

Victory in Europe House Rules

By Marten Tjaart Raadsveld, May 2018

2.5 Production Cost

The production cost of all Medium Bombers is changed to 1 PP per step.

Why: the current costs of 2 PP for Medium Bombers is too high in comparison to others. Other units with a firepower of 1, like cruisers and infantry armies, also cost 1 PP per step.

3.2 Commands

After card play, players immediately draw a new Command Card of the next year. Players will always have four Command Cards on hand, but can only play a card of the current year.

Why: under official rules, all 4 Command Cards are drawn at the beginning of the new year. They come as a complete surprise; players cannot really prepare for a strategy into the next year. E.g. the Axis player has positioned his troops to attack the Soviet Union, but only draws Cards concerning the West. With this house rule, players will gradually get more insight into the available Command Cards for the next year. This way, they can prepare themselves better for a long-term strategy.

7.5 Sea Invasions

Not a house rule, but a clarification from developer Ron Draker on BGG Forum:

"The landing unit is a naval target the entire battle--think of the army landing in waves and its logistics support--and air and naval can fire on it as a naval target. Defending land units still fire on the invading unit as a land unit--so it's really both a land and naval target depending on who is shooting at it."

7.6 Shore Bombardment

Battleships, Battlecruisers and Aircraft Carriers may only use Shore Bombardment in support of a Sea Invasion.

Why: especially Battleships are very powerful compared to Army units. BB's are as strong as Panzer/Tank armies. Historically, Shore Bombardment only had a significant impact on battle during landings.

8.8 Middle East

Air and Naval rebasing to/from red ports or an area supplied by a red port costs 1 CM.

Why: the route around Africa is very long requiring a substantial logistic effort. Game wise, with free rebasing for Air and Naval units, it is very easy for the Allies to reinforce the African/Middle East Front.

11.33 Factory Combat

When a factory is being attacked by bombers, only Flak and Air units defend. Army units and Naval units do **not** defend against a bomber attack.

Why: under previous rules, Army/Naval units could only target Air units if they were targeted by Air units themselves. This targeting rule was dropped because it made gamey 'speed bumping' tactics possible. However, it implies that Army units can defend factories. It makes attacks against factories nearly impossible. Besides, it is not realistic to defend with an Army unit against a Bomber attack on a Factory.

13.0 GAZETTEER

Reinstate the following under POLAND from rules version 1.1:

"The Soviets may occupy their half of Poland on turn 1 or later and may declare an alliance with an unconquered Poland any Diplomatic Phase starting 1940 – this is not the Allied Diplomatic Turn. This gives the Soviets control of western Poland and the three Polish units, but is a DoW on Germany."

Why: Poland is an Allied minor and controlled by the Allied powers, Soviet units may not occupy any Allied territory. The Axis player can leave an unconquered Poland as a buffer between itself and the Soviet Union. This makes the Soviet Union not a real threat anymore. Under this rule from version 1.1, the Axis can still decide not to conquer Poland. However, there is a risk; the Soviet Union might do a DoW on the Axis first.

BARBAROSSA 1941

Use the following rule when dealing the Command Cards (taken from the short 1941 Barbarossa scenario as published on BGG by developer Ron Draker): Players choose one card from their 1941 cards and randomly draw two more.

Why: Axis units are deployed for an attack on the Soviet Union in this scenario. However, only 2 out of the 8 Axis Command Cards for 1941 ("PANZERBLITZ" and BARBAROSSA) are directly beneficial for such an attack. When drawn randomly, there is a high chance that the Axis will draw neither.