

Operation Europe Strategy Guide

by War Doc

Updated to v2.30 on Dec 22, 2004

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|O p e r a t i o n   E u r o p e :   P a t h   t o   V i c t o r y|
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          |1 9 3 9 - 4 5|
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GAME: OPERATION EUROPE: PATH TO VICTORY 1939-45
PLATFORM: SEGA GENESIS
GENRE: STRATEGY/WAR
CREATOR: KOEI GAMES Copyright 1994
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3. Press CTRL-F
4. Press CTRL-V
5. Press CTRL-F
5. You will arrive at the desired chapter or subchapter.

***** S E C T I O N I *****

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| 1. LEGAL STUFF |=====+
+=====+

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+=====+
| 2. VERSION INFORMATION |=====+
+=====+

- Version 1.0 3/13/03: A guide is born.
- Version 1.5 3/13/03: 1. Revamped the sections to make them more consistent and easier to read.
 2. Moved acknowledgements to Section I.
 3. Added an appendix for all armaments per campaign in Operation Europe.
 4. Fixed up some of the general strategies.
- Version 1.55 3/14/03: 1. Redid Section and Chapter headers.
 2. Added to the acknowledgements chapter.
- Version 1.56 3/15/03: 1. Fixed some values in the appendix.
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- Version 2.0 4/ 5/03: 1. Added new subsections to chapters 7, 8, and 9.
 2. Added new campaign strategies chapter.
 3. Made format changes for easier reading.
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- Version 2.27 6/11/03: Added <http://www.cheats.de> to sites allowed to host my FAQ's.
- Version 2.29 7/23/03: Added IGN to allowed list.
- Version 2.30 12/22/04: Fixed some errors.

+=====+
| 3. ACKNOWLEDGEMENTS |=====+
+=====+

The following are a list of people or organizations that have made this FAQ possible:

My wonderful family (who has had to put up with the tapping on the keyboard)
"winnie the poop" at GameFAQ's
"Yoshi1234" at GameFAQ's
KOEI for making a great war game
GameFAQ's for putting up this FAQ

+=====+
| 4. WELCOME |=====+
+=====+

Welcome to my FAQ for Operation Europe. Since this is a war and strategy game, there is no walkthrough per say. Instead, this FAQ is broken up into parts. First you will be given what campaigns you can participate in and how to set up the battlefield. Next, you will be given all the possible commands you can give with a brief description of what those commands are. The last part is dedicated to strategy. This strategy will give you an idea on how to win your campaigns. Input is appreciated along with constructive criticism. If you

wish to e-mail me thoughts on this FAQ, better ways of doing things, other strategies, etc., feel free. Make sure you put OE FAQ in the subject. If you don't, I'm liable to discard the e-mail as spam.

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| 5. OVERVIEW |=====+
+=====+

Operation Europe takes place in the European Theater of Operations (ETO). Instead of going through the entire history of WWII in the ETO, selected battles are used instead. These battles range from France's plains to the steppes of Russia to the deserts of North Africa. You then decide whether you want to be the Allies or Axis in these battles. Your job then will be to achieve the victory conditions defined by the specific battle you are fighting. At your disposal are all the resources (equipment, commanders, etc.) available at that time to ensure victory. You also must not only be familiar with how to fight battles, but also all the planning, logistics, and pitfalls of how to properly plan and fight a battle to ensure maximum effect. This means, causing a heckuva lot more casualties to the enemy than your troops receive.

***** S E C T I O N II *****

+=====+
| 6. THE CAMPAIGNS |=====+
+=====+

Operation Europe is broken down into six campaigns. These campaigns are:

- Occupation of France: May 10 - Jun 22, 1940
- North African War: May 26 - Jul 5, 1942
- Fierce Battle of Kursk: Jul 5 - Sep 5, 1943
- Storming of Normandy: Jun 6 - Aug 19, 1944
- Battle of the Bulge: Dec 16, 1944 - Jan 21, 1945
- Fight for Berlin: Apr 16 - May 16, 1945

When you choose the highlighted campaign, you will be given a brief history of that campaign. You will then be given a choice of whether you wish to play that campaign or go back to the campaign list again. After you have chosen the campaign to play, you will next be asked whether you wish to play Demo (watching the computer play against itself), 1, or 2 player. Once that choice is made, you will be asked if you wish to be the Allies or Axis. For purposes of this game, the Allies are the United States, Britain, France, and Russia with the Germans and Italians being the Axis.

+=====+
| 7. THE COMMANDERS |=====+
+=====+

After you choose whether to be the Allies or Axis, you are given a display of all the commanders that particular campaign will have. The display is like this:

D		C		A	T
u	L	h	I	t	a
t	d	r	n	r	n
y	r	m	f	y	k

Name of Commander Numbers between 1 and 99 representing above traits

Division Report

The numbers after the commanders name represents either their strength or weakness in particular trait. Historical commanders like Patton have higher traits in the areas they were noted for such as Tank and Leadership for Patton. You can change these numbers by using the "C" button on the gamepad. Be warned that these numbers are generally random and it may take a while to get the scores you want for that commander. Also, some commanders while strong in some areas may be very weak in others causing the values to remain low regardless of how many times you change them. You can also get some brief biographical info on a particular commander by pressing the "A" button when their name is highlighted.

/ 7.1 Commander Traits /

```
+-----+
| Ldr (Leadership) |
+-----+
```

The ability to make units execute command quickly and sometimes fight beyond their capacity. Has a telling effect on close battles.

```
+-----+
| Chrm (Charm) |
+-----+
```

Basically the ability to "schmooz" or "suck up" to somebody. Good trait when dealing with higher headquarters when requesting supplies or reinforcements. Also helps when motivating the troops.

```
+-----+
| Inf (Infantry) |
+-----+
```

Good with infantry tactics. Helps infantry units fight better.

```
+-----+
| Atry (Artillery) |
+-----+
```

Good with artillery tactics. Helps for artillery units getting on the mark more often and inflicting a lot more casualties.

```
+-----+
| Tank |
+-----+
```

Good with armor tactics: Helps the armored and mechanized units fight better.

Once you have gotten your commanders values the way you want them, hit the "START" button to go to the next menu. This is where you will assign your commanders to their duties. Usually, the roles that require high charm (>90) and leadership (>90) are the AC, CO, and CI. The divisional commanders need to have pretty high leadership (>80) and their specialty of Inf, Atry, or Tank (>80). If you need to, click on the Division Report to ensure that you have the best commander for the right unit. A commander good at Tank won't probably do a great job with a low Inf value. Again, the best commander for the job.

Later on, you will learn how to change commanders in the main menu if the commander you have chosen doesn't seem to be up for the job. That again is why when you are getting values, get the best ones possible in case you need to replace a commander who has been relieved or killed in battle.

/ 7.2 Commander Duties /

Duty is the duty that the particular commander is assigned to. The duties are:

+-----+
| AC (Army Commander) |
+-----+

Overall commander of all divisions.

+-----+
| CO (Chief of Operations) |
+-----+

Responsible for day to day operations. Also responsible for ordering of supplies, extra men, and reinforcements.

+-----+
| CI (Chief of Intelligence) |
+-----+

Responsible for special forces operations.

+-----+
| 1, 2, 3, 4 |
+-----+

The four divisional commanders.

Once you have done all of the above and are satisfied with your setup, you are reading to go into battle. The next section will describe all the menus and the battlefield.

***** SECTION III *****

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| 8. BEING IN CHARGE |=====+
=====+

Once you have completed getting your commanders set up and ready to go, you will be taken to the next screen that you will use throughout the campaign. The main screen looks something like this:

```
=====
|
| =====
| | BATTLEFIELD MAP WITH ALL THE | | DATE, HOUR AND | |
| | TERRAIN FEATURES AND UNITS | | WEATHER CONDITIONS | |
| | | | ===== | |

```

		MAP IS A 40,40 GRID				=====			
		0-39 FOR BOTH X AND Y AXIS				CHOICES			
						=====			
						=====			
		=====				COMMANDER PERFORMING			
		MESSAGES, PROMPTS, AND ANY OTHER INFO				ACTION			
		IS DISPLAYED HERE				=====			
						=====			

/ 8.1 Menu and Submenu Items /

Tact (Tactical): This is the menu that enables you to command your units.

You must next select a division then regiment to give orders to. The orders you can give are (when you select an order, a cursor will appear):

Move: Select where to move the regiment.

Dfnd (Defend): Select where the regiment is to go on the defensive.

Atck (Attack): Select where the regiment is to attack.

Sbtg (Sabotage): Select where the regiment wants to perform an act of sabotage.

Sply (Supply): Select where the regiment wishes to receive supplies (from another unit or a city).

Prsu (Pursue): Select what unit the regiment wishes to pursue. The unit can be friendly or an enemy.

Ocpy (Occupy): Select what enemy city the regiment wishes to occupy. If the city has defenses, the regiment must beat them before the occupation can be accomplished.

Rest: Select where you will let the unit rest

SpFc (Special Forces): This is the menu for doing special forces operations. The orders you can give are (when you select an order, a cursor will appear):

Raid: Select an enemy city or unit to destroy its defenses.

Sbtg (Sabotage): Select an enemy city to destroy defenses or supplies.

Cut: Select an enemy city or unit to cut its communication. When this occurs, that unit or city cannot be contacted or controlled.

Elim (Eliminate): Select an enemy unit to eliminate its commander. Rarely is this successful. If it does succeed, it will cause chaos in the enemy division.

Info: Select an enemy city or unit to get info about. This info includes number soldiers, vehicles, artillery pieces, etc., ammo, fuel, and food situation. It may also include unit morale and fatigue.

Ask: Request supplies, extra men, or reinforcements from headquarters. A result of these requests is not instant and can take a few hours. Don't be surprised by a few turn-down's before HQ approves the request.

Air: Request for a bombing run (designated by cursor), paratrooper landing (select for what division and how many), or a supply drop.

Orgz (Organize): You can organize units with city units or re-organize units with each other (see general strategies #12)

Move: This command allows you to move headquarters between divisions and regiments. It also allows you to relieve commanders who don't seem to be doing their job.

Info: This menu gives all the information you need in one menu. The submenus are broken into two halves: Axis and Alld. Each menu under this headings is the same. The menus are:

Gnrl (Generals): The generals and their trait values.

Arms: The different arms that are available. This menu goes even farther by giving a description of each of the arms and country of origin depicted by that national flag (to see all arms available for each campaign, look in the appendix). These descriptions are:

AP (Anti-Personnel): The higher the number, the more men that can be killed.

AT (Anti-Tank): The higher the number, the easier it is to destroy enemy armor and more of it.

Df (Defense): The ability of a unit to defend itself. Higher number means better defensive capabilities.

Sp (Speed): How fast a unit can move per hour. The higher the number, the faster the movement.

GR (Gun Range): The maximum number of hexes the gun can fire. The higher the number, the longer the range of the gun.

Clicking on the "C" button puts up the same statistics below with the addition of CR (Cruising Range): How far mechanized forces can go before refuel. NOTE: If the number is 0, the unit doesn't require fuel.

Vict (Victory): Victory condition to win the campaign.

Unit: Gives info about your and enemy units (ones successfully spied on). Clicking on "C" will bring up a choice of what division you want info on. After selecting the division a screen will come up with all the regiments that make up that division. The display looks like this:

```
=====
| Now   Goal                               Picture of                               |
|                                             |
|           Gas Can  Bullets Food  Thumb  Crossed Rifles  Skull&Crossbones |
|                                             |
|                                             |
|                                             |
|                                             |
```


Regiments still active are here. If there is no regiment, the area is a blank space instead.

=====

Explanations for the headings are as follows:

Now: Where the unit is now in x,y coordinates where both x and y are in between 0 and 39.

Goal: Where the unit is going to in x,y coordinates where both x and y are between 0 and 39.

Gas Can: How much gas the unit has left. Between 0 and 100%.

Bullets: How much ammo the unit has left. Between 0 and 100%.

Food: How much food the unit has left. Between 0 and 100%.

Thumb: The unit's morale. Between 0 and 100.

Crossed Rifles: The unit's experience/training. Between 0 and 99.

Skull&Crossbones: The unit's fatigue level. Between 0 and 99.

When you move the directional pad left or right, it depresses a regimental button on the bottom of the screen and highlights that regiments Now position. Clicking on the "C" where there is a regiment brings up the battalion screen. The battalion screen is almost identical to the regimental screen except it has removed the pictures of the gas can, bullets, and food. These pictures have been replaced by pictures of troops and a flat tire. These pictures represent the number of troops per battalion (such as 72 M3A8 Shermans or 22 T34/85). The flat tire represents the number of vehicles or troop equipment that is damaged and can be fixed by an supply/repair unit.

Clicking on the "C" one more time gives you the specifics of that troop or piece of equipment as explained in the Arms part above.

City: Gives info about your and enemy cities (ones successfully spied on). Clicking on "C" will also give you information about the defending units located in that city.

Wait: Let's you put in the number of hours that your armies rest. Good for when you are waiting for something such as supplies or special forces operations. Also good for when you need to rest up your divisions after some hard campaigning.

Pressing the "START" button brings up the game menus. These consist of:

War: Whether to view battles or not.

Advc (Advice): Whether you want the computer to give you advice.

Gfx (Graphics): Turns battle animations off and on.

Musc (Music): Turns the music off and on.

Save: Save your game.

Load: Load a saved game.

Quit: Quit the game you're on.

Other non-menu commands are pressing the "A" button to get info from the battlefield. Pressing "C" gives you a big picture view of the battlefield.

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+=====+
| 9. THE BATTLEFIELD |=====+
+=====+
```

Usually the orders you give your troops will result in some battle having to be fought. This battle can either be with other enemy units or against cities. The Tact menu display allows you, as the commander, to decide what units are going to engage what targets. Remember, that just because you order a unit to attack doesn't mean it will instantly happen. The unit has to get to where it will do battle. Then it takes anywhere from two to ten hours game time for that unit to set up to do battle.

Once that unit is ready for battle, you will get a message under the battlefield map "War preparations complete. Begin attack (Y/N)?". If you choose not to attack, then more time will elapse and this message will appear again. After you answer yes to beginning the attack, the next question will be "Take direct command over allied or axis forces (Y/N)?". If you answer no, you will delegate control to the computer general in charge of that unit. The last question will be "View the battle display (Y/N)?". If you don't want to view the battle display, the battle will occur without you seeing what is going on. After the battle has been fought, you will be given the question "Report results (Y/N)?". If you choose yes, it will give you all the casualty figures for all units participating in the battle.

If you chose yes to the question of taking direct command and viewing the battle display, you will take full control of all your units participating in the battle. The main battle screen will appear and look like this:

```
=====
|
| ===== |=====|REGIMENTS | | | |
| | SIX COMMANDS | | FOR BATTLE|
| | | | LOCAL BATTLEFIELD MAP WITH ALL |ARE HERE |
| | YOU CAN GIVE | | TERRAIN AND OTHER FEATURES | |
| | TO YOUR | | MAP IS A 13 X 13 GRID | |
| | TROOPS | | 0-12 FOR BOTH X AND Y AXIS | |
| | | | +-----| |
| | | | | | |
| ===== | | |
| | | | +-----+ +-----+ |
| ===== | | HIGHLIGHTED | | HIGHLIGHTED|
|
```

```
| | TIMER | |=====|
| =====|
|=====|
```

Explanation for the parts of the local battlefield are as follows:

You will have to set up your troops in the areas marked "HIGHLIGHTED". You can set your troops up anywhere in the "HIGHLIGHTED" area. Generally, troop setup will follow where the attacking unit is in relation to the defending unit. For example, if the attacker is coming from the defenders left side, then the "HIGHLIGHTED" area will be on the right side of the local battlefield. If the attacker is coming from the bottom left corner of the defender, then the "HIGHLIGHTED" area will be the bottom left corner of the local battlefield.

After setting up your troops, it is now time to give them commands. You can either command a battalion or the entire regiment to perform a specific action.

These are the six commands you can give your troops when going into battle. These commands are not "set in stone" for the duration of combat. You can intercede as the battle conditions change. You do this by pressing "A" during the battle. The commands are listed from top to bottom from the left side of the command menu.

/ 9.1 Battlefield Commands /

Move: Move your troops to a specific location.

Attack: Attack a specific enemy formation.

Pursue: Chase an enemy formation.

Retreat: When you choose this command, certain areas along the edge will become "HIGHLIGHTED". Just get your troops into these areas and you can escape. Of course, if you're surrounded, there will be no escape.

Follow: Follow another battalion into battle.

Regiment toggle: By pressing this button, you can change orders from just battalion to the entire regiment. To get back to the battalion menu again, just press "C" twice on the controller.

The timer in the bottom left of the screen tells you how much time you have to accomplish what you set out to do. If you don't finish the job in the allotted time, you have to again make battle preparations.

If the enemy attacks you first, you will get the message "Enemy unit has attacked, take over (Y/N)?". After that, all the commands that follow you taking over will be the same as if you were the one attacking.

Another thing you can do during battle is press the "START" button. This enables you to toggle the battle animations on and off. I tend to keep them toggled off since it makes the battle sequences go faster.

Once the battle is over, don't forget to replenish your troops, repair broken equipment, and try to get them rested up for the next battle.

+=====+

| 10. GENERAL STRATEGIES |=====

+=====+

These are a list of general strategies for all the campaigns that I have found to be effective. I know that there are many more different strategies out there. Your input on this would be greatly appreciated and your reward would be to see it added to this guide and credited appropriately. These are not in any particular order of importance but some or all may apply to whatever campaign you are engaged in.

/ 10.1 Know what your objectives are /

This is probably one of the most important things to remember when you are planning for your battles. In order to achieve victory in this game, you must fulfill some or all of the objectives stated. To see what both you and your opponent's victory conditions are, click on the "Info" button on the main menu, then click on the "Vict" button. These conditions will determine how you will allocate or rearrange your forces to achieve this victory.

/ 10.2 Know the big picture /

Too many times, one will get tunnel vision and only concentrate on one little aspect of the battlefield. This can result in significant problems since you may be winning one particular battle while the enemy is busy overrunning you on all other parts of the battlefield. There are two views you can go to. To get to the first view, click on the "A" button. You will see a blinking cursor shaped like a box. Using the directional controls on the gamepad, you can move the cursor around to check out terrain features or to identify units. Clicking on the "A" button again over a unit will tell you that unit's ammo, fuel, food, morale, experience, and fatigue levels. It will also tell you where the unit is now and what (if any) objectives that it is assigned to go to. (coordinates are listed as x,y). Clicking on a town will tell you that town's ammo, fuel, and food levels. It will also tell you of any defenses that town may have. If you click on the "A" button one more time, you will be able to see a "birds-eye" view of where all your units are and any enemy units that you may have identified. To pan around the area, use the directional controls.

/ 10.3 Know your enemy /

This goes hand-in-hand with knowing the big picture. It's not enough to know where you and the enemy is, you need to know what the enemy has. This is where espionage comes into play. To get information for an enemy unit or town, click on the "SpFc" button. In the SpFc submenu, click on the "Info" button again. The same cursor as in #2 will appear. Move the cursor with the directional controls until it is over an enemy city or unit. You will then be given how much time (in hours) that the operation will take. If the operation succeeds, you will be able to plan more effectively since you will know what your opposition possesses.

/ 10.4 The right unit for the right job /

When you have the above three achieved, then it is time for you to plan how to obtain your objective. If an enemy unit or units are in your way, then you must prepare for battle. It would be foolhardy to send in infantry or armored personnel carriers against an enemy force composed of King Tigers or Panthers. Since the game allows you to be flexible in how you allocate resources among the regiments, build them with victory in mind. If you have two units that have 400 infantry, consolidate them together to make a unit of 799 and 1 (the one remains because the only way to lose regiments in this game is elimination by enemy action). If you have mixed units, shuffle around the battalions within them to make the most effective strike against the enemy. The objective here is to focus all your resources at the point of attack so you can hopefully eliminate the enemy. My personal favorite is to get all the artillery (155 and 105mm guns) into one regiment. These guns have long range and they can soften up an enemy before they get within range of my infantry and armor. Sometimes, though, you may need to sacrifice a regiment to either weaken the enemy so that other regiments can "mop" up. Be sure you can afford the loss. Keep in mind that battle doesn't immediately start the moment that one of your units gets next to an enemy unit or city. There are a few hours (game time) that is involved before battle begins. Also, the enemy may also be planning an attack and they may get the jump on you. Always expect the unexpected.

/ 10.5 Beans, bullets, and bandages /

To remain combat effective, a unit must be constantly supplied. Without these supplies, a unit will become immobilized due to lack of fuel, unable to fight due to lack of ammo, or starve to death due to lack of food. This is why it is imperative to ensure that the supply lines stay open. All regiments in the division ending in an eight are your supply/repair regiments. Your goal (in addition to achieving your objectives) is to ensure that your supply/repair regiments are protected from the enemy. Once these regiments are lost, they cannot be gained back. A favorite tactic of mine is to take an understrength unit (usually mechanized) and hunt down the identified enemy supply/repair units. This definitely has a telling effect since the enemy units then must go to the cities to resupply. Considering that the cities are spread out a big distance and not all of them have the supplies necessary for replenishment can have a telling effect toward a units combat effectiveness. Keep in mind that the enemy will also try the same tactics on you. You can only get new supplies through a city although your units can transfer supplies amongst each other. This why it is important to hold onto those cities or no new supplies will be coming in and your attack will grind to a halt.

/ 10.6 Sleep..I'll get enough when I'm dead /

When you drive your units hard to engage the enemy, take cities, lay mines, etc., they will get fatigued. Any good commander knows that the longer a unit is engaged in battle, the more fatigued they will become and the less effective at combat they will become. That is why it is a good idea to monitor a units fatigue if they have been on the line for a while. I've found that when a unit reaches about 60% fatigue level, they respond slower to orders and they are more vulnerable to enemy attack. Another way a unit will become fatigued is if they run out of food. If there is no food, the fatigue level will go up very quickly. The only way to solve the fatigue problem is to let a unit rest. Just make sure to send them to the rear area to rest or the enemy will constantly engage them keeping their fatigue level high.

/ 10.7 Damage and repair /

After you have fought a battle (whether you won or lost) you need to take stock of what damage you have taken. To take stock, click on the "Info" button. Then click on the "Unit" button. Click on the division that the units belong to and the display will be for all regiments within that division. Last, click on the specific regiment you want info for. The second column will have the number of damaged units within that regiment. Units that have been eliminated will need to be replaced. Units that have been damaged, however, need to be repaired. Sending damaged units into a battle is a good way to ensure their elimination without them inflicting any damage on the enemy. This is where the supply/repair units come into play. All regiments in the division ending in eight are an supply/repair unit. When you get done with battle, have your units that are damaged surround your engineer/repair unit. Have that supply/repair unit then make repairs on all the damaged equipment. supply/repair units can also repair a cities defenses.

/ 10.8 The best offense is a good defense /

There are times where you may be very weak while the enemy is very strong. You can do a couple of things to prevent your premature elimination. One is to stay one step ahead of the enemy to keep from getting engaged in a decisive battle. The other way (which I use extensively) is to dig in your troops until reinforcements arrive to allow you to go onto the offensive. The best way to do this is get all your engineering units together and start laying a mine perimeter. This is one time where you may have to work them through high fatigue since time is of essence. Once you've laid your minefield, be sure to keep track of the enemy engineers since they will work on removing those mines. You can do a lot of damage to enemy units that attempt to attack you since they seem to attempt to go around the whole perimeter hitting mines. I've knocked some enemy units down to 50% with them just bumping into my minefields. Other good defensive positions, when you don't have time for minelaying, is terrain that is advantageous to you like forests and hills. Again, you can find out what terrain types are by just clicking on the "A" button , going to an area other then a unit or city, and clicking on the "A" button again. If you dig in, you have a better chance of defending an area. Also be sure to blow up bridges to make it even harder for the enemy to have a direct route to you.

/ 10.9 Airpower /

If you need to resupply or get troops into an area quickly, then airpower is the answer. Sometimes, it takes several hours between a request for supply and actually getting those supplies (unless you've been turned down). Airpower is also great if you have a unit that is surrounded but can effectively tie down the enemy as long as they are supplied. Sending paratroops into the enemy rear can create a lot of chaos and force the enemy to use resources they may have been building up. Also, paratroops also stand a good chance of inflicting some serious damage to the enemy in the rear so that your main units will have an easier time achieving their objectives. Attacking enemy units with airpower may not produce a lot of damage or casualties, but it does dramatically increase their fatigue level. The downside to this is that you can lose a lot of planes in the process. This goes with any mission involving airpower; the more you use it, the less planes you will have available for future missions.

This is due to either enemy action or the planes just can't fly anymore. Use your airpower wisely.

/ 10.10 No good plan survives contact with the enemy /

This is the rule you should have in mind when making your plans to seize objectives and tangle with enemy units. If you go too much by the plan instead of improvising for when unexpected situations arise, you will have a good chance at losing the battle or that specific campaign. Always expect the unexpected and have ready another plan in case your first fails.

/ 10.11 Unconventional warfare is the best warfare /

Not losing troops and wasting precious resources is the name of the game. If you can disable, destroy, or severely hamper the enemies ability to fight, then you have won a big part of the battle. Refer to the section talking about Special Forces to see all the bad stuff you can do. Of course, remember that the enemy can also do the same to you.

/ 10.12 One strong unit is better then two weaker ones /

This goes with point 10.4. If you have three or four understrength units, it is best to consolidate those units into 1 or 2 filled up units. If all you have left are a few stragglers in the leftover units, it is best to sacrifice them so you free up some regiments. Headquarters is also apt to give you what you ask for when you have a lower number of regiments in a division. Here is an example of what I'm talking about:

In the second division, you have six regiments; 21, 22, 23, 24, 25, and 26 (I'm not counting 27 and 28 since they don't participate in combat). Let's say after a few battles you have the following battalions left in those regiments:

21 has 300 infantry and 5 105 mm howitzers
22 has 200 infantry and 5 APC's
23 has 10 Sherman A3E8 tanks and 10 APC's
24 has 22 mechanized forces
25 has 300 infantry
26 has 10 155 mm howitzers and 200 infantry

These units on their own won't do a whole lot of damage to the enemy. However, if you combine them, that's a different story. Remember, each regiment can have six battalions of the same thing (infantry, armor, etc.). Also, in each battalion, you can have up to 999 troops and 99 vehicles or artillery. So, with that in mind, we can combine six regiments together. Combining all the units could yield the following results:

21 now has 994 infantry, 5 105 mm howitzers, 10 155 mm howitzers, 15 APC's, 10 Sherman A3E8's, and 22 mechanized forces.

The remainder of forces went to the other regiments 22-26 with one infantryman apiece (remember, you cannot dissolve a regiment, only battle can eliminate one). Now, just sent regiments 22-26 on some suicide mission so you can request more reinforcements. At the same time, regiment 21 is a lot more

formidable force then the six individual regiments.

/ 10.13 He who turns and runs away lives to fight another day /

With all the careful planning you have put into a battle, the last thing you want to do is actually lose. Sometimes even the best plan will be laid to waste due to heavy losses, poor recon, or just plain bad luck. If any of these seem to be the case, it's much wiser to pull out and consolidate than to keep slugging it out. If you are already in trouble, slugging it out will just cause your demise to occur that much quicker.

/ 10.14 Weather...complaining about it doesn't help /

Weather can be your best friend or worst enemy depending on what plans you have going. Bad weather can ground planes. This in turn can prevent supply drops, bombing raids, and paratrooper landings. There's no real way to predict the weather, just keep in mind how the campaigns run because some always seem to have the bad weather. Weather also effects movement and how fast your troops go into battle. Crappy weather means the troops aren't as motivated to carry out your orders in a timely manner.

/ 10.15 Adversity is my middle name /

If you choose to play the axis forces, you might be in for a rougher time. The first, second, and last campaigns are just dealing with the allied forces. For the others, you have other obstacles to deal with. During the Kursk campaign, you will have to deal with Russian Partisans. You cannot attack them but they can attack you and destroy or damage precious equipment. During the Normandy landing, not only will you hav to deal with the French Underground, but if you get too close to the coast, the warships will take shots at your units. Both of these can cause some pretty crippling blows to your units. The Battle of the Bulge also brings out more partisans to give you a "warm" welcome. Keep these factors in mind when you are playing the axis and you can plan accordingly.

+=====+
| 11. CAMPAIGN STRATEGIES |=====+
+=====+

These strategies are just suggestions on how you can win a specific campaign. These suggestions will be presented in a bullet type of format for ease of reading. References will be made to the General Strategy section since these specific strategies work hand-in-hand with with the general strategies. Again, these are just suggestions. There are many ways to win in Operation Europe.

/ 11.1 OCCUPATION OF FRANCE: May 10 - Jun 22, 1940 /

+-----+
| Allies |
+-----+

- Since the French S35 and Char B can stand up to the Pzkwfw 38t and IVD, it is best to consolidate these tanks into their own battalions and regiments and move the APC's to another regiment. See chapter 10.12 on how to do this.

- Trade ground for time by picking the battles and not reacting to the Axis' attacks. This may mean retreating to your goal cities you are supposed to protect.

- Ensure that you are constantly getting supplies in your rearward cities so that your frontline units are constantly supplied.

- Constantly ask for reinforcements and extra men since you only have a couple of battalions of tanks to work with.

- Force the Axis to extend their supply lines then hit them with guerilla style tactics such as paratroops and sabotage.

- Patience will play a big role in this campaign. Always take direct command for these battles.

+-----+
| Axis |
+-----+

- Make capturing the frontier towns your priority since you will need places for resupply.

- Although the French S35 and Char B can go head to head with your tanks, there are not many of them. You have the superiority in armor...use it.

- Make sure that your supply lines are guarded. If you overextend, you may find your units isolated and without the necessary supplies to sustain their drive. See chapter 10.5 about supply.

- You can pretty much let your commanders run the battles due to your overwhelming superiority in armor and mechanized units.

/ 11.2 NORTH AFRICAN WAR: May 26 - Jul 5, 1942 /

+-----+
| Allies |
+-----+

- The Stuart, Grant, and Valentine are really the only tanks that can stand up to the Pzkwfw IV series and the Pzkwfw III series.

- Artillery should be constantly used. The 18 and 25 pound gun can make short work of the German tanks. The Italian tanks are much easier to defeat.

- Make sure you run the battles, especially if you are attacking. It's a nasty surprise to send your armor against an "easy" foe only to discover that is being backed by an 88mm gun.

+-----+
| Axis |
+-----+

- The Pzkwfw III and IV series are more than enough to deal with the Allied

armor. The Italian tanks, on the other hand, will have a lot of trouble. It may be best to consolidate Italian units together to give them a better chance. See section 10.12 on how to do this.

- Use a favorite German tactic that was used in North Africa. Send a few tanks toward the enemy and get them to follow you. Have a few battalions of 88mm guns waiting for them. Instant armor graveyard.
- Be wary about attacking until you know the Allied unit(s) you are attacking. Artillery can be a nasty surprise when you lose half your force and you haven't even engaged in combat yet.

/ 11.3 FIERCE BATTLE OF KURSK: Jul 5 - Sep 5, 1943 /

+-----+
| Allies and Axis |
+-----+

- This will be like an old fashioned "slugging" match. This battle pits the best of the German armor against the best of the Russian armor. The German's have the Tiger I, Panther D, and Elefant which represent the most heavily armed and armored tanks in the campaign. The Russians have the KV-1 and 2, T34/76C, T34/85, and SU122. Although these tanks aren't as heavy, they are more maneuverable and pack quite a punch.

- Supply will become a major issue, especially if a breakthrough occurs through either line.

- I would recommend taking direct control on either side during battles. There are too many variables that could have a direct effect on who will win the battle.

/ 11.4 STORMING OF NORMANDY: Jun 6 - Aug 19, 1944 /

+-----+
| Allies |
+-----+

- When you start, your forces will be rather weak since they just did a sea-borne landing. This means very little in the way of armor and artillery. It is best to develop defensive positions (minefields, blowing bridges, etc.) in order to build up for an all-out assault.

- Make sure your fully supplied. Also, make sure you constantly ask for extra men and reinforcements. Best extra men to ask for are artillery (105mm or better).

- Later on, as the battle develops, your 3rd and 4th divisions will land a few days later with the heavier equipment.

- Take direct control during battles since the German's have the superior armored forces.

+-----+
| Axis |
+-----+

- Your forces will be relatively strong compared to the allies that are landing...use this to your advantage to throw them off the beaches.
- Supply will be harder to come by, wisely use what you have and keep pounding HQ with supply requests.
- As the battle develops, your 3rd and 4th divisions will arrive to assist in throwing the Allies off the beach.
- If you have overwhelming superiority, you can allow your subordinate commanders to take control during battle.

/ 11.5 BATTLE OF THE BULGE: Dec 16, 1944 - Jan 21, 1945 /

+-----+
 | Allies |
 +-----+

- When the German attack begins, your forces will be at the disadvantage in armor. The best posture is a defensive one. Bring all your forces to Bastogne. Then set up a defensive perimeter of mines to force the Germans to come to you.
- Leave one or two groups outside the perimeter. Their purpose is to hunt down the German supply units. This will pay big dividends since the heavier German tanks require a lot of fuel. Destroying these supply units and sabotaging their cities will force the German offensive to a halt.
- Request supplies and extra men in the form of artillery immediately. The artillery will be able to deliver the death blow to the German offensive.
- Keep in mind that your 4th Division will be arriving in a few days and it may provide the extra push to finish the job.

+-----+
 | Axis |
 +-----+

- Time is of essence. The quicker you engage the Allies, the faster you can finish the battle. You have the superior armor to the Allies, use that to your advantage. Also keep in mind that your armor also consumes a lot of fuel so you will need to protect your supply lines at all times.
- Requests for supplies and extra men will take a long time for approval. Keep this in mind when planning your attacks. Make sure you create a lot of supply dumps in the cities to ensure a constant flow of supplies.
- Your 4th Division will be arriving in a few days to help you finish the job unless you have already finished it with your first three divisions.

/ 11.6 FIGHT FOR BERLIN: Apr 16 - May 16, 1945 /

+-----+
 | Allies and Axis |
 +-----+

- This is another old fashioned "slugging" match. This battle again pits the best of the German armor against the best of the Russian armor. The German's have the Tiger I and II, Panther G, Jagdpanther, Jagdtiger, and Elefant which represent the most heavily armed and armored tanks in the campaign. The Russians have the KV-1 and 2, T34/85, JS 1 and 2, and SU 100 and 122. Again, these tanks aren't as heavy, but they are more maneuverable and pack quite a punch.

- Supply will become a major issue, especially if a breakthrough occurs through either line.

- I would recommend taking direct control on either side during battles. There are too many variables that could have a direct effect on who will win the battle.

***** S E C T I O N V *****

+=====+
| 12. ARMAMENTS PER CAMPAIGN IN OPERATION EUROPE |=====+
+=====+

During the war in Europe, many new weapons came into being. Combined arms of infantry, armor, artillery, and air power established the new doctrine of how an army would use these new weapons. Although some countries were a little slower at adapting to the new technological and strategic changes, eventually many of these countries learned from their mistakes and also adapted to these new changes. A great many weapons were "born" from the caldron of WWII. Tanks and planes took on a whole new role and their design reflected that role. For example, the Russian T34 line of tanks was based on an American suspension system (Christie) and partially on German tank design. The result was a superior tank that could duel with most of what the Germans could throw against them...Tiger Tank included. Operation Europe reflects these changes and the weapons available for the campaign period. Remember, just because the armaments are available doesn't mean you will get them.

This is the key for all weapons:

Armament Name: The name of the armament.

NA (Nationality): What the nationality of the weapon is. The nationalities are:

- US: United States
- GB: Great Britain
- FR: France
- GE: Germany
- RU: Russia
- IT: Italy

AP (Anti-Personnel): The higher the number, the more men that can be killed.

AT (Anti-Tank): The higher the number, the easier it is to destroy enemy armor and more of it.

Df (Defense): The ability of a unit to defend itself. Higher number means better defensive capabilities.

Sp (Speed): How fast a unit can move per hour. The higher the number, the faster the movement.

GR (Gun Range): The maximum number of hexes the gun or unit can fire. The higher the number, the longer the range.

CR (Cruising Range): How far mechanized forces can go before refuel. NOTE: If the number 0 is here, the unit does not require fuel to move.

/ 12.1 OCCUPATION OF FRANCE: May 10 - Jun 22, 1940 /

Allied Forces:

Armament Name	NA	AP	AT	Df	Sp	GR	CR
Infantry	FR	10	16	10	5	1	0
Mechanized Unit	FR	15	16	15	80	1	400
APC Half-Track	FR	15	16	30	60	1	300
H35	FR	21	12	23	28	1	40
Somua S35	FR	27	39	23	40	1	232
Char B	FR	43	33	20	28	1	130
75mm	FR	43	34	15	35	1	200
155mm	FR	90	49	0	30	7	200
Engineer Unit	FR	5	10	15	60	1	300
Repair Unit	FR	1	1	0	80	1	400
Supply Unit	FR	1	1	0	80	1	3000

Axis Forces:

Armament Name	NA	AP	AT	Df	Sp	GR	CR
Infantry I	GE	10	16	10	5	1	0
Battle Engineer	GE	25	30	20	5	1	0
Paratroop	GE	20	24	20	5	1	0
Mechanized Unit	GE	15	16	15	80	1	400
APC Half-Track	GE	15	16	25	50	1	300
Pzkw I	GE	15	15	11	45	1	139
Pzkw II	GE	16	19	20	45	1	190
Pzkw 35t	GE	25	23	20	40	1	189
Pzkw 38t	GE	25	28	28	56	1	202
Pzkw IIID	GE	25	26	26	40	1	166
Pzkw IVD	GE	43	41	19	42	1	211
37mmPAK	GE	21	16	15	30	1	200
50mmPAK	GE	29	38	15	30	1	200
75mmPAK	GE	43	43	15	30	1	200
105mm	GE	61	40	0	25	6	200
128mm	GE	74	43	0	25	6	200
150mm	GE	87	45	0	25	7	200
170mm	GE	99	47	0	25	7	200
Engineer Unit	GE	5	10	15	50	1	300
Repair Unit	GE	1	1	0	80	1	400
Supply Unit	GE	1	1	0	80	1	3000

/ 12.2 NORTH AFRICAN WAR: May 26 - Jul 5, 1942 /

Allied Forces:

Armament Name	NA	AP	AT	Df	Sp	GR	CR
Paratroop	GB	20	22	22	5	1	0
Infantry I	GB	10	16	10	5	1	0
Royal Infantry I	GB	20	18	15	5	1	0
Mechanized Unit	GB	15	16	15	80	1	400
Grenadier I	GB	20	18	30	60	1	360
A13mk II	GB	23	35	9	50	1	200
Matilda I	GB	10	10	30	12	1	50
Matilda II	GB	23	32	36	24	1	112
Valentine	GB	23	32	32	24	1	148
Crusader I	GB	23	32	14	43	1	160
Stuart	GB	21	31	18	58	1	111
Grant	GB	43	36	25	35	1	234
6 pound gun	GB	33	32	15	40	1	200
17 pound gun	GB	43	56	15	40	1	200
18 pound gun	GB	44	42	0	35	6	200
25 pound gun	GB	51	42	0	35	6	200
Engineer Unit	GB	5	10	15	60	1	360
Repair Unit	GB	1	1	0	80	1	400
Supply Unit	GB	1	1	0	80	1	3000

Axis Forces:

Armament Name	NA	AP	AT	Df	Sp	GR	CR
Infantry I	GE	10	16	10	5	1	0
Battle Engineer	GE	25	30	20	5	1	0
Paratroop	GE	20	24	20	5	1	0
Infantry I	IT	5	10	5	5	1	0
Infantry II	IT	5	15	10	5	1	0
Mechanized Unit	GE	15	16	15	80	1	400
Mechanized Unit	IT	10	10	10	80	1	400
APC Half-Track	GE	15	16	25	50	1	300
Grenadier I	GE	20	18	30	50	1	300
Pzkw I	GE	15	15	11	45	1	139
Pzkw II	GE	16	19	20	45	1	190
Pzkw 35t	GE	25	23	20	40	1	189
Pzkw 38t	GE	25	28	28	56	1	202
Pzkw IIID	GE	25	26	26	40	1	166
Pzkw IIIE	GE	25	38	26	40	1	166
Pzkw IIIJ	GE	29	47	27	40	1	166
Pzkw IIIL	GE	29	47	29	40	1	153
Pzkw IVD	GE	43	41	19	42	1	211
Pzkw IVF1	GE	43	41	24	40	1	211
Pzkw IVF2	GE	43	57	24	40	1	211
StuG IIIB	GE	43	37	34	40	1	155
StuG IIIF	GE	43	45	35	40	1	155
Marder II	GE	43	48	20	56	1	202
Wespe	GE	61	40	11	35	6	200
L3	IT	10	10	6	42	1	142
M13/40	IT	27	23	17	30	1	199
37mmPAK	GE	21	16	15	30	1	200
50mmPAK	GE	29	38	15	30	1	200
75mmPAK	GE	43	43	15	30	1	200

88mmPAK	GE	51	79	15	30	1	200	
105mm	GE	61	40	0	25	6	200	
128mm	GE	74	43	0	25	6	200	
150mm	GE	87	45	0	25	7	200	
170mm	GE	99	47	0	25	7	200	
75/27	IT	43	25	15	30	1	200	
75/32	IT	43	31	15	30	1	200	
149mm	IT	87	48	0	25	7	200	
Engineer Unit	GE	5	10	15	50	1	300	
Engineer Unit	IT	5	10	15	50	1	300	
Repair Unit	GE	1	1	0	80	1	400	
Repair Unit	IT	1	1	0	80	1	400	
Supply Unit	GE	1	1	0	80	1	3000	
Supply Unit	IT	1	1	0	80	1	3000	

/ 12.3 FIERCE BATTLE OF KURSK: Jul 5 - Sep 5, 1943 /

Allied Forces:

Armament Name	NA	AP	AT	Df	Sp	GR	CR	
Infantry	RU	15	18	15	5	1	0	
Special Guards	RU	20	20	20	5	1	0	
Paratroop	RU	15	16	20	5	1	0	
Mechanized Unit	RU	15	16	15	80	1	400	
APC Half-Track	RU	20	18	35	72	1	360	
KV1	RU	44	46	40	28	1	252	
KV2	RU	88	49	65	26	1	205	
T34/76C	RU	44	50	35	50	1	445	
T34/85	RU	44	64	35	50	1	432	
SU76	RU	44	44	8	50	1	119	
SU122	RU	66	69	33	54	1	295	
SU152	RU	83	57	50	40	1	252	
45mmPAK	RU	26	26	15	40	1	200	
57mmPAK	RU	33	43	15	40	1	200	
76mmPAK	RU	44	50	15	40	1	200	
85mmPAK	RU	49	59	15	35	1	200	
120mmMTR	RU	60	38	15	5	2	0	
122mm	RU	71	46	0	35	6	200	
152mm	RU	88	49	0	35	7	200	
Engineer Unit	RU	5	10	15	72	1	360	
Repair Unit	RU	1	1	0	80	1	400	
Supply Unit	RU	1	1	0	80	1	3000	

Axis Forces:

Armament Name	NA	AP	AT	Df	Sp	GR	CR	
Infantry I	GE	10	16	10	5	1	0	
Infantry II	GE	15	22	15	5	1	0	
Battle Engineer	GE	25	30	20	5	1	0	
Paratroop	GE	20	24	20	5	1	0	
Mechanized Unit	GE	15	16	15	80	1	400	
APC Half-Track	GE	15	16	25	50	1	300	
Grenadier I	GE	20	18	30	50	1	300	
Grenadier II	GE	20	28	35	50	1	300	

Pzkpfw I	GE	15	15	11	45	1	139	
Pzkpfw II	GE	16	19	20	45	1	190	
Pzkpfw 35t	GE	25	23	20	40	1	189	
Pzkpfw 38t	GE	25	28	28	56	1	202	
Pzkpfw IIID	GE	25	26	26	40	1	166	
Pzkpfw IIIIE	GE	25	38	26	40	1	166	
Pzkpfw IIIIJ	GE	29	47	27	40	1	166	
Pzkpfw IIIIL	GE	29	47	29	40	1	153	
Pzkpfw IIIIM	GE	29	47	28	40	1	153	
Pzkpfw IVD	GE	43	41	19	42	1	211	
Pzkpfw IVF1	GE	43	41	24	40	1	211	
Pzkpfw IVF2	GE	43	57	24	40	1	211	
Pzkpfw IVG	GE	43	57	29	38	1	211	
Pzkpfw IVH	GE	43	60	34	38	1	211	
Panther D	GE	48	82	45	55	1	248	
Tiger I	GE	51	82	54	40	1	100	
StuG IIIB	GE	43	37	34	40	1	155	
StuG IIIF	GE	43	45	35	40	1	155	
StuG IIIG/75	GE	43	51	36	40	1	155	
StuG IIIG/105	GE	61	41	36	40	1	155	
Elefant	GE	46	83	86	20	1	151	
Marder II	GE	43	48	20	56	1	202	
Nashorne	GE	51	83	20	40	1	155	
Wespe	GE	61	40	11	35	6	200	
Hummel	GE	87	45	14	40	7	200	
37mmPAK	GE	21	16	15	30	1	200	
50mmPAK	GE	29	38	15	30	1	200	
75mmPAK	GE	43	43	15	30	1	200	
88mmPAK	GE	51	79	15	30	1	200	
105mm	GE	61	40	0	25	6	200	
128mm	GE	74	43	0	25	6	200	
150mm	GE	87	45	0	25	7	200	
170mm	GE	99	47	0	25	7	200	
Engineer Unit	GE	5	10	15	50	1	300	
Repair Unit	GE	1	1	0	80	1	400	
Supply Unit	GE	1	1	0	80	1	3000	

/ 12.4 STORMING OF NORMANDY: Jun 6 - Aug 19, 1944 /

Allied Forces:

Armament Name	NA	AP	AT	Df	Sp	GR	CR	
Paratroop	GB	20	22	22	5	1	0	
Infantry	US	10	16	10	5	1	0	
Paratroop	US	20	24	20	5	1	0	
Infantry I	GB	10	16	10	5	1	0	
Royal Infantry I	GB	20	18	15	5	1	0	
Mechanized Unit	US	20	26	15	80	1	400	
Royal Infantry II	GB	20	24	15	80	1	360	
Mechanized Unit	GB	15	16	15	80	1	400	
APC Half-Track	US	20	26	35	72	1	360	
Grenadier I	GB	20	18	30	60	1	360	
Grenadier II	GB	20	26	35	60	1	360	
Chaffee	US	43	44	17	70	1	300	
105mm Self-Prop	US	61	44	15	40	6	250	
155mm Self-Prop	US	90	49	15	38	7	250	

A13mk II	GB	23	35	9	50	1	200	
Matilda I	GB	10	10	30	12	1	50	
Matilda II	GB	23	32	36	24	1	112	
Valentine	GB	23	32	32	24	1	148	
Crusader I	GB	23	32	14	43	1	160	
Crusader II	GB	23	32	16	43	1	160	
Churchill III	GB	33	38	43	25	1	149	
Churchill IV	GB	43	44	45	22	1	149	
Lee	GB	43	40	26	40	1	203	
Cromwell	GB	43	44	24	51	1	275	
Firefly	GB	44	68	30	38	1	207	
Stuart	US	21	31	18	58	1	111	
Grant	US	43	36	25	35	1	234	
Sherman A1	US	43	44	25	38	1	192	
Sherman A1/76	US	44	62	25	38	1	192	
Sherman A3	US	43	44	35	38	1	207	
Sherman A3/76	US	44	62	35	38	1	207	
Sherman A3/105	US	61	38	35	38	1	207	
75mm	US	43	50	15	40	1	200	
105mm	US	61	44	0	35	6	200	
155mm	US	90	49	0	35	7	200	
6 pound gun	GB	33	32	15	40	1	200	
17 pound gun	GB	43	56	15	40	1	200	
18 pound gun	GB	44	42	0	35	6	200	
25 pound gun	GB	51	42	0	35	6	200	
Engineer Unit	US	5	10	15	72	1	360	
Engineer Unit	GB	5	10	15	60	1	360	
Repair Unit	US	1	1	0	80	1	400	
Repair Unit	GB	1	1	0	80	1	400	
Supply Unit	US	1	1	0	80	1	3000	
Supply Unit	GB	1	1	0	80	1	3000	

Axis Forces:

Armament Name	NA	AP	AT	Df	Sp	GR	CR	
Infantry I	GE	10	16	10	5	1	0	
Infantry II	GE	15	22	15	5	1	0	
Civil Grenadier	GE	7	14	5	5	1	0	
Battle Engineer	GE	25	30	20	5	1	0	
Paratroop	GE	20	24	20	5	1	0	
Mechanized Unit	GE	15	16	15	80	1	400	
APC Half-Track	GE	15	16	25	50	1	300	
Grenadier I	GE	20	18	30	50	1	300	
Grenadier II	GE	20	28	35	50	1	300	
Maultier	GE	90	46	11	50	5	300	
Pzkwfw I	GE	15	15	11	45	1	139	
Pzkwfw II	GE	16	19	20	45	1	190	
Pzkwfw 35t	GE	25	23	20	40	1	189	
Pzkwfw 38t	GE	25	28	28	56	1	202	
Pzkwfw IIID	GE	25	26	26	40	1	166	
Pzkwfw IIIE	GE	25	38	26	40	1	166	
Pzkwfw IIIJ	GE	29	47	27	40	1	166	
Pzkwfw IIIL	GE	29	47	29	40	1	153	
Pzkwfw IIIM	GE	29	47	28	40	1	153	
Pzkwfw IVD	GE	43	41	19	42	1	211	
Pzkwfw IVF1	GE	43	41	24	40	1	211	
Pzkwfw IVF2	GE	43	57	24	40	1	211	
Pzkwfw IVG	GE	43	57	29	38	1	211	

Pzkw IVH	GE	43	60	34	38	1	211	
Panther D	GE	48	82	45	55	1	248	
Panther G	GE	48	82	51	55	1	248	
Tiger I	GE	51	82	54	40	1	100	
Tiger II	GE	56	88	83	38	1	130	
StuG IIIB	GE	43	37	34	40	1	155	
StuG IIIF	GE	43	45	35	40	1	155	
StuG IIIG/75	GE	43	51	36	40	1	155	
StuG IIIG/105	GE	61	41	36	40	1	155	
StuG IVG	GE	43	51	40	40	1	211	
StuG IVL70	GE	43	74	40	35	1	211	
Jagdpanther	GE	56	83	46	55	1	255	
Elefant	GE	46	83	86	20	1	151	
Marder II	GE	43	48	20	56	1	202	
Nashorne	GE	51	83	20	40	1	155	
Hetzer	GE	48	51	34	40	1	178	
Brummbar	GE	87	23	45	40	1	211	
Wespe	GE	61	40	11	35	6	200	
Hummel	GE	87	45	14	40	7	200	
37mmPAK	GE	21	16	15	30	1	200	
50mmPAK	GE	29	38	15	30	1	200	
75mmPAK	GE	43	43	15	30	1	200	
88mmPAK	GE	51	79	15	30	1	200	
105mm	GE	61	40	0	25	6	200	
128mm	GE	74	43	0	25	6	200	
150mm	GE	87	45	0	25	7	200	
170mm	GE	99	47	0	25	7	200	
Nebelwerfer	GE	90	46	0	35	5	200	
Engineer Unit	GE	5	10	15	50	1	300	
Repair Unit	GE	1	1	0	80	1	400	
Supply Unit	GE	1	1	0	80	1	3000	
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/ 12.5 BATTLE OF THE BULGE: Dec 16, 1944 - Jan 21, 1945 /

Allied Forces:

Armament Name	NA	AP	AT	Df	Sp	GR	CR	
Infantry	US	10	16	10	5	1	0	
Paratroop	US	20	24	20	5	1	0	
Mechanized Unit	US	20	26	15	80	1	400	
APC Half-Track	US	20	26	35	72	1	360	
Chaffee	US	43	44	17	70	1	300	
M36	US	52	71	29	42	1	248	
105mm Self-Prop	US	61	44	15	40	6	250	
155mm Self-Prop	US	90	49	15	38	7	250	
Stuart	US	21	31	18	58	1	111	
Grant	US	43	36	25	35	1	234	
Sherman A1	US	43	44	25	38	1	192	
Sherman A1/76	US	44	62	25	38	1	192	
Sherman A3	US	43	44	35	38	1	207	
Sherman A3/76	US	44	62	35	38	1	207	
Sherman A3/105	US	61	38	35	38	1	207	
Sherman A3E8	US	44	62	37	38	1	207	
75mm	US	43	50	15	40	1	200	
105mm	US	61	44	0	35	6	200	
155mm	US	90	49	0	35	7	200	

Engineer Unit	US	5	10	15	72	1	360
Repair Unit	US	1	1	0	80	1	400
Supply Unit	US	1	1	0	80	1	3000

Axis Forces:

Armament Name	NA	AP	AT	Df	Sp	GR	CR
Infantry I	GE	10	16	10	5	1	0
Infantry II	GE	15	22	15	5	1	0
Civil Grenadier	GE	7	14	5	5	1	0
Battle Engineer	GE	25	30	20	5	1	0
Paratroop	GE	20	24	20	5	1	0
Mechanized Unit	GE	15	16	15	80	1	400
APC Half-Track	GE	15	16	25	50	1	300
Grenadier I	GE	20	18	30	50	1	300
Grenadier II	GE	20	28	35	50	1	300
Maultier	GE	90	46	11	50	5	300
Pzkw I	GE	15	15	11	45	1	139
Pzkw II	GE	16	19	20	45	1	190
Pzkw 35t	GE	25	23	20	40	1	189
Pzkw 38t	GE	25	28	28	56	1	202
Pzkw IIID	GE	25	26	26	40	1	166
Pzkw IIIE	GE	25	38	26	40	1	166
Pzkw IIIJ	GE	29	47	27	40	1	166
Pzkw IIIL	GE	29	47	29	40	1	153
Pzkw IIIM	GE	29	47	28	40	1	153
Pzkw IVD	GE	43	41	19	42	1	211
Pzkw IVF1	GE	43	41	24	40	1	211
Pzkw IVF2	GE	43	57	24	40	1	211
Pzkw IVG	GE	43	57	29	38	1	211
Pzkw IVH	GE	43	60	34	38	1	211
Panther D	GE	48	82	45	55	1	248
Panther G	GE	48	82	51	55	1	248
Tiger I	GE	51	82	54	40	1	100
Tiger II	GE	56	88	83	38	1	130
StuG IIIB	GE	43	37	34	40	1	155
StuG IIIF	GE	43	45	35	40	1	155
StuG IIIG/75	GE	43	51	36	40	1	155
StuG IIIG/105	GE	61	41	36	40	1	155
StuG IVG	GE	43	51	40	40	1	211
StuG IVL70	GE	43	74	40	35	1	211
Jagdpanther	GE	56	83	46	55	1	255
Elefant	GE	46	83	86	20	1	151
Jagdtiger	GE	74	94	94	35	1	130
Marder II	GE	43	48	20	56	1	202
Nashorne	GE	51	83	20	40	1	155
Hetzer	GE	48	51	34	40	1	178
Hetzer D	GE	48	69	34	40	1	178
Brummbar	GE	87	23	45	40	1	211
Wespe	GE	61	40	11	35	6	200
Hummel	GE	87	45	14	40	7	200
37mmPAK	GE	21	16	15	30	1	200
50mmPAK	GE	29	38	15	30	1	200
75mmPAK	GE	43	43	15	30	1	200
88mmPAK	GE	51	79	15	30	1	200
105mm	GE	61	40	0	25	6	200
128mm	GE	74	43	0	25	6	200
150mm	GE	87	45	0	25	7	200

170mm	GE	99	47	0	25	7	200	
Nebelwerfer	GE	90	46	0	35	5	200	
Engineer Unit	GE	5	10	15	50	1	300	
Repair Unit	GE	1	1	0	80	1	400	
Supply Unit	GE	1	1	0	80	1	3000	

/ 12.6 FIGHT FOR BERLIN: Apr 16 - May 16, 1945 /

Allied Forces:

Armament Name	NA	AP	AT	Df	Sp	GR	CR	
Infantry	RU	15	18	15	5	1	0	
Special Guards	RU	20	20	20	5	1	0	
Paratroop	RU	15	16	20	5	1	0	
Mechanized Unit	RU	15	16	15	80	1	400	
APC Half-Track	RU	20	18	35	72	1	360	
KV1	RU	44	46	40	28	1	252	
KV2	RU	88	49	65	26	1	205	
KV85	RU	49	69	65	40	1	249	
T34/76C	RU	44	50	35	50	1	445	
T34/85	RU	44	64	35	50	1	432	
JS1	RU	44	69	74	37	1	240	
JS2	RU	66	82	79	37	1	240	
SU76	RU	44	44	8	50	1	119	
SU85	RU	44	57	33	54	1	295	
SU100	RU	53	70	33	54	1	295	
SU122	RU	66	69	33	54	1	295	
SU152	RU	83	57	50	40	1	252	
JSU122	RU	66	69	74	37	1	240	
JSU152	RU	83	62	74	37	1	240	
45mmPAK	RU	26	26	15	40	1	200	
57mmPAK	RU	33	43	15	40	1	200	
76mmPAK	RU	44	50	15	40	1	200	
85mmPAK	RU	49	59	15	35	1	200	
120mmMTR	RU	60	38	15	5	2	0	
122mm	RU	71	46	0	35	6	200	
152mm	RU	88	49	0	35	7	200	
Katiuchas	RU	70	40	0	80	5	400	
Engineer Unit	RU	5	10	15	72	1	360	
Repair Unit	RU	1	1	0	80	1	400	
Supply Unit	RU	1	1	0	80	1	3000	

Axis Forces:

Armament Name	NA	AP	AT	Df	Sp	GR	CR	
Infantry I	GE	10	16	10	5	1	0	
Infantry II	GE	15	22	15	5	1	0	
Civil Grenadier	GE	7	14	5	5	1	0	
Battle Engineer	GE	25	30	20	5	1	0	
Paratroop	GE	20	24	20	5	1	0	
Mechanized Unit	GE	15	16	15	80	1	400	
APC Half-Track	GE	15	16	25	50	1	300	
Grenadier I	GE	20	18	30	50	1	300	
Grenadier II	GE	20	28	35	50	1	300	

Maultier	GE	90	46	11	50	5	300	
Pzkwfw I	GE	15	15	11	45	1	139	
Pzkwfw II	GE	16	19	20	45	1	190	
Pzkwfw 35t	GE	25	23	20	40	1	189	
Pzkwfw 38t	GE	25	28	28	56	1	202	
Pzkwfw IIID	GE	25	26	26	40	1	166	
Pzkwfw IIIE	GE	25	38	26	40	1	166	
Pzkwfw IIIJ	GE	29	47	27	40	1	166	
Pzkwfw IIIL	GE	29	47	29	40	1	153	
Pzkwfw IIIM	GE	29	47	28	40	1	153	
Pzkwfw IVD	GE	43	41	19	42	1	211	
Pzkwfw IVF1	GE	43	41	24	40	1	211	
Pzkwfw IVF2	GE	43	57	24	40	1	211	
Pzkwfw IVG	GE	43	57	29	38	1	211	
Pzkwfw IVH	GE	43	60	34	38	1	211	
Panther D	GE	48	82	45	55	1	248	
Panther G	GE	48	82	51	55	1	248	
Tiger I	GE	51	82	54	40	1	100	
Tiger II	GE	56	88	83	38	1	130	
StuG IIIB	GE	43	37	34	40	1	155	
StuG IIIF	GE	43	45	35	40	1	155	
StuG IIIG/75	GE	43	51	36	40	1	155	
StuG IIIG/105	GE	61	41	36	40	1	155	
StuG IVG	GE	43	51	40	40	1	211	
StuG IVL70	GE	43	74	40	35	1	211	
Jagdpanther	GE	56	83	46	55	1	255	
Elefant	GE	46	83	86	20	1	151	
Jagdtiger	GE	74	94	94	35	1	130	
Marder II	GE	43	48	20	56	1	202	
Nashorne	GE	51	83	20	40	1	155	
Hetzer	GE	48	51	34	40	1	178	
Hetzer D	GE	48	69	34	40	1	178	
Brummbar	GE	87	23	45	40	1	211	
Wespe	GE	61	40	11	35	6	200	
Hummel	GE	87	45	14	40	7	200	
37mmPAK	GE	21	16	15	30	1	200	
50mmPAK	GE	29	38	15	30	1	200	
75mmPAK	GE	43	43	15	30	1	200	
88mmPAK	GE	51	79	15	30	1	200	
105mm	GE	61	40	0	25	6	200	
128mm	GE	74	43	0	25	6	200	
150mm	GE	87	45	0	25	7	200	
170mm	GE	99	47	0	25	7	200	
Nebelwerfer	GE	90	46	0	35	5	200	
Engineer Unit	GE	5	10	15	50	1	300	
Repair Unit	GE	1	1	0	80	1	400	
Supply Unit	GE	1	1	0	80	1	3000	

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***** S E C T I O N VI *****

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| 13. AFTTERTHOUGHTS |=====

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Although not as involved as some war games, Operation Europe is still enjoyable to play. The levels of realism, especially when you are requesting supplies or reinforcement, can make this a frustrating game and make you appreciate the

small victories on the home front. It is this level of realism, though, that makes this game unique in many ways. It was fun writing this guide since I haven't played this game in quite a while. I hope that this guide is as helpful to those of you trying to win the game as it was for me to write it. Good luck, for whatever side you decide to choose, in achieving victory.

~~~ No trees were harmed in the making of this FAQ ~~~

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