

Europa

Boot Camp

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Basic Training

Rule 1—Introduction

Welcome to *Europa* Boot Camp. If you are new to the *Europa* system, these rules will assist you to learn to play an *Europa* wargame. Since these rules are generic, they can be used with most existing *Europa* games. While providing much of the flavor of the *Europa* system, the Boot Camp rules are streamlined and designed to be learned quickly and easily. You will learn the important features of the system, including combined arms, logistics, air power, and the special value of armor. While the Boot Camp rules do not provide as much realism as the standard rules set, remember that the goal here is simply to learn to play an *Europa* wargame and to have fun. When you are ready for more detail, you can step up to the standard rules and charts for a fuller view of World War II.

When using the Boot Camp rules, start with those listed under the Basic Training section. After you are comfortable with them, add on the rules in the Advanced Training section.

The Boot Camp rules are written to cover as wide a range of *Europa* games as possible. To play a specific *Europa* game, use the Boot Camp supplemental rules for that game. These rules contain all the additional information you need for play.

Rule 2—Components

The components necessary for playing each game (maps, counters, charts, etc.) are specified in the Boot Camp supplemental rules for that game.

Rule 3—General Game Concepts

Here are some of the basic concepts and definitions used throughout these rules.

A. Units.

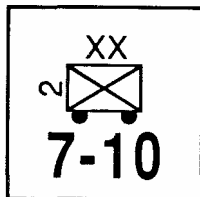
When the term *units* is used by itself, it refers to ground units only and does not include naval units or air points. The term *forces* refers to ground units, naval units, and air points collectively.

Units are differentiated by size and type, as shown on the Unit Identification Chart (UIC):

1. Divisional Unit: Any unit with the division, divisional grouping, or corps symbol, except for headquarters. All other units (brigades, regiments, battalions, batteries, cadres, and headquarters) are non-divisional units.

2. Artillery: All unit types listed on the Unit Identification Chart as artillery. Note that for game purposes anti-aircraft and anti-tank units are not considered artillery.

3. Combat/Motorized: Any unit type listed on the UIC as combat/motorized or which has the motorized symbol (two wheels) used in conjunction with its unit type symbol. Note: Combat/motorized is abbreviated 'c/m' in these rules. 'Non-c/m' refers to units that are not combat/motorized.



This is the 2nd Motorized Infantry Division.
It is a c/m unit.

B. Game Mechanics.

1. Fractions. Unless otherwise stated, always retain fractions when halving. For example, half of 7 is 3 1/2.

2. Cumulative Effects. Unless otherwise stated, all effects to units' strengths and all modifications to die rolls are cumulative. For example, a unit halved in strength twice is quartered in strength.

3. Die Rolls. All rolls made using two dice are specifically identified as such in the rules. All other rolls are made using only one die.

4. Accumulation. Each player receives various abilities which he may use on a turn-by-turn basis (such as moving units by rail). These abilities may not be accumulated from turn to turn unless the rules specifically allow them to be accumulated.

C. Ownership.

A player owns a hex if: 1) his units occupy the hex or 2) his units were the last to occupy the hex.

D. Major City.

A major city is any partial hex, full hex, or multi-hex city. A major city hex is any hex of a major city.

E. Sides.

1. Axis. The Axis player controls the forces and owns the territory of the Axis nations in the game.

2. Allied. The Allied player controls the forces and owns the territory of the Allied nations in the game.

3. Neutral. Some nations are neutral and are controlled by neither player. A nation that joins one side during play has its forces controlled and territory owned by that side's player.

Rule 4—Sequence of Play

The game is played in a series of game turns. Each game turn consists of a first player turn followed by a second player turn.

A. Sequence.

Each player turn consists of the following phases:

1. Initial Phase. The phasing player receives reinforcements and replacements. Both players determine the supply status of their units.

2. Movement Phase. The phasing player moves his ground units.

3. Air Phase. Players allocate bomber and fighter points.

4. Combat Phase. The phasing player resolves attacks made by his units.

5. Exploitation Phase. The phasing player may move his c/m units again.

B. Phasing.

During the first player turn, the first player is the phasing player and the second player is the non-phasing player. During the second player turn, these roles are reversed.

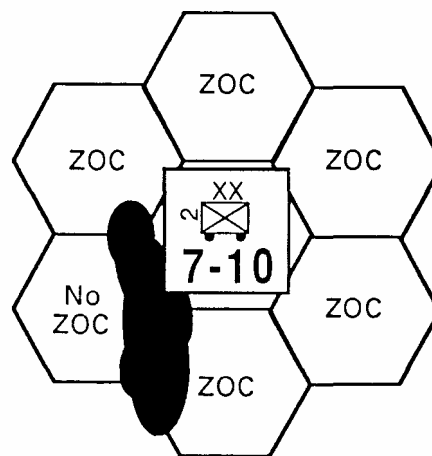
C. Restrictions.

Unless otherwise noted, activities may not be conducted outside this sequence. The activities mentioned above are explained in detail in the rules which follow.

Rule 5—Zones of Control

The zone of control (ZOC) of a unit represents the control a unit exerts over the surrounding terrain. ZOCs affect many activities in the game, as covered in the appropriate rules.

Only divisional units have ZOCs. A unit's ZOC is exerted through the six hexsides of the hex the unit occupies into the six surrounding, adjacent hexes. A unit prohibited from entering a specific terrain type or crossing a specific type of hexside does not exert a ZOC into that hex or through that hexside. For example, no unit exerts a ZOC through an all-sea hexside.



Rule 6—Movement

A. General.

Any or all phasing units may move during the movement phase. A unit's movement rating is the number of movement points (MPs) the unit may normally spend in a movement phase. A unit may move up to the limit of its movement rating, as restricted by terrain, ZOCs, and supply. The phasing player moves his units voluntarily; a unit is never required to move.

Each unit spends MPs as it moves from hex to hex. It spends a varying amount of MPs for each hex entered; this MP cost depends upon the type of terrain in the hex being entered and, in some cases, on the type of terrain of the hexside being crossed. The movement effects column on the Terrain Effects Chart states the MP costs for the various terrain types. The MP

cost to cross a hexside is in addition to the cost to enter a hex; it is indicated by a plus sign (+) in front of the cost. The notation “prohibited” means that type of terrain may not be entered or crossed by a unit (such terrain is called “prohibited terrain”).

A unit must stop as soon as it enters an enemy ZOC and may move no further that phase (Exception: Advanced Rule 13—Overruns). Note that a unit that starts its movement in an enemy ZOC may move directly from one enemy ZOC to another enemy ZOC, but must then stop immediately.

There is no movement point cost to enter or leave an enemy ZOC.

In general, a unit may not enter a hex occupied by an enemy unit. Exceptions to this are covered in the appropriate rules.

A unit may always move a single hex (except into or across prohibited terrain) in a phase in which it may move. The unit may enter an adjacent hex, even if the cost to enter the hex exceeds the number of MPs the unit has available that phase or if the unit is moving directly from one enemy ZOC to another. The unit must then end its movement.

A unit with a movement rating of ‘0’ may not move from the hex it occupies for any reason. If forced to retreat due to a combat result, it is eliminated instead.

Overruns (Advanced Rule 13) may occur during movement. Special forms of movement, such as rail movement, are covered in separate rules.

Weather may affect movement and is covered on the Terrain Effects Chart or by special weather rules contained in the supplemental rules for each game.

B. Exploitation.

In the exploitation phase, all phasing c/m units are allowed to move again, following the movement rules presented in Rule 6A above. C/m units begin this phase with a full movement allowance (as modified for supply) and may move normally, including conducting overruns. They may use road movement. They may not use rail movement. Note that a unit’s supply state for the entire player turn, including the exploitation phase, is determined in the initial phase of that player turn.

Rule 7—Transportation Lines

There are two types of transportation lines: railroads and roads. A unit may use the transportation line movement rate only when moving in hexes directly connected to one another by the line. Both road and railroad movement may be combined with regular movement during the same movement phase. A unit may participate in combat after moving on a transportation line.

A. Railroads.

All units pay 1/5 MP per hex to move by railroad. A usable railroad consists of friendly-owned, connected rail hexes. Units moving by rail must stop upon entering an enemy ZOC; units moving by railroad may not move through enemy ZOCs. The number of units a player may move by railroad per turn is specified in the supplemental rules for each game.

Some games have high and low capacity rail lines. Both types are “railroads” in the Boot Camp rules and do not differ from one another.

B. Roads.

A unit moving along a road pays the MP cost for clear terrain for each hex it enters; the actual terrain costs for hexes entered and hexsides crossed are ignored. Movement along a road is subject to the same limitations as regular movement. For

example, a unit moving along a road must stop upon entering an enemy ZOC.

Roads may be used in both the movement and exploitation phases.

Each railroad may also be used as a road. So, even when a unit is prohibited from using a railroad in a hex, it may still use the rail line there as a road.

Movement Example: In clear weather an 8 MP cavalry unit enters a woods hex across a minor river hexside (3 MPs = 2 MPs for the woods hex and +1MP for crossing a minor river hexside), then a wooded- swamp hex along a road (1 MP = same as clear), and then a forest hex (2 MPs). Although the unit has 2 MPs remaining, it decides to voluntarily end its movement in the forest hex.

Rule 8—Stacking

A. Stacking Limit.

Only a limited number of units may stack in a hex. Up to six units of any type (including artillery), no more than three of which may be divisional units, may stack in a hex. In addition to these six units, two non-divisional artillery units or one artillery division may also stack in the hex. So, the maximum possible stacking limit is eight units in a hex.

B. Effects.

Units may not voluntarily end any phase, except the initial phase, in excess of the stacking limit. If, as a result of combat, a unit is forced to retreat in violation of stacking, it must continue to retreat until the stacking limit is no longer violated. If it cannot do so, it is eliminated instead. The stacking limit is not in effect at the end of the initial phase (i.e., over stacked reinforcements and replacements are not eliminated before they have a chance to move).

Rule 9—Combat

During the combat phase, the phasing player’s units may attack adjacent enemy units. However, no unit may attack into or across terrain prohibited to that unit. Attacking is voluntary; units are never required to attack.

A. Combat Procedure.

1. Modify the attack (combat) strengths of all units attacking into an adjacent enemy-occupied hex due to terrain, weather, supply, and support as appropriate. Total the attack (combat) strengths involved, and add any offensive air support bomber points to the total.

2. Modify the defense (combat) strengths of all units in the attacked hex due to supply and support, as appropriate. Total the defense (combat) strengths involved, and add any defensive air support bomber points to the total.

3. Compare the total attack strength to the total defense strength in the form attacker:defender to obtain a combat ratio. Round this ratio down in favor of the defender to correspond to a combat odds ratio on the Combat Results Table. For example, an attack strength of 34 attacking a defense strength of 9 is 34:9, which rounds down to 3:1.

4. Roll one die, and modify the number rolled by any terrain effects and by any special effects (such as armor effects). Cross-index the adjusted die roll with the odds column to obtain a combat result. The combat result affects the units involved in the combat; implement it immediately.

B. General Restrictions.

1. No unit may attack or be attacked more than once per combat phase.
2. All units defending in a hex must be attacked collectively, with their defense strengths combined. Units in a hex may not be attacked individually.
3. Each attack must be directed against the units occupying a single hex. Two or more enemy-occupied hexes may not be attacked in a single attack.
4. Units stacked in the same hex may attack into different hexes, but each hex attacked must be resolved as a separate combat.
5. A single unit may not split its attack strength so as to attack more than one hex.
6. The attacker determines the order in which the attacks are resolved.
7. Any attack at odds in excess of the highest odds on the Combat Results Table (CRT) is resolved at the highest odds on the table. Any attack at odds less than the lowest odds on the CRT is an automatic AE (attacker eliminated) result.

C. Combat Results.

Consult the Boot Camp Combat Results Table for an explanation of the potential combat results.

D. Losses.

All combat losses are calculated using the printed strengths of the involved units. Terrain, weather, supply, and support may modify strengths for combat resolution, but these factors are not considered when assessing losses. When determining losses, always use the attacker's attack strengths and the defender's defense strengths.

Bomber points may aid units in combat. However, the bomber points are not included when determining combat losses. Bomber points themselves are never affected by ground combat resolution.

E. Cadres.

Various divisional units are able to take losses in combat and remain in play at reduced strengths. These units have cadres printed on the backs of their counters. When such a unit is eliminated in combat, it is reduced to its cadre instead of being removed from play. When calculating the total strength loss in a combat, the strength of a divisional unit reduced to a cadre is counted fully. For example, a 7 strength point division reduced to a 3 strength point cadre is counted as a strength loss of 7, not 4.

F. Movement After Combat.

1. Retreats. When a unit is required to retreat, the owning player must move it one hex away from the hex it occupied during combat. A unit must be retreated in accordance with the following priorities: 1) to a hex not in any enemy ZOC and not in violation of stacking; 2) to a hex not in any enemy ZOC, but in violation of stacking; 3) to a hex in an enemy ZOC (regardless of stacking). When a unit violates the stacking limit, it must continue to retreat, in accordance with the above priorities, until the stacking limit is no longer violated. If it cannot do this, it is eliminated. A unit which retreats to a hex in an enemy ZOC is reduced to a cadre; if it does not have a cadre (or already is a cadre) it is eliminated. A unit with no retreat route except into or across prohibited terrain or into an enemy-occupied hex is totally eliminated, even if it has a cadre.

Defending units which retreat into a friendly-occupied hex which is subsequently attacked in the same combat phase

contribute nothing to the defense of the hex. These units are affected by all combat results achieved against the hex, but their combat strengths are not counted at all for any exchange purposes.

German c/m units (only) may ignore enemy ZOCs when retreating if they retreat to a friendly-occupied hex. If they retreat to a hex unoccupied by friendly units, they are affected by enemy ZOCs as normal.

Note: Only German c/m units have this special retreat ability. All other units, including units stacked with German c/m units, do not have this ability.

2. Advances. Advance after combat is voluntary. If an attacked hex is cleared of defending units, the attacking units may occupy the hex, up to the stacking limit. The advance must be performed immediately upon resolution of the attack, before any other attack is resolved. Defending units may not advance after combat.

G. Zero Strength Units.

A unit with an attack strength of 0 may not attack by itself. It may voluntarily be included in an attack made by other units, whereupon it is affected by the results of the attack (including advance after combat). A unit with a defense strength of 0 is automatically eliminated when attacked, unless it is stacked with at least one unit with a defense strength greater than 0.

H. Terrain Effects.

The terrain of the defender's hex and the terrain of the hexside across which an attack is made may affect combat resolution. The combat effects column on the Terrain Effects Chart summarizes these effects. The references to AEC refer to armor capabilities, as explained in Rule 10. Terrain is rated by its effect on units attacking into such a hex or across such a hexside. Die roll modifications (e.g., -1) apply to the die roll used to resolve the attack.

Rule 10—Armor Effects

All divisional c/m units have Armor Effects Capability (AEC) and provide an AEC bonus in combat. For each attacking divisional c/m unit, the attacker adds 1 to the die roll, up to a maximum of +4. For each defending divisional c/m unit, the defender subtracts 1 from the die roll, up to a maximum of -3.

Example: An attacker has five armored divisions and two infantry divisions participating in a combat. He gets a +4 die roll modifier. The defender has one armored division, one motorized division, one armored regiment, and an infantry division. He gets a -2 die roll modifier (for the armored and motorized divisions only; the armored regiment is not counted for purposes of AEC). The net AEC effect on the die roll will be +2 (i.e., +4 - 2 = +2).

AEC bonuses may only be used in clear and frost weather. Note that AEC bonuses are cancelled by some terrain types, such as swamp. Note: ATEC (Antitank Effects Capability) is not used in the Boot Camp rules.

Rule 11—Support

All units possess an intrinsic combat ability as given by their printed combat strengths. However, some units, termed 'unsupported' units, are unable to use their strengths fully due to lack of supporting arms. Most units have supporting arms:

1. All divisional units.
2. All artillery units.

3. All units with a supported symbol (a dot) in the upper left hand corners of their counters.

All other units are unsupported. An unsupported unit has its combat strength halved as long as it remains unsupported.

Units with supporting arms may provide support to unsupported units. When defending, any of the three types of units with supporting arms provide support for all units stacked with them. When attacking, the unit providing the support must participate in the same attack as the units it is supporting, as well as being stacked in the same hex with them.

Rule 12—Supply

The effectiveness of units is affected by supply conditions. Units operate to their full extent if they are in supply; they operate less effectively if they are out of supply.

A. Supply Lines.

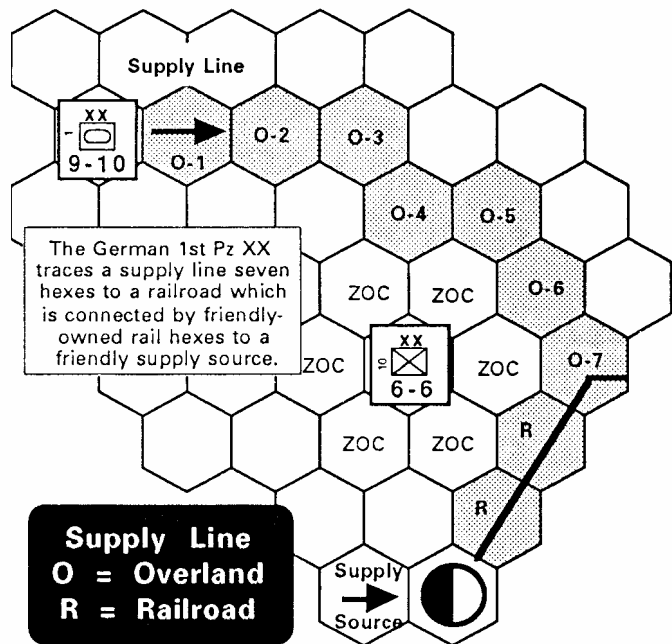
The supply condition of a unit is determined by the tracing of a supply line. A supply line may not be traced into a hex occupied by an enemy unit, into a hex in an enemy ZOC unless the hex is occupied by a friendly unit, into a prohibited terrain hex, or across a prohibited terrain hexside.

B. Tracing Supply.

The supply status of all units of both sides is checked during the initial phase of each player turn, after any reinforcements or replacements appear. Units out of supply at this time are out of supply throughout the entire player turn.

A unit is in supply if an overland supply line can be traced from the unit to a supply source, or to a friendly railroad or road that leads any length to a supply source. *An overland supply line may be 7 hexes in length in clear weather; 3 hexes in length in mud, rain, poor, or winter weather; and 4 hexes in length in snow or frost weather.*

An Example of Tracing a Supply Line



C. Supply Sources.

Each side has its own supply sources, as listed in the supplemental rules. A supply source may be used only by its own side, and only if that side owns it.

D. Effects.

A unit in supply has its full combat strength and movement allowance available. A unit out of supply has its combat strength and movement rating halved.

You have just completed Basic Training. You may now move on to the supplemental rules and play a game of Europa. When ready, return for Advanced Training.

Advanced Training

Rule 13—Overruns

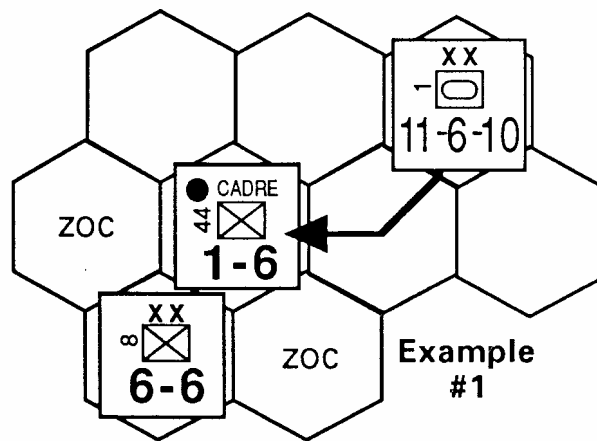
Overruns may occur during the movement and exploitation phases. The phasing player performs an overrun by moving units into a single hex adjacent to the enemy units to be overrun; the overrunning units may not exceed the stacking limit of this hex. The overrunning units must have a total attack strength sufficient to achieve 10:1 odds or more against the enemy units being overrun. Overrun odds are computed in the same way that combat odds are, taking all terrain, weather, supply, and support modifications into account, including hex-side effects. For example, non-artillery units would be quartered when performing an overrun across an unfrozen major river hexside. *Special Case:* Offensive and defensive bomber points are ignored for overrun purposes.

All units performing an overrun must be able to enter the hex being overrun; *each overrunning unit must spend 2 extra MPs for the overrun, plus the MPs normally required to enter the hex.*

Units performing an overrun may ignore the ZOCs of units in the hex being overrun. However, they may not ignore the ZOCs of other enemy units, and must stop immediately when entering the ZOC of an enemy unit that is not being overrun.

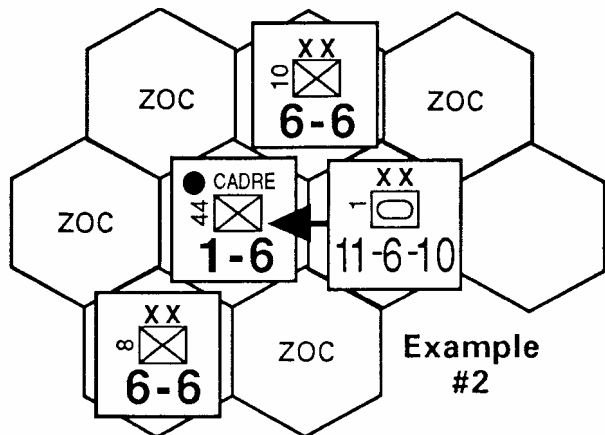
Enemy units in the hex being overrun are completely eliminated and removed from play (even if they have cadres).

The units performing an overrun must enter the hex being overrun. They may continue moving if they have sufficient MPs remaining and are not in an enemy ZOC. If they are in an enemy ZOC, they must stop moving unless they or other friendly units overrun the enemy unit exerting the ZOC.



In both Example #1 above and Example #2 at the top of the next column, the German 1st Pz XX over runs the Polish 44th Inf cadre. In both examples, the 1st Pz XX must enter the hex

containing the 44th Inf cadre and end its movement, as it will be in the ZOC of an enemy unit (8th Inf XX) not being overrun.



Note that overruns may be made directly from one enemy ZOC to another provided that all the overrunning units begin the phase adjacent to the enemy hex being overrun and have sufficient MPs to enter the hex, including the 2 additional MPs for the overrun. An example of this case is shown in Example #2 above.

A unit with insufficient MPs to pay the full MP costs to enter the hex being overrun may not participate in the overrun, even if it has not moved at all in the phase.

Overrunning units may use the road movement rate when executing an overrun if all other considerations for road movement are met.

Rule 14—Special Rules

A. Engineers.

1. Construction Engineers. Construction engineers and other construction units have a variety of construction abilities, as described below.

A construction unit may build a fort in any hex, except one already containing a fort or fortress. The construction unit begins building a fort during its initial phase and must be in supply. (Place a fort counter on the unit to show the construction.) It takes one game turn to build a fort in clear or rough terrain and two game turns to build a fort in any other terrain. For example, if a fort in a woods hex is begun during the Axis initial phase of the Sep I 41 turn; it will be completed in the Axis initial phase of the Oct I 41 turn. (When completed, place the fort counter at the bottom of the stack.) If the construction unit leaves the hex at any time before the fort is completed, the fort counter is removed from the map.

A construction unit may build a permanent air field in any clear, rough, woods, or wooded rough hex (including such hexes containing other features such as reference cities or forts), except one already containing a permanent airfield. A permanent air field is built in the same manner as a fort, taking one turn to build in a clear or rough hex and two turns to build in a woods or wooded rough hex.

a. Weather. Poor weather (mud, frost, winter, poor, rain, and snow) affects construction abilities. All construction costs are doubled. *Example:* Two turns are required to build a permanent airfield in clear terrain during poor weather.

b. Construction Limits. The number of airfields and forts that a side may build is specified in each set of Boot Camp supplemental rules.

2. Combat Engineers. Combat engineers are construction units. Also, when at least two of the units attacking a major city, fortress, fortified hexside, or fort are combat engineers, the combat resolution die roll is modified by +1.

3. Assault Engineers. Assault engineers are not construction units. They do have the special combat abilities of combat engineers. In addition, an assault engineer attacking a major city, fortress, fortified hexside, or fort has its combat strength doubled. For example, a 1-8 assault engineer battalion attacking a fort would have an attack strength of 2 and would be counted as one combat engineer unit toward the two necessary to receive a +1 die roll modifier.

4. Maximum Modifier. The maximum modifier for combat and/or assault engineer units in combat is +1 no matter how many of these units are present.

5. Railroad Engineers. Railroad engineers have no special abilities when using the Boot Camp rules.

B. Divisional Breakdowns.

Divisions are not allowed to break down or assemble when using the Boot Camp rules.

C. Rail-Only Units.

A unit with a printed movement rating of 'R' may not move except by using rail movement. In combat, it may attack any adjacent hex; however, it may not advance after combat. A rail-only unit required to retreat may retreat only to a hex it could enter using rail movement. If there is no such hex available, the unit is eliminated instead.

D. Fortifications.

When an enemy unit captures a hex containing a fort, the fort in the hex is destroyed. Forts may be built during the game by engineers (see Rule 14A1).

Fortresses and fortified hexsides are printed on the maps. When captured by the enemy, the fortification effects of these hexes are immediately and permanently lost. A fortress or fortified hexside may not be built or repaired during the game.

E. Weather.

Weather may affect many activities in the game, as covered in the appropriate rules. Rules for determining weather conditions, and any special effects they may have on play, are specified in the supplemental rules for each game.

Rule 15—Air Rules

A. Air Phase Sequence.

Activity within the air phase occurs in the following sequence:

1. Phasing Player Bomber Point Allocation.
2. Non-Phasing Player Fighter Point Allocation.
3. Reduction of bomber points due to fighter point allocation.
4. Reduction of bomber points due to AA fire.

B. Bomber and Fighter Points.

No air unit counters of any type are actually placed on the map. Instead, the supplemental rules for each game specify the number of bomber and fighter points each player has available. These points may be used by that player in each of his turns.

Transport air units and gliders are removed from play when using the Boot Camp rules.

C. Air Concepts.

1. Allocation. A player allocates his bomber points during his air phase. He allocates his fighter points during the enemy player's air phase.

2. Bomber Points. A player allocates his bomber points to specific hexes as offensive air support (OAS) or defensive air support (DAS) during his Air Phase. Each bomber point allocated as OAS adds 1 to a player's attack strength against the designated hex during the following friendly combat phase. Each bomber point allocated as DAS adds 1 to a player's defensive strength in a predesignated hex during the following enemy combat phase. *Suggestion:* Write down the allocation of bomber points for reference.

OAS may never contribute more than the printed attack strength of the attacking ground units. DAS may never contribute more than the printed defense strength of the defending ground units. Additional bomber points may be allocated to anticipate reductions due to enemy fighters and/or AA fire.

Each player has a limited number of bomber points, as explained in section B above. Each bomber point may be used only once per player turn. A bomber point allocated as OAS may not also be allocated as DAS in the same player turn, or vice versa.

3. Fighter Points. A player may allocate his fighter points during the enemy's Air Phase to specific hexes to negate enemy OAS or DAS. Each fighter point allocated to a hex negates 1 enemy bomber point.

Each player has a limited number of fighter points as explained in section B above. Each fighter point may be used only once per player turn.

4. Losses. Bomber or fighter points are never lost due to combat during the course of the game.

5. Weather. Weather has no effect on fighters. In rain, mud, poor, snow, and winter weather, the number of bomber points allocated to a hex is halved. This halving is done after reductions due to enemy fighter points and AA have been applied.

6. Terrain. Terrain has no effect on bomber points.

D. Air Reinforcements.

Air reinforcements are received in most *Europa* games. The corresponding increase in the number of bomber and fighter points for each side and when they are available will be listed in the supplemental rules for each game.

1. Withdrawals. In some games air power must be transferred to another battle front during the course of the game. The corresponding decrease in the number of bomber and fighter points for each side and when they are no longer available will be listed in the supplemental rules for each game.

2. Other. Ignore any air replacements or conversions of air units that may be listed on the various orders of battle.

Rule 16—Airbases

Major city hexes, dot cities, fortresses, and permanent airfields are airbases.

A. Airbase Capacity.

Air points are allocated from airbases. All airbases have a capacity of 10 bomber points and 10 fighter points (i.e., you can allocate no more than 10 bomber points from Base A in your turn and no more than 10 fighter points from Base A in your opponent's turn).

Air points may be allocated from one or more airbases to the same target hex. Air points may be allocated to more than one target hex from the same airbase. Any number of bomber and fighter points may be allocated to a hex, limited only by the number of airbases in range and the total points available.

B. Allocation Range.

Bomber points may be allocated to any hex within a 15-hex range of a friendly-owned airbase. Fighter points may be allocated to any hex within a 5-hex range of a friendly-owned airbase.

C. Airbase Capture.

Enemy airbases may be captured and used. An enemy airbase is captured when a friendly ground unit gains ownership of its hex. A captured airbase immediately becomes friendly-owned and may be used from the instant of its capture.

D. Airbase Removal.

During his turn a player may abandon any of his permanent airfields. Remove abandoned airfields from the map. The airbase capacity of cities and fortresses may never be abandoned or diminished.

Rule 17—Antiaircraft

Various units and locations have antiaircraft (AA) strengths and are able to reduce enemy air support.

A. Capabilities.

1. Combat AA Units. A combat AA unit is any unit with the AA symbol, a unit size, and a combat strength. A combat AA unit has its AA strength printed in the upper left corner of its counter.

2. Position and Naval AA Units. These units are removed from play when using the Boot Camp rules.

3. Intrinsic AA. All fortresses and major city hexes have an intrinsic AA strength of 2 points. All dot cities and permanent airfields have an intrinsic AA strength of 1 point. This AA strength is never lost or diminished, regardless of changes in ownership.

B. Effectiveness.

All AA strength points in a hex may fire upon enemy bomber points allocated to that hex. Every strength point of AA negates one enemy bomber point. Note: AA may not be fired against the non-phasing player's defensive air support during the phasing player's turn.

You have now completed Advanced Training. You may again use the supplemental rules and play a game of Europa. When you are ready, you may move on to the standard rules set for a more detailed look at WWII.

Designer's Notes

When I set out to create a set of Boot Camp rules for *Europa* I had several problems in mind that I wanted to address. All are basically subsets of the biggie: I wanted to get more people to play *Europa* wargames. Once they open the box, I want them to be able to play and that may be a problem with many prospective *Europa* gamers. I have so often seen the incredulous look on a potential opponent's face, followed a 'Forget it!' when he sees the volume of the rule book, that it makes me want to cry. Protestations of 'No, really it's simple to learn!' do not work. Even if you can get someone to wade through the rules, all too often they become so swamped by the myriad of details (so it seems to them) inherent in playing even some of the smaller games that they never come back for seconds. Nevertheless, I believe that if you can get someone past the intimidation of the rules and game mechanics, they will become so enamored of the idea of what is happening on the game board that they will want more and more.

With these things in mind I decided on a goal: Encourage wargamers new to the *Europa* system to try *Europa* games by providing a rules set they can learn by themselves and can play enjoyably. To do this, I outlined certain criteria:

1. The rules should be 10 pages or less, so that no one will be intimidated by their length.
2. The rules have to be clear and simple, so that someone new to *Europa* can learn them unaided.
3. They must have a progressive structure, so that the game can be learned in increments and can be played at each level.
4. They must contain a minimum of detail, so that the games will be easy to actually play.
5. They must provide the same flavor as a standard *Europa* game; i.e., armor effects, supply, air, combined arms, and mobile warfare.

I may not have succeeded in all of these areas, but I hope that I came close enough to encourage someone new to join the *Europa* family.

- Deen Wood -

Questions and Comments

We've gone to great lengths to make these rules complete, correct, and clear. We may not always achieve perfection, however. If you have a question about the play of the introductory game or want to make a comment about the Boot Camp rules, let us know. (Questions on the design of the introductory game may be answered only if time and resources permit.) Please cite the rules number. If possible, frame your questions in a "yes/no" or multiple choice fashion, so that we can answer them quickly.

Feel free to contact us through our website: www.grdgames.biz and ask your questions through there.