequence, you randomize key aspects of the game and choose which players will be computer controlled.

You will see a series of questions for each country, in the order Germany - Allies - Soviet Union. For each country, you will be asked whether you wish the country to be computer controlled. (Because Germany can never be computer controlled, that question will not appear for it.) You must then decide if you wish to randomize the population and raw material points for areas under the control of that country.

You will next be able to modify the start-up values for three different factors. When you modify these levels, you will be given a scale of 0 to 9. A setting of 0 means no modification. Set the start-up levels of the computer player from 1 – 3 for an easy game, from 4 – 7 for a more difficult game or from 8 – 9 for a very difficult game. For a historical three player game, set the values to 0.

The three values you can change are:

- Strength: the initial strength of the country's units can be increased.
- Industrial capacity: the industries initially available to the country can be increased.
- The last value that can be changed is labelled differently for each country, but it is a measure of how insulated the armies of that country are from politics. Thus for the Germans it is called the Non-Interference Level; for the Allies, the Allied Cooperation Level; and, for the Soviets, the Stalin Sanity Level. By choosing a higher number you can increase the overall efficiency of the country's armies.

Changing these factors allows for differing degrees of play by the computer player. When you have finished answering all the questions you will see a page summarizing the choices made. If you do not like a choice, you can say that the levels are not acceptable, but doing so means you have to go back to the beginning of the Start-up Sequence. Once you accept the settings, you will proceed to the play of the game.

6.0 THE REINFORCEMENT - REPLACEMENT PHASE

6.1 In General

When the previous player turn is over, you will see another Casualty Report for your forces and an estimate of enemy losses. After that you will immediately enter the Reinforcement - Replacement Phase.

In this phase you increase the size of your units by adding reinforcements and replacements. (As far as adding these strength points goes, there is no difference between replacements and reinforcements. See 4.0 for the definitional difference.)

6.2 Procedure

The main Reinforcement - Replacement Menu gives you 4 choices:

EXIT: selecting this advances you to the next phase:

ARMY, NAVAL, AIR: selecting one of these allows you to place reinforcement - replacement strength points with the indicated type of unit.

While the various types of points available differ, the procedure for adding reinforcement - replacement points is the same for any unit type. Select the general type of units to which you want to add points (land, naval, air). You will then see a list of the points available for the various types. You will be able to choose between adding points to unit types assigned to specific areas (garrisons, submarines, and air defense) or to other unit types (armies, fleets, bombers, etc.)

Once you have selected the type of unit you want to place, a box or unit symbol will appear over all areas or units where that type of point can appear. Choose one of the areas or units. You will then see a screen similar to the screen used to transfer points. To actually place reinforcement - replacement points, select the symbol for the type of point you wish to add, and press the fire button. You can then use the joystick to add those points to the destination; press the button when done. Continue in this manner until all points have been transferred to areas or units.

Note that submarine reinforcement - replacement points do not actually go into areas or units. Rather, they are assigned to port; this functions as a "pool" from which these points can be reassigned later during the Naval Option.

7.0 THE PRODUCTION / RESEARCH & DEVELOPMENT PHASE

7.1 Introduction

This phase occurs only once a year, at the beginning of your Spring turn. Before starting this phase, the computer calculates the number of economic points which you have accumulated for the areas that you control. During this phase you will spend these points to either build new strength points (production) or to improve the technical level of your weapons (research or R&D). Instead of spending industrial points, you can also move them to a safer area. The Allies may also perform Lend Lease operations.

The first menu you see during this phase gives you the choice between PRODUCTION / RESEARCH or TRANSFERRING INDUSTRY. If you wish to transfer industrial points (or, for the Allies, to perform Lend Lease) you must choose it now. Once into the production / research routine, you cannot transfer industry. However, when industry is transferred first, you will be able to do production or research.

If you choose PRODUCTION / RESEARCH, you will get a second menu giving you a choice between those two items. On this second menu you may freely move between production spending and R&D spending in a turn.

7.2 Production

Once into the production routine, the number of population, raw material, and industrial points accumulated will be displayed. You can spend industrial points for: ARMY, NAVY, AIR or SPECIAL. The special selection is for building industry or fortifications. Fortifications take one full year to appear once purchased.

Depending on which selection you make, you will see a listing of the symbols for the various types of units that can be purchased. Once you have selected a type of unit to produce, the costs for that unit will be displayed. You can then choose the number of strength points of that type you wish to purchase. The costs for all units types are listed in Appendix V.

The number of strength points built is the number that will be available to you at the beginning of every Reinforcement - Replacement phase during the year. Thus if you built 3 armor strength points, during the next Summer turn, 3 would be available to you. Another 3 will be available in the Autumn, etc. Fleets are the exception. Fleets and only fleets take 1 full year before they enter the reinforcement cycle. Note that you must use these points in a turn or lose them; the points are zeroed out just before each Reinforcement - Replacement phase.

Missiles and A-bombs can only be produced after you have built their appropriate technical levels to a sufficient degree. In order to build a missile, the missile technical level must be at least level 7; to build an A-bomb, its technical level must be at least level 8. You will not be allowed to build one of these units unless its technical level is high enough.

Paratroops have a production ceiling of 9. This is the only unit type with a production limit.

The Soviet Union will be at full war production after it is invaded by Germany. The Soviet Union receives ten times the normal supply of industrial points when in full war production mode. In addition to going to a full war production the Soviet Union receives a large number of automatic reinforcements upon Germany's attack into Mother Russia.

7.3 Research and Development

R&D is handled in a manner similar to production. Once into the routine, you will see a menu listing the number of points available to purchase research levels. You will also be able to choose between ARMY, NAVY, and AIR research. After you have selected the general category you wish to research, you will see a menu listing the specific types of units you can spend research points on; below each will be its current technical level. All technical levels for each country in Autumn 1939 are listed in Appendix II.

When you have selected the type of unit to research, you will see how much it costs to attempt to raise the technical level of that unit. You must decide how many research points to expend, up to a maximum of 9. You are not guaranteed that the technical level of a unit will be raised by research, but the more research points you spend on the unit the more likely its level will be raised. You will be told whether the attempt was successful. Once attempted, the level for that unit type is marked with an asterisk; this indicates that you cannot make further attempts this turn.

Raising the technical level of combat units (armies, fleets, bombers, etc.) improves their combat abilities. Raising the technical level of naval transport units (transports and amphibious units) increases the number of points they can transport. Raising the technical level of air units increases their range. Raising the technical level of missile and A-bomb units allows you to build them. For a breakdown by unit type of the attributes increase, and the cost to attempt the increase, see Appendix VI.

7.4 Transferring Industry

Once you enter the transfer routine, you will see a marker in all friendly areas containing industrial points. You will be prompted to choose an area to move points out of. Once an area is chosen, the map will change and the marker will appear in all areas that the points can be moved to. Once you have selected that area, you must decide how many of the available points you wish to move.

Remember, if you wish to exit the map before choosing a starting or destination area, move the cursor to the top or bottom rows of the map and press the fire button.

7.5 Lend Lease Operations

The Allied player, and only that player, can transfer industrial points from England to the Soviet Union once the Soviet Union is at war with Germany. There are two convoy routes to the Soviet Union. The northern route starts at Scapa Flow (area 6) and goes to Archangel

(area 188). The southern route goes from Plymouth (area 1) to Baku (area 214) via the Persian Gulf. See 9.3 for convoy routes.

When you enter this routine, a marker will appear in areas 1 and 6. Choose the route you wish to take by selecting the starting port for a route, and then choose the number of points you want to send on that route using the joystick. The points to be transferred must be in the area prior to the Lend Lease routine. You can move back and forth between transfer and Lend Lease in a turn.

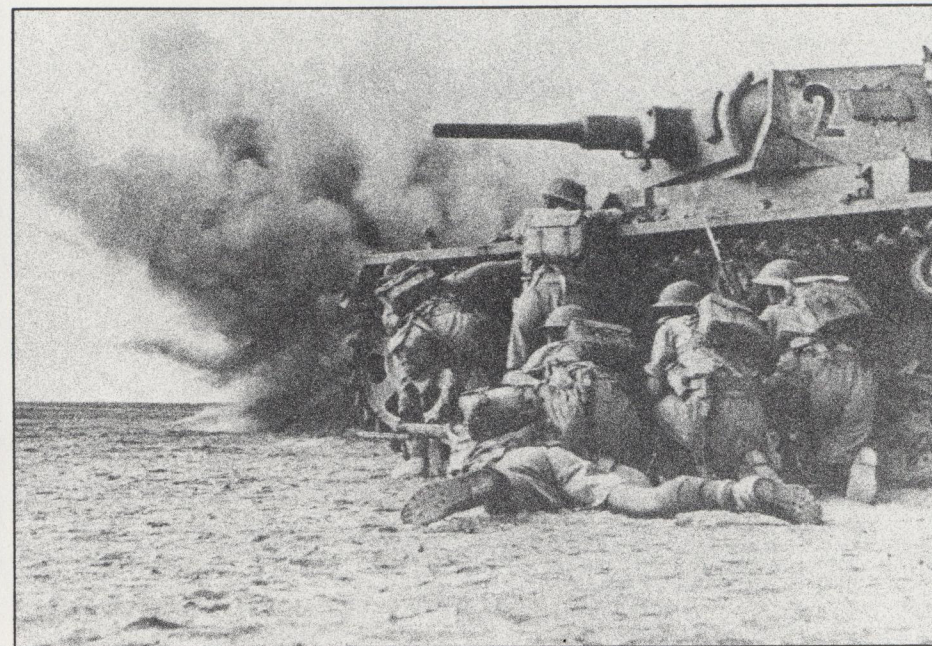
NOTE: In order to protect Lend Lease to the Soviet Union, the allies must place Escorts in the appropriate starting port (area 1 - Plymouth and/or area 6 - Scapa Flow). Also, if specific sea lanes are blocked, then Lend Lease won't get through to the Soviet Union. If Archangel is Axis controlled then Lend Lease will not get to the Soviet Union via the northern route (starting in area 6). If Baku (area 214 in the Soviet Union) or Iran are in German hands, lend lease cannot arrive using the southern route.

There is also Lend Lease from the USA, but it is automatic. You can influence this Lend Lease as the Germans with submarine points and as the Allies with escort points. In order to protect these Lend Lease points, the Allied player must put naval escort points into Liverpool (area 3); do this by transferring in the naval segment. In order to attack these points, the German player must place submarines into the Atlantic. The points transferred from the USA each turn are listed in Appendix III.

8.0 THE LAND OPTION

8.1 Introduction

The heart of STORM ACROSS EUROPE is in the Strategic Options Phase. As mentioned in section 2.0, during this phase you order your land, naval, and air units to perform actions. You can move back and forth between these basic types during the phase, and also to and from the disk routines. Once you are done you proceed to the Combat Phase. Thus the Strategic Options Phase is composed of 3 main options, Land, Naval, and Air, as well as the



British infantry take cover behind the disabled shell of a German tank.

Disk and View Options. This section of the rules discusses the Land Option.

The Land Option allows you to give orders to your armies. Armies may also be created or removed in this phase. The orders which you can give an army include movement, 3 different types of attack, and transfer. You may also reference information about the army and review orders given it in the turn.

Germany and the Allies can have up to 15 armies each; the Soviet Union can have up to 20. Minor German allies are controlled by Germany and have up to 8 armies. Armies may stack with no limit, but the symbol you will see is the same as long as there is more than one army in an area.

8.2 Organization of Menus

The Land Option is organized by a series of menus. The first menu gives you a choice between STRATEGIC MOVES (STG. MOVES) and STAFF CHANGES. The STAFF CHANGES option allows you to CREATE or REMOVE armies. The STRATEGIC MOVES option gives

you a choice between MOVE ARMY or TRANSFER GARRISON. If you choose MOVE ARMY and then select an army on the map, you will be given 6 choices: MOVE, ATTACK (ATTK), CHANGE (CHNG), TRANSFER (TRF), INFO, and REVIEW (REVIEW). If you choose ATTACK, you will be able to choose which type of attack to make. These choices are explained in the subsections which follow. The following listing summarizes the hierarchy of these choices:

STAFF CHANGES
 CREATE ARMY
 REMOVE ARMY
 STRATEGIC MOVES
 TRANSFER GARRISON
 MOVE ARMY
 MOVE
 ATTACK
 SPECIAL
 LAND
 CHANGE
 TRANSFER
 INFO
 REVIEW

Note that once you have selected an army under MOVE ARMY, besides the 6 menu choices you will see the main line number of strength points of infantry, mechanized, and armor. You will also see the number of paratroop points assigned as main line troops and the number of such points assigned to a drop mission. Finally, you will see the number of tactical air points assigned to ground support missions and the number assigned to hunting missions. (See section 8.8 for details on these types of missions.)

8.3 Making Selections

For most choices you will need to select an army or a destination. You select them as you normally make map selections: by positioning the cursor over the desired unit or marker and pressing the fire button. If there is more than one army in an area, you will have to choose one of them. You may only order one army at a time. (Note, however, if several armies are ordered to attack the same area at the same point in their move, they will attack as a group.) The computer will list the armies in the area; use the joystick to cycle to the army you want and press the fire button to select it.

8.4 Creating and Removing Armies

To create an army, choose STAFF CHANGES and then CREATE ARMY. Choose an area to create the army in, and then choose the designation you want to use for it. An army with 0 strength points will be placed in the area; you can transfer points to it using the transfer routines described in section 8.5.

To remove a unit, choose STAFF CHANGES and then REMOVE ARMY. Choose an army to remove; it must not have any strength points in it. The army will now be available to be created elsewhere on the map.

8.5 Transferring Garrisons and Armies

To transfer garrison strength points, choose STRATEGIC MOVES and then TRANSFER GARRISON. To transfer other land strength points, choose STRATEGIC MOVES and MOVE ARMY, select an army, and then choose TRANSFER.

Transferring strength points from army to army or from garrison to garrison is similar, with two major exceptions: in a garrison transfer, only garrison strength points can be involved, and garrison transfers are from area to area, while other transfers are from army to army.

For both types of transfers, choose an army or area to move from. You will see the number of strength points that the area or army contains. Choose a destination army or area. You will then see the number of points contained in both the source and the destination. Designate the number of points you want to subtract from the selected source and add to the selected destination. If it is an army, you must first choose the type of unit you want to transfer by inverting the desired unit symbol and pressing the fire button. The transfer will take place immediately.

Because Axis Minor forces are not completely under the German player's control, the German player may not transfer strength points between Axis Minor armies. Additionally, the German player may not transfer strength points between German armies and Axis Minor armies.

A transfer cannot take place if the two units or areas involved are separated by sea areas; there must be a contiguous land route between the two in order to make the transfer.

8.6 Move

To move an army, choose STRATEGIC MOVES and MOVE ARMY, select an army, and choose MOVE. This option only moves an army within friendly territory; if you want to move into enemy territory, choose ATTACK (see 8.7).

You can move an army to any contiguous land area or area which can be reached by a convoy route (see 9.3). You will see a marker in all valid destinations. Choose a destination; if it is not a port, the move will take place immediately.

If the destination area is a port, a more involved process is initiated. If you do not have enough naval transport points in the port to carry the army, the transfer will end in the port and you will see a message saying "Move complete, unable to naval transport." If there are enough transport points, the map markers will

be removed and you will see new markers in all friendly ports. Choose a second destination port by placing the cursor over the new marker (not the port symbol).

If the convoy route to this second port is not open, you will have to enter another destination. If the route is open, you will see land markers in areas contiguous to the second port. You can move the army to any of these areas just as if it started the move in the second port. In this manner, you can move an army to a port, embark and sail them overseas, disembark them and transfer them overland.

See section 9.7 for a comparison of the number of naval transport points required at various technical levels to move different types of strength points.

You can order an army which moved using only overland movement to attack in the same turn. The movement of a unit which moves using naval points is carried out during the combat phase. You can cancel any move by simply changing the move.

8.7 Attacks

To attack with an army, choose STRATEGIC MOVES and MOVE ARMY, select an army, and choose ATTACK. If the unit is in a port, you will be able to choose to make a SPECIAL ATTACK or a LAND ATTACK. To move your armies into an area you do not control you must choose some form of an attack.

You can cancel an attack by ordering the army to do something else (attack elsewhere, move, etc.)

8.71 Land Attack. Once you have selected land attack, you will see a marker in all areas adjacent to the attacking army. Choose an area for the army to attack into. Depending on the season, you will be able to order your army to attack into more than one area. If so, once you have ordered the army into the first area markers will appear in areas that can be attacked next. The number of areas that can be attacked each season is:

Spring	1	Summer	3
Autumn	2	Winter	2

Note: Possible attack destinations may be friendly areas. This allows for a combination of attacks. For example: An army in area 163 in summer could attack Denmark (area 26), move back to area 163 (friendly), and then attack Holland (area 27) in the same turn.

Some areas in North Africa are exempt from seasonal restrictions; you can always attack 3 areas in them (see map).

An army is not guaranteed to attack all areas chosen for it. If an army is successful in its first attack, it will enter the attacked area to make its second attack. If, however, it obtained an adverse result for its first attack, it will stop attacking for the turn and remain where it was just prior to the failed attack. This is shown by the message "Offense Halted".

8.72 Special attacks. Special attacks are available only to armies in ports; there are two types of special attacks.

8.721 Amphibious attacks. If you have enough amphibious transport points available in the port to transfer the whole army, you will see a marker in all areas that can be amphibiously assaulted. Choose a destination. You may not order the army to move any further than the assaulted area regardless of the season. If the port containing the amphibious points is Liverpool (area 3) then areas in Spain, Portugal, Morocco and Algeria can be assaulted.

It is more expensive in terms of points to use amphibious transport, but paratroopers on a drop mission and tactical air units on either ground support or hunting missions which are attached to the army do not use amphibious transfer points.

See section 9.8 for a comparison of the number of amphibious points required at various technical levels to move different types of strength points.

8.722 Airdrop over seas. If the attacking army consists of only paratroop points on a drop mission and tac air on either of its missions, the number of amphibious points available is irrelevant.

evant. You can order the army to attack the marked areas as in an amphibious landing. This permits airdrops over water as in the battle of Crete.

8.73 Army efficiency. Armies gain efficiency for every turn they are not engaged in combat. Allied armies gain 4 points per turn, German armies gain 5 points per turn, German minor armies gain 2 points per turn and Soviet armies gain 1 point per turn. Once invaded, the Soviet armies get a 3 point increase per turn. Also, the Soviet armies get a 1 point increase at the beginning of each new year. However, a 6 points per turn gain in efficiency is the maximum allowed for the Soviet Union.

8.8 Change Mission

To change the mission of a paratroop or tac air strength point, choose STRATEGIC MOVES and MOVE ARMY, select an army, and choose CHANGE.

Paratroop points can be on either a main line mission or a drop mission. On a main line mission they function the same as infantry, only not as strong as infantry. On a drop mission, the effectiveness of the enemy army is decreased, but the paratroopers take a larger percentage of the losses. In addition, paratroop points on a drop mission can make airdrops over seas (8.732).

Tac air points can be used for either a ground support or hunting mission. Points on a ground support mission support the main line troops. Points on a hunting mission attack enemy tac air (on both missions).

To change the mission, select either paratroop points or tac air points. An asterisk will appear in the appropriate column. Use the joystick to move points back and forth until the desired balance is reached. Press the fire button to move on.

Note: If you transfer points out of an army, paratroop units will automatically be placed on mainline duty, and air units will be placed on a ground support mission.

8.9 Army Information

To find out information about an army, choose STRATEGIC MOVES and MOVE ARMY, select an army, and choose INFO. You will see a screen displaying the army name and efficiency rating, and the costs to carry the unit by naval and amphibious transport. A double asterisk (**) indicates that the army is too large to be carried.

You will also see a menu providing you with 3 options besides EXIT. If you choose NAME you can enter a new name for the army. If you choose PORT you can move the cursor over a friendly port to see how many transport points are in the port. If you choose TERRAIN the map will change to allow you to see various information about the map. First you will see a color keyed map showing the type of terrain in each area. By continuing to press the fire button, you will see areas with capitals, raw materials, and then industry.

8.10 Review of Orders

To review the orders given an army in a turn, choose STRATEGIC MOVES and MOVE ARMY, select an army, and choose REVIEW. You will see what type of attack (if any) the army has been ordered to perform, and the destination area(s) of the attack. Having a destination of 255 is the same as not having an order to attack. To cancel an unwanted attack, order the army to do something else, such as move to or attack its starting area.

9.0 THE NAVAL OPTION

9.1 Introduction

The Naval Option of the Strategic Options Phase allows you to give orders to your naval units. All naval units except submarines operate out of areas containing ports; see the map card for those areas. The map is also divided into 8 sea areas for naval operations. Submarines are considered to be in a "pool" when in any port; you can assign them to any of the 8 sea areas.

The orders, also called missions, which you can give a naval unit depend on the type of naval unit it is. The orders you can give a fleet include staying in port, patrol, ground support,

and raiding. All other naval units except submarines fulfill their primary purpose by just staying in port. For all naval units except submarines you may order strength points transferred from one port to another. The only order you can give your submarines is to move them to a specific sea area.

9.2 Making Selections

When you first enter the Naval Option you will see a series of 5 symbols on the screen. These symbols represent, in order from left to right:

Fleets
Escorts
Naval Transports
Amphibious Transports
Submarines

Select the type of naval unit you wish to order. After doing so, you will see a marker appear in all friendly ports which have strength points of that type. Select the desired port.

Once you have chosen a port, you will see a listing of all naval strength points in the port. Fleet strength points will be listed by mission. All naval units of any given type in a port on the same mission are grouped together. You will also see a menu displaying the orders that you can give to that type of unit. Once you have selected the type of mission for the unit, use the fire button and the joystick to choose the number of strength points to place on that mission.

9.3 Port Location and Convoy Routes

There are 8 sea areas on the map. These areas are:

Baltic
North Sea
Atlantic
Western Mediterranean
Eastern Mediterranean
Black Sea
Red Sea
Persian Gulf

Naval units passing through these areas are said to be using convoy routes. If you control certain land areas, you will block the use by enemy forces of convoy routes through naval areas adjacent to that land area. These areas are Gibraltar (area 43), Suez (areas 152 and 153), Denmark (area 26), and the Dardanelles (area 46). If you control one of those areas, only your ships can use the adjacent convoy route.

Fleets on patrol will search for enemy convoys as they traverse the naval area adjacent to the fleets home port. Any airbases adjacent to the naval area will include their bombers and fighters in the search. If a fleet or air unit finds an enemy convoy during their searches, they will automatically attack it.

9.4 Transfer

You can transfer all naval units except submarines from one port to another, assuming that a convoy route is open. To transfer strength points, choose a port, select TRANSFER, and choose a destination port. If the strength points being transferred are sighted by enemy air units or fleets on patrol, combat may occur immediately during the transfer.

9.5 Fleets

You can order fleet strength points to remain in port, to patrol, to support ground units, to raid, or to transfer to another port. See 9.4 for how to transfer fleet strength points; the other missions are described below

9.51 In Port. Strength points are considered in port unless they are on another mission. To place fleets back in port from a patrol or ground support mission, choose PATROL or GROUND SUPPORT and transfer points back to port.

9.52 Patrol. Fleets on patrol will search for and attack enemy fleets, supply convoys, and transports in the adjacent sea area. They will also help defend supply lines. (See 13.1.) To place strength points on patrol, choose PATROL and transfer points from in port to patrol.

9.53 Ground Support. Fleets on a ground support mission will support friendly land attacks in the naval area adjacent to the port. To place

strength points on a ground support mission, choose GROUND (GND) SUPPORT and transfer points from in port to the mission.

9.54 Raid. German fleets ordered to raid that survive to the Atlantic sea area will search for and attack Lend Lease convoys from the USA (see 7.5). The German raiders will do this each turn until destroyed. Allied and Soviet strength points ordered to raid will search for and attack German raiders. The Allied and Soviet raiders will do this each turn until they are destroyed or the German raiders are destroyed. Once all German raiders are destroyed, any remaining Allied and Soviet raiders are returned to port. To place strength points on a raid mission, choose RAID and transfer points from in port to the mission

9.6 Escorts

Escort strength points are generally in port. You can also transfer them (see 9.4). When in port, they will defend all transports in port or on a convoy mission. When convoys move from one port to another, either during the Land Segment or the Naval Segment, any escorts in the starting port will assist them in any combat.

If you assign escorts to Liverpool (area 3), they will protect Lend Lease convoys (see 7.5) from German raiders and submarines. Likewise, if you assign escorts to Scapa Flow (area 6) they will protect Lend Lease to the Soviet Union along the northern route. Escorts assigned to Plymouth (area 1) will protect Lend Lease along the southern route.

9.7 Naval Transports

Naval transports are generally in port. They can also be ordered to transfer (see 9.4). When in port, they are available to transfer friendly land units from one friendly port to another (see 8.6). They also provide supplies to all overseas ports (see 13.1).

The following chart compares the number of naval transport points needed to carry the given number of strength points at technical levels 0 and 9. It may take more than one tech level to increase the carrying capacity of transports.

Carried points	Transport Points	
	Tech Level 0	Tech Level 9
10 infantry	4	1
10 mechanized	4	2
10 armor	5	2
10 tac air	4	2

9.8 Amphibious Transports

Amphibious transports are generally in port. They can also be transferred (see 9.4). When in port, they are available to carry friendly land units in an amphibious assault (see 8.731). You can use amphibious transports in Liverpool (area 3) to attack areas in Spain, Portugal, Morocco, and Algeria.

The following chart compares the number of amphibious points needed to carry the given number of strength points at technical levels 0 and 9. It may take more than one tech level to increase the carrying capacity of transports.

Carried points	Amphibious Points	
	Tech Level 0	Tech Level 9
10 infantry	5	2
10 mechanized	6	3
10 armor	6	3
10 tac air	0	0

Important: Naval & Amphibious transportation is carried out during the naval combat phase. In order for a convoy to reach it's destination it must follow a convoy route. As the convoy passes through each naval area on the route, control is checked. If the enemy has fleets in the the area or an air base adjacent to the area, control is contested. The totals of all friendly fleets in the area are added to any friendly bombers and 10% of the fighters in adjacent air bases. This total is compared to a similar calculation of the enemy fleets, bombers and fighters. If you have more units than the enemy then the transports continue through the area. If there are more enemy units than friendly units then there is a chance the transports will not be able to pass through the sea area. The higher the percentage of enemy forces, the more likely it will be that the transports will be turned back.

9.9 Submarines

You give orders to your submarines differently than to other naval units. During the Reinforcement - Replacement Phase, submarine points are placed into a "pool" (see 6.2). During the Naval Segment, when you choose the submarine symbol, you will see a total, which is the number of points in this pool. You will also see a list of all 8 sea areas and the number of friendly submarine points in each. To move points out of the pool and into an area, move the joystick to the desired area and press the fire button. You will then be able to move points back and forth between the pool and the selected area.

10.0 THE AIR OPTION

10.1 Introduction

The Air Option of the Strategic Options Phase allows you to give orders to your air units. All air units operate out of areas containing an airbase. Each major player has 4 airbases available. You can have only 1 airbase in an area.

The orders (missions) which you can give an air unit depend on the type of air unit it is. You can order bombers to bomb enemy bases, bomb enemy production, or search for and attack enemy naval units being transferred. You can order fighters to escort bombers or to hunt for enemy air units. You can order missile and A-bomb strength points to attack enemy areas.

10.2 Organization of Menus

The Air Option is organized by a series of menus in a manner similar to the Land Option. The first menu gives you a choice between STRATEGIC MOVES and STAFF CHANGES. The STAFF CHANGES option allows you to CREATE or REMOVE airbases. The STRATEGIC MOVES option allows you to TRANSFER AIR DEFENSE, MOVE airbases, or ATTACK with air units. If you choose ATTACK, then select an airbase and a unit type, you will be able to give that unit type any of the orders which apply to it. You select an airbase by positioning the cursor over the airbase symbol and pressing the fire button.

Your menu choices are explained in the subsections which follow. The following listing summarizes the hierarchy of these choices:

```

STAFF CHANGES
  CREATE ARMY
  REMOVE ARMY
STRATEGIC MOVES
  TRANSFER AIR DEFENSE
  MOVE AIRBASE
  ATTACK
    BOMBERS
      TRANSFER
      BOMB PRODUCTION
      BOMB BASE
    FIGHTERS
      TRANSFER
      ESCORT
      HUNT
    MISSILE
      TRANSFER
      ATTACK
    A-BOMB
      TRANSFER
      ATTACK
  
```

Note that once you have selected an airbase under ATTACK you will see the main airbase menu. This menu displays, in order from left to right, the number of bomber, fighter, missile, and A-bomb strength points available for missions at the base. You will also see the number of bomber points assigned to the bombing of enemy production or bases, and the number of fighter points assigned to escorting and hunting.

10.3 Creating and Removing Airbases

To create an airbase, choose STAFF CHANGES and then CREATE. Choose an area to create the airbase in. An airbase with 0 strength points will be placed in the area; you can transfer points to it using the transfer routines described in section 10.4. You can have a maximum of 4 airbases.

To remove an airbase, choose STAFF CHANGES and then REMOVE. Choose an airbase to remove; it must not have any strength points in it. The airbase will now be available to be created elsewhere on the map.

10.4 Transferring Air Unit Points and Air Defense Points

You can transfer all types of air strength points (air defense, bombers, fighters, missiles, and A-bombs) from one airbase to another. To transfer air defense strength points, choose STRATEGIC MOVES and then TRANSFER AIR DEFENSE. To transfer other air strength points, choose STRATEGIC MOVES and then ATTACK, select a source airbase, choose the desired type of unit, and select TRANSFER.

Transferring strength points from one airbase or area to another or from air defense area to another area is similar, with some differences. Air defense transfers are from area to area, while other transfers are from airbase to airbase. In addition, in an air defense transfer you will be able to see how many points are at both the source and the destination when a transfer is made; for other transfers, you will see only the points at the source.

10.5 Moving Airbases

To move an airbase, choose STRATEGIC MOVES and MOVE, select an airbase, and then a destination. You may only move an airbase within friendly territory, and you may only have 1 airbase in an area. If you move an airbase all missions previously assigned from that base are cancelled.

You can move an airbase to any friendly area. You will see a marker in all valid destinations. Air base moves take place immediately. Note that just as the location of a port in relation to a sea area is important for naval interception, so is the location of an airbase.

10.6 Attacks

To order an air unit to attack, choose STRATEGIC MOVES and then ATTACK and select an airbase. You will then see the main airbase menu; this menu is explained in 10.2. The types of air attacks that you can order depend on the type of unit involved.

10.61 Based air units. Based bombers and fighters will fly CAP and defend against amphibious assaults. In addition, if their airbase is located in a sea area, all bombers and fighters, even if sent on other missions, will assist friendly naval units in searching for and attacking enemy naval units and convoys in the adjacent sea area.

10.62 Bombers. To send your bomber units on missions, select the bomber symbol from the main airbase menu and choose the type of mission you want. Besides the missions listed below, bombers can also be transferred (see 10.4) and based (see 10.61).

10.621 Attacking Production. If you assign a bomber strength point to an attack production mission, you will be able to choose the capital of an enemy or neutral country which has at least one area within range of your bombers. Once you have designated the capital of the country to be attacked, you will see a "mission review". During this review you will see all areas of the chosen enemy that are within range of your bombers and which consequently will be attacked by them. Designate the strength of the mission. During the Combat Phase the designated number of strength points will attack the industrial capacity of these areas.

10.622 Bombing Bases. The procedure for ordering this mission is the same as for the attack production mission. During the Combat Phase the designated number of strength points will attack any enemy airbases within range.

10.63 Fighters. To send your fighter units on missions, select the fighter symbol from the main airbase menu and choose the type of mission you want. Besides the missions listed below, fighters can also be transferred (see 10.4) and based (10.61).

10.631 Escorting. If you order your fighters to escort, they will escort to the limit of their range with any bombers assigned to missions and assist them in combat against enemy fighters. You do not need to make any choices when assigning strength points to this mission; escorting is automatic. There is a "mission review" of all areas fighters will perform missions in.



T-34s thunder across the steppes of Russia.

10.632 Hunting. If you order your fighters to hunt, they will search for enemy fighters within range and attack them. Just as with an escort mission, hunting is automatic, and you will see a review of all areas that the units will be able to reach.

10.7 Missiles and A-Bombs. You can transfer missiles and A-bombs as you would other units (see 10.4). You will only be able to build missiles and A-bomb when the appropriate technical level is high enough (see 7.2).

To order a missile unit or A-bomb unit to attack, select a target area and the number of strength points to be sent on the mission. A missile attack has the same affect as a heavy bomber attack, but enemy air defenses do not affect the missile. An A-bomb unit has the range of a bomber. When an A-bomb strength point hits a target area, all industry in the area is permanently destroyed.

11.0 THE VIEW OPTION AND THE DISK OPTION

11.1 The View Option

The View Option of the Strategic Options Phase allows you 3 different views of the map. These 3 views are the Operational View, the Demographic View, and the Strategic View. Each view gives you different information about items on the map.

11.11 Demographics View. If you select VIEW and then DEMO, you will see the Demographics View. This view allows you to choose 1 of 3 color keyed versions of the map; each version of the map displays information for all map areas, and shows either the population levels, the raw materials levels, or the industrial levels.

11.12 Operational View. If you select VIEW and then OPER, you will see the Operational View. This view allows you to choose any area on the map and see the following information about that area:

- Who controls the area;
- The area number;
- The terrain type;
- If the area is friendly, the number of garrison points;
- If the area is friendly, the number of industrial points;
- The number of population points; and
- The number of raw material points.

11.13 Strategic View. If you select VIEW and then STRAT, you will see the Strategic View of the map. This is a single screen display showing all playable areas, with the control of map areas shown by color differences. These colors are as follows:

CONTROLLING PLAYER	COLOR
Germany	gray
Allied	orange
Soviet	red
Neutral	light blue
Impassible	black

When you press the fire button, you will see an infantry symbol in all areas with an army (whether an infantry army or not). You will also see a square symbol in all areas with fortifications. Fortification symbols may hide army symbols.

11.2 The Disk Option

The Disk Option of the Strategic Options Phase allows you to interface with your disk drive. Using this option you can load a previously saved game, save the current game, get a directory of a disk, or format a disk.

11.21 Loading a saved game. Select LOAD and insert your saved disk when prompted. Type the name that the game was saved under.

11.22 Saving a game. Select SAVE and insert your saved disk when prompted. Type a name for the saved game; this name can be up to 8 characters long.

11.23 Getting a directory. Select DIR and a listing of the files on the disk in the disk drive will appear on the screen. There is no prompt to insert a disk so be sure to have the right disk in the drive before selecting DIR.

11.24 Formatting a disk. Select FORMAT and insert a disk when prompted. Insert the disk and press the fire button until the format process begins.

12.0 COMBAT PHASE AND CASUALTY REPORTS

12.1 Introduction

If you select the Combat Option during the Strategic Options Phase, you will proceed to the Combat Phase. Once you select the Combat Option, you will not be able to choose any of the other options this turn. During the Combat Phase most of the orders you gave your units will be carried out. This includes the completion of all attacks and the transfer of land units overseas.

At the end of the phase, you will receive reports detailing your losses and providing an estimate of enemy losses.

12.2 Combat Sequence

Combat is resolved in the following order: air, naval, and finally land. Press the fire button to resolve combat and see the results. This process continues until all combats have been resolved.

Air combat starts with hunt missions by fighters (if any) and then proceeds to bombing missions.

Naval combat follows the same procedure. During naval combat, naval units search for enemy units; air units on CAP assist in this search. Attacks on Lend Lease by subs or raiders can occur and in rare cases there will be surface to surface combat. The naval attacks on transports carrying land units occur during this phase.

Land combat also follows the same sequence, but the screen automatically scrolls to the land combat. If your army should conquer an area, that area will convert to your country's color.

Land attacks are carried out sequentially starting with Army A. This can be important in setting up encirclements. You can use Armies A

and B to make the encirclement and follow up with Army C to destroy encircled enemy armies.

If two or more friendly units are ordered to attack the same area at the same point in their attacks, they will attack as a group. For instance, in the tutorial, 1st Panzer attacked area 74 first and 1st Army attacked area 71 first. Nevertheless, because area 73 was the second area for both units, they attacked that area together. Note, however, that Axis Minor armies will attack separately from German armies.

Units may not always carry out their orders. For combat purposes, an area can be attacked up to 4 times (rounds). Each of these rounds is considered to be 1 week in length. If an army is not victorious by the fourth week the battle is over and the attacker will not be able to make any more attacks.

The type of troops involved in combat depends on the round. The first two rounds of attack are considered to be breakthrough rounds and include all units types. If the battle goes beyond two rounds in one area or the army is attacking its second or third area then the Mech and Armor units are considered to have out run the infantry and are the only unit types in combat. The only exception to this is an overrun. An overrun is a victory in the first week of battle and it allows for all your troops to be involved in the attack on the next objective. The combat report will show the length of a battle, terrain, losses to both sides and final results.

12.3 Combat Modifiers

Certain factors affect the outcome of land combat. The following primary factors have more influence on combat than do the secondary factors.

12.31 Primary Factors.

- **Efficiency.** Land combat centers around the efficiency rating of an army. This factor is affected by how much the unit has been in combat, how long it has rested, and whether units with different ratings have been combined through transfer. You can see the efficiency rating of an army either in the casualty reports or by choosing INFO during the Land

Option. Paratroop units on a drop mission will lower the efficiency of an enemy army.

- **Combat Strength.** The relative size in strength points between the attacker and the defender is a primary factor.
- **Technical Level.** The higher the technical level of a unit, the greater is its quality.

12.32 Secondary factors

- **Terrain.** The effectiveness of mechanized units are lowered when attacking into swamp, rough, or mountain terrain. An army attacking into a fortification has its strength reduced by 30%.
- **Russian Winter.** The effectiveness of German armies in the Soviet Union are lowered during the winter. The amount of effectiveness lost depends on the year (the harshness of the winter).
- **Supply.** A unit that is out of supply will have its effectiveness reduced by 20% for combat purposes.

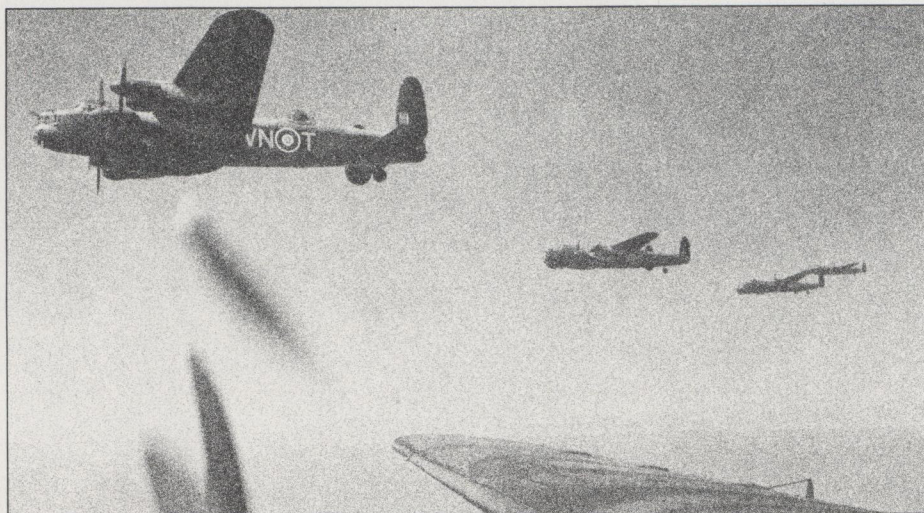
If an attack includes infantry or mech plus armor and tactical air, it is considered to be a combined arms attack and the armies effectiveness will be increased by 20% for combat only.

12.4 Casualty Reports and Disposition Screens

At the end of your turn and the start of every turn but the first German turn, you will see some informational screens. The first screen is a unit casualty report, listing losses from combat for each unit type incurred during the turn just completed, losses incurred during the year, and losses incurred from the beginning of the game.

The second screen is an estimate of enemy losses by unit type for the current turn. While your loss figures are exact, enemy loss figures are estimates.

The third screen is a disposition screen. This is a listing of each army, showing whether it is in play (ACTIVE), its current strength (STR), its current efficiency (EFF), and its current location (LOC). The German player will see another disposition screen once a Minor Axis Ally is active



RAF Lancaster bombers on a daylight raid over Germany.

13.0 OTHER RULES

13.1 Supply

A land unit which is out of supply will have its effectiveness reduced by 20% (for combat only). A unit is in supply if it can trace a chain of contiguous land areas to its capital.

If one of your units is separated by sea areas from your capital, it is in supply if the following conditions are met:

- there is a valid supply line from your capital to a port;
- that port has at least one naval transport strength point;
- that strength point can trace a valid convoy route to another friendly port;
- and there is a chain of contiguous land areas between that second port and the unit in question.

An army that is out of supply, in addition to the combat effectiveness loss, may not receive reinforcements or replacements.

13.2 Partisans

Once each turn the computer will randomly select up to 4 areas in eligible countries in which partisan raids will take place. The computer randomly selects up to 30 partisan strength points. These points will attack any garrison strength points in the area. Each partisan strength point will eliminate one garrison strength point and be expended.

Countries eligible for partisan activity are Spain, Norway, eastern Poland, Yugoslavia, Turkey, and the Soviet Union. If the partisans eliminate all enemy troops, the area will change control. In Spain and Norway, areas conquered by partisans become Allied; in all other cases they become Soviet.

13.3 Minor Axis Allies

As long as the German player does not invade the following countries, they will enter the war on the side of Germany at the start of the turn listed:

Italy	Summer 1940
Hungary	Spring 1941
Bulgaria	Spring 1941
Finland	Summer 1941
Rumania	Summer 1941

14.0 EXAMPLES, HINTS AND DESIGNER'S NOTES

14.1 Examples of Play

The following examples of play are designed to illustrate various aspects of the game. For more information refer to the main rules.

A. With the likelihood of an Italian attack on Egypt imminent, the Allied player decides to reinforce his Egyptian garrison with an army. He creates an army in Plymouth (area 1) called 8th Army and transfers troops from his army located in London. He checks his port and sees that 42 transports are needed to transport the 8th army. Since there are 55 transports in Plymouth, there are enough transports, with a little left over for losses. He selects MOVE and chooses Plymouth. When asked for a destination port, he selects Alexandria (area 152); when asked for a final destination, he decides to send the 8th army to El Alamein (area 151). A convoy is then established with the escorts available in Plymouth. This convoy will begin its journey during the combat phase.

The convoy leaves from Plymouth and begins its journey to Alexandria. This convoy will pass through 4 sea areas: North Sea, Atlantic, Eastern Mediterranean and Western Mediterranean. German submarines assigned to these areas, fleets on patrol in these areas, and based air units in adjacent land areas will search for and attack the convoy as it passes on route to Egypt. In addition a check will be made for each area to determine if enemy strength is so overwhelming that the convoy will turn back. This is done by totaling enemy fleets, bombers and a small percentage of fighters and comparing that value to the total of friendly fleets, bombers and fighters. If you are stronger you may pass but if the enemy is stronger there is a chance that you will not pass. At 1 to 1 there is a 50% chance you will proceed. If the enemy is 10 times stronger you will automatically return to the port you started from.

Note: if Gibraltar (area 43) were under German control, the convoy would have to travel around Africa to Cairo (area 153). If Cairo were also German controlled, Kuwait (area 157)

would be the Allies' last hope as a port for friendly transport and supply for North Africa.

B. In Spring 1943, German controlled Riga (area 23) has been selected for a partisan attack. There are 8 partisan strength points and 10 German garrison strength points. This battle will result in all partisans being destroyed and 8 German garrison points being lost. Riga will still be German controlled. Had the German garrison been 5 instead of 10, there would still be 3 partisan strength points in Riga and it would be Russian controlled.

14.2 Hints

The following hints are to help you in your first few games.

- Watch the efficiency of your armies. If it drops too low, rest your units.
- Watch your supply lines, especially overseas. If the efficiency of an army drops quickly, make sure it has a valid supply line.
- If you are the Allied player, be sure to guard your Lend Lease convoy routes with enough escorts. Likewise, make sure that any supply convoys are well protected.
- Similarly, have your fighters escort your bombers as far as possible to keep bomber losses low.
- Don't waste your paratroop units in main line duties. Put them on a drop mission, but don't overuse them. It also can be helpful to have one army with only paratroops and tac air to take islands or to establish a foothold during an invasion.
- Use enough force to conquer a country, but don't overdo it. For instance, you will find out that the Germans can conquer Poland with less troops than are available for the task.
- When the primary duty of an area is to intercept enemy convoys (such as on Malta), be sure to have both naval and air units in the area.
- Use combined arms in your attacks whenever possible, it is a big help.

14.3 Designer's Notes

- Having insufficient mechanized and armor strength points in an attack may cause the attack to fail. This represents the pursuit ability of armor and the mobility of mechanized forces.
- Partisan units represent the influence of "freedom fighters" behind the front lines. These units were a great nuisance to the Germans who had to commit more and more resources to combating them.
- The View Option can be used as a kind of spying on the disposition of enemy units and resources.
- Airdrops over seas allow for actions such as the battle for Crete.
- Bombers normally have a longer range than fighters. Until you increase the technical level of your fighters you may want to create a sec-

ond airbase just for bombers. Then you can put the bombers farther away from the enemy and ensure there will be fighter escorts in the areas you bomb.

- Remember that there must be fleets on patrol for convoys to successfully pass through the adjacent naval area (unless no enemy fleets are on patrol in the area).
- When you perform Research you may want to spend 9 points in the areas you feel are important and spend 1 point in all other areas. Who knows, you may get lucky.
- Remember to build garrisons because they can be placed anywhere and are helpful in defeating partisan attacks.

APPENDICES

I. AT START FORCES - 1939

GERMANY

Land:

AREA	ARMY	INF	MECH	ARMOR	PARA	TAC	EFF
167	1st	30	0	20	0	20	80
166	2nd	40	10	10	10	20	80
165	3rd	40	10	20	0	20	75
173	4th	40	0	0	0	20	75
169	5th	10	0	0	0	30	70
177	1st Panzer	50	10	20	0	20	80
Totals:		285	30	70	10	130	

Air:

AREA	BASE	BOMBER	FIGHTER
168	A	50	40

Naval:

AREA	FLEETS	ESC	TRANS	AMPH	SUBS
163	12	7	15	5	
164	10	5	20	0	
167	0	5	20	0	
Totals:	22	17	55	5	20

GERMAN MINOR ALLIES

Land:

AREA	ARMY	INF	MECH	ARMOR	PARA	TAC	EFF	ENTRY
98	Italy	58	0	4	0	18	45	Sum 40
100	Italy	51	0	7	0	22	35	Sum 40
115	Italy	50	20	6	0	0	35	Sum 40
81	Hungary	50	0	0	0	0	30	Spr 41
93	Bulgaria	43	0	6	0	0	35	Spr 41
83	Rumania	40	5	0	0	0	40	Sum 41
87	Rumania	30	0	0	0	18	40	Sum 41
20	Finland	56	0	0	0	0	65	Sum 41
Totals:		378	25	23	0	58		

Air: None

Naval:

AREA	COUNTRY	FLEETS	ESC	TRANS	AMPH	SUBS
98	Italy	5	10	10	0	
100	Italy	10	15	20	0	
111	Italy	10	15	20	0	
Totals:		25	40	50	0	0

SOVIET UNION

Land:

AREA	ARMY	INF	MECH	ARMOR	PARA	TAC	EFF
180	1st	25	0	0	0	10	25
181	2nd	25	0	0	0	10	25
182	3rd	25	0	0	0	10	25
183	4th	25	0	10	0	0	30
187	5th	25	0	15	0	10	30
189	1st Guard	30	0	10	0	10	40
190	2nd Guard	30	0	0	0	10	40
179	Leningrad	45	10	10	0	20	40
200	Moscow	30	0	20	20	10	45
209	Stalingrad	30	0	10	0	10	45
Totals:		290	10	75	20	100	

Air: None

Naval:

AREA	FLEETS	ESC	TRANS	AMPH	SUBS
179	7	5	10	0	
197	5	5	10	0	
Totals:	12	10	20	0	10

ALLIES

Land:

AREA	ARMY	INF	MECH	ARMOR	PARA	TAC	EFF
1	BEF	50	0	30	0	30	60
123	Reserves	35	0	20	0	10	40
124	2nd French	30	0	0	0	20	30
120	3rd French	40	0	0	0	10	50
121	1st French	40	0	5	0	20	50
125	Maginot	40	0	3	0	10	50
132	4th French	30	0	0	0	10	50
145	1st Coloni	20	0	0	0	0	30
124	2nd Coloni	20	0	0	0	0	30
72	2nd Polish	40	0	0	0	0	40
73	1st Polish	40	0	0	0	10	40
Totals:		385	0	58	0	120	

Air:

AREA	BASE	BOMBER	FIGHTER
1	A	20	25

Naval:

AREA	FLEETS	ESC	TRANS	AMPH	SUBS
6	15	6	15	0	
2	0	10	20	0	
1	15	7	20	5	
3	5	10	20	0	
115	7	5	20	0	
132	7	5	10	0	

AREA	FLEETS	ESC	TRANS	AMPH	SUBS
145	5	5	10	0	
160	5	2	15	0	
152	5	5	15	0	
153	5	5	15	0	
134	5	0	15	0	
Totals:	74	60	175	5	10

II. AT START TECHNICAL LEVELS - 1939

LAND UNITS:	INF	MECH	ARM	PARA	TAC
Germans	3	2	2	1	2
Allies	2	1	1	1	2
Soviets	0	0	2	2	1

AIR UNITS:	BMBR	FGHTR	MSSL	ABOMB	AIRDEF
Germans	2	2	1	0	2
Allies	1	2	0	1	1
Soviets	0	0	0	0	1

NAVAL UNITS:	FLEET	ESC	TRANS	AMPH	SUBS
Germans	1	1	1	0	1
Allies	1	2	1	0	1
Soviets	0	0	0	0	0

III. USA LEND LEASE LEVELS TO GREAT BRITAIN PER TURN

YEAR	RAW MATERIAL	INDUSTRY
1939	5	5
1940	5	5
1941	10	10
1942	50	50
1943	60	60
1944	70	70
1945	80	80
1946	85	85
1947	90	90
1948+	95	95

IV. STORM ACROSS EUROPE DEMOGRAPHICS

COUNTRY	AREA #	NAME	IND.	POP.	RAW	TERRAIN
Germany	162	Berlin	10	25	0	Clear
	163	Bremen	5	13	6	Clear
	164	Kiel	5	4	0	Clear
	165	Silesia	2	3	6	Clear
	166	Rostock	2	4	2	Clear
	167	E. Prussia	3	3	2	Clear
	168	Hannover	15	24	17	Clear
	169	Frankfurt	17	24	17	Clear
	170	Rhine	28	17	17	Clear
	171	Stuttgart	18	11	2	Clear
	172	Munich	5	9	0	Clear
	173	Hoe	10	5	6	Clear

COUNTRY	AREA #	NAME	IND.	POP.	RAW	TERRAIN
	174	Ulm	2	6	0	Mountain
	175	Berch'gaden	2	5	0	Rough
	176	Vienna	5	5	2	Clear
	177	Prague	1	12	6	Clear
	178	Nitra	0	4	2	Clear
Germany Totals:			130	174	85	

ALLIES:

England	0	London	20	50	3	Clear
	1	Plymouth	15	15	0	Clear
	2	Dover	8	15	0	Clear
	3	Liverpool	4	6	8	Moderate
	4	Coventry	32	50	9	Clear
	5	Glasgow	23	18	8	Moderate
	6	Scapa Flow	0	7	3	Rough
	7	Belfast	0	8	0	Clear
	43	Gibraltar	0	1	0	Mountain
England Totals:			102	170	31	

France	117	Brest	3	6	0	Clear
	118	Normandy	0	7	0	Clear
	119	Dieppe	0	10	0	Clear
	120	Boulogne	10	13	12	Clear
	121	Reims	10	13	16	Moderate
	122	La Rochelle	10	8	10	Clear
	123	Paris	15	36	0	Clear
	124	Sedan	10	6	0	Clear
	125	Maginot Line	5	9	19	Moderate
	126	Bordeaux	0	3	0	Clear
	127	Vichy	10	5	0	Moderate
	128	Lyon	5	5	6	Rough
	129	Toulouse	0	4	0	Mountain
	130	Montpellier	10	5	0	Rough
	131	Grenoble	0	3	0	Rough
	132	Marseille	8	10	9	Rough
	133	Corsica	0	2	0	Rough
France Totals:			96	145	72	

Poland	69	Danzig	0	10	0	Clear
	70	Poznan	0	10	0	Clear
	71	Modlin	0	8	0	Clear
	72	Lodz	9	9	0	Moderate
	73	Warsaw	3	11	0	Clear
	74	Krakow	0	5	7	Rough
	75	Grodno	0	2	0	Clear
	76	Lwow	0	2	8	Rough
	77	Minsk	0	3	0	Clear
	78	Brest	0	4	0	Marshy
	79	Zhitomir	0	3	0	Rough
Poland Totals:			12	67	15	

COLONIES:

BRITISH & FRENCH COLONIES

COUNTRY	AREA #	NAME	IND.	POP.	RAW	TERRAIN
Lebanon	134	Beirut	0	8	0	Clear
Syria	135	Damascus	0	11	0	Moderate
	136	Tadmor	0	2	0	Rough
	137	Dayr Zawr	0	3	0	Rough
Morocco	138	Casablanca	0	1	9	Mountain
	139	Meknes	0	1	0	Mountain
Algeria	140	Oran	0	9	0	Rough
	141	Algiers	0	2	0	Rough
	142	El Golea	0	0	0	Mountain
	143	Biskra	0	1	0	Mountain
	144	Quargla	0	0	0	Moderate
Tunisia	145	Tunis	0	10	0	Rough
	146	Kasserine	0	1	0	Clear
	147	Sfax	0	1	0	Clear
	148	Dehibet	0	1	0	Clear
Egypt	149	Sidi Omar	0	0	0	Moderate
	150	Siwa	0	0	0	Moderate
	223	Halfaya Pass	0	1	0	Clear
	151	El Alamein	0	1	0	Clear
	152	Alexandria	6	14	25	Clear
	153	Cairo	0	10	0	Clear
Palestine	154	Tel Aviv	0	5	0	Clear
Jordan	155	Amman	0	10	1	Moderate
	156	Dara	0	2	0	Moderate
Kuwait	157	Al Kuwayt	0	6	0	Clear
	158	Al Ahmadi	0	4	0	Clear
Cyprus	159	Cyprus	0	1	10	Rough
Malta	160	Malta	0	1	0	Clear

NEUTRALS:

Ireland	8	Dublin	0	6	0	Clear
Norway	9	Bergen	0	4	10	Mountain
	10	Narvik	0	4	0	Mountain
	11	Tromso	8	8	0	Rough
	12	Oslo	0	6	0	Rough
Sweden	13	Kirvna	0	3	0	Rough
	14	Lulea	0	5	32	Moderate
	15	Karlstad	0	5	0	Moderate
	16	Stockholm	10	11	0	Moderate
	17	Malmö	0	5	0	Clear

COUNTRY	AREA #	NAME	IND.	POP.	RAW	TERRAIN
Finland	18	Oulu	0	1	0	Rough
	19	Kajaani	0	3	0	Moderate
	20	Joensuu	0	5	0	Moderate
	21	Helsinki	10	9	0	Clear
Estonia	22	Tallinn	10	6	0	Moderate
Latvia	23	Riga	0	9	0	Clear
	24	Daugavpils	0	3	0	Clear
Lithuania	25	Vilna	0	6	0	Clear
Denmark	26	Copenhagen	10	12	0	Clear
Holland	27	Amsterdam	9	13	9	Marshy
	28	Brussels	0	8	0	Clear
Belgium	29	Antwerp	10	10	9	Clear
	30	Porto	0	4	0	Clear
Portugal	31	Lisbon	0	12	0	Moderate
	32	La Coruna	0	7	0	Moderate
Spain	33	Badajoz	0	4	0	Moderate
	34	Sevilla	0	5	9	Moderate
	35	Oviedo	0	4	9	Rough
	222	Granada	7	6	8	Rough
	36	Madrid	18	15	0	Rough
	37	Valencia	0	6	0	Rough
	38	Zaragoza	0	7	8	Moderate
	39	Pamplona	0	2	0	Mountain
	40	Barcelona	0	4	0	Mountain
	Spain Totals:		25	60	34	
Morocco(s)	41	Tangier	0	4	0	Clear
	42	Rabat	0	3	0	Rough
Turkey	44	Izmir	0	6	0	Moderate
	45	Konya	0	6		Rough
	46	Istanbul	8	13	0	Rough
	47	Samsun	0	2	8	Rough
	48	Ankara	18	10	0	Moderate
	49	Antalya	10	5	0	Mountain
	50	Malatya	0	2	0	Rough
	51	Adana	0	2	0	Mountain
	52	Kars	0	3	0	Mountain
	53	Karakose	0	2	0	Mountain
	Turkey Totals:		36	51	8	
Iran	54	Tabriz	0	6	0	Mountain
	55	Tehran	0	3	0	Mountain
	56	Isfahan	2	7	2	Mountain
	57	Abadan	3	6	3	Rough
Iraq	58	Baghdad	0	4	12	Mountain
	59	Ar Ramadi	0	6	12	Rough
	60	Mosul	0	7	0	Moderate

COUNTRY	AREA #	NAME	IND.	POP.	RAW	TERRAIN
Saudi Arabia	61	Badanah	0	2	0	Moderate
	62	Ar Riyad	0	3	0	Moderate
Greece	63	Kozani	0	5	0	Mountain
	64	Thessaloniki	0	7	0	Moderate
	65	Ioannina	0	5	0	Mountain
	66	Thebes	0	7	8	Rough
	67	Athens	12	10	12	Rough
Hungary	68	Crete	0	2	0	Rough
	80	Budapest	1	6	0	Clear
	81	Sarvar	3	8	0	Moderate
Rumania	82	Arad	0	8	0	Rough
	83	Ploesti	0	7	42	Rough
	84	Cernauti	0	7	0	Clear
	85	Cluj	0	5	0	Clear
	86	Bacau	0	7	0	Marshy
	87	Bucharest	9	12	0	Clear
Rumania Totals:			9	46	42	
Yugoslav	88	Belgrade	9	6	0	Rough
	89	Sarajevo	7	11	7	Clear
	90	Skopje	0	3	10	Rough
Bulgaria	91	Vidin	0	5	0	Rough
	92	Sofia	0	10	10	Rough
	93	Turnova	0	4	0	Moderate
	94	Varna	0	7	0	Moderate
	95	Ploudiv	0	7	0	Moderate
	96	Torino	5	10	0	Mountain
Italy	97	Milano	10	3	0	Mountain
	98	Trieste	9	9	8	Mountain
	99	Genoa	20	15	0	Rough
	100	Rome	0	20	18	Rough
	101	Naples	9	7	0	Rough
	161	Salerno	15	5	0	Moderate
	102	Taranto	0	3	0	Moderate
	103	Sicily	0	4	0	Rough
Italy	104	Sardinia	0	1	6	Clear
	Italy Totals:		68	77	32	
Albany	105	Tirane	0	8	0	Mountain
	106	Korce	0	2	0	Mountain
Libya	107	Yafran	0	0	0	Moderate
	108	Tripoli	0	4	0	Clear
	109	Surt	0	1	0	Clear
	110	Wadi	0	0	0	Moderate
	111	El Agheila	0	2	0	Clear
	112	Bu Nujaya	0	1	0	Moderate
	113	Benghazi	0	4	0	Clear
	114	Gazala	0	0	0	Clear
Libya	115	Tobruk	0	2	0	Clear
	116	Jarabub	0	0	0	Moderate

COUNTRY	AREA #	NAME	IND.	POP.	RAW	TERRAIN
Russia	179	Leningrad	2	23	0	Clear
	180	Novgorod	0	6	0	Moderate
	181	Mogilev	0	6	0	Clear
	182	Gomel	0	3	0	Marshy
	183	Uman	0	7	0	Clear
	184	Polotsk	1	8	0	Moderate
	185	Bryansk	0	7	0	Clear
	186	Keiv	1	9	2	Clear
	187	Odessa	1	7	0	Clear
	188	Archangel	0	4	1	Moderate
	189	Smolensk	1	8	0	Moderate
	190	Konotop	0	2	0	Clear
	191	Tikhuin	0	2	2	Moderate
	192	Demyansk	0	3	2	Moderate
	193	Kalinin	0	6	4	Moderate
	194	Kursk	0	6	0	Moderate
	195	Kharkov	0	11	16	Clear
	196	Dep'trovsk	0	6	16	Marshy
	197	Sevastapol	1	9	8	Marshy
	198	Ukhta	0	2	3	Moderate
	199	Rshev	0	6	0	Moderate
	200	Moscow	3	30	8	Moderate
	201	Tula	1	10	8	Moderate
	202	Stalino	2	12	10	Clear
	203	Vologda	0	2	3	Moderate
	204	Gorky	1	7	0	Moderate
	205	Livny	0	7	0	Clear
	206	Balashov	0	7	0	Clear
	207	Varonezh	0	9	0	Clear
	208	Rostov	1	7	0	Marshy
	209	Stalingrad	2	17	9	Marshy
	210	Kotlnikov	1	8	0	Clear
	211	Novorosl	0	5	0	Rough
	212	Grozny	0	6	20	Rough
	213	Krasnodar	0	3	9	Mountain
	214	Baku	0	7	31	Mountain
	215	Astrakhan	0	3	21	Rough
	216	Saratov	1	6	10	Moderate
	217	Kirov	1	3	0	Moderate
	218	Urals	4	35	25	Mountain
	219	Chelybinsk	4	40	25	Mountain
	220	Ufa	0	3	5	Moderate
	221	Kuybyshev	0	2	2	Rough
Russian Totals:			28	370	240	

Note: Until at war, Russian industry is one tenth-of Wartime Industry.

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Dedicated to the memory of Brad Fiske,
whose inspiration and efforts helped create
STORM ACROSS EUROPE.