

Victory in Europe House Rules

By Marten Tjaart Raadsveld, December 2018

Use the official rules v1.3 except for the following:

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 high in comparison to other Unit Costs. Other units with a firepower of 1 (e.g. cruisers, infantry armies) 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 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.

7.6 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.

11.2 Resources

Conquered Resources are **immediately** available.

Why: it is easier to keep track of resources when all resources are available directly. Adjust a marker as soon as you gain control over a resource, either by conquest or diplomacy. No need to keep track of conquered resources separately anymore.

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 rule versions, 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 very difficult. Besides, it is not realistic to defend with an Army unit against a Bomber attack on a Factory.

1939

The following house rules are specifically for starting play in 1939:

- Axis Order of Battle: add a 1-step factory to Vienna.
- 9.1 Axis Decisive Victory: Axis win a decisive victory by holding **any** 3 of the 6 victory locations (London, Paris, Cairo, Leningrad, Moscow, Baku).
- 11.31 Build Factories: the Soviet Union, USA and Italy may build only one factory step **per year** while neutral.
- 11.42 Free Forces: the Free French and Polish forces are added to the UK **Force Pool** -instead of deployed- when their nation is conquered.

Why: the 1939 scenario is not very balanced. It is very difficult for the Axis to win unless the Allies make a major strategic mistake. The above suggestions help the Axis with minimum change to the official rules. Furthermore, the flexibility regarding victory locations makes the Middle East more important. There are two victory locations in this region (Cairo, Baku).

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.