

WarPlan Scenario Notes

These notes are to be used for the 1939, 1940, 1941, 1942, 1943, and 1944 scenarios included with WarPlan. I recommend not using diplomacy vs a computer opponent. The following notes are also shown at the start of a new scenario. Modifiers to entry status are listed below each country.

Axis Victory - Take and hold as many objectives as possible for as long as possible throughout the game. The Axis win if they have enough victory points and Germany or Italy survive until the end of the game.

Allied Victory - Take and hold as many objectives as possible for as long as possible throughout the game. The Allies win if they have enough victory points or Germany and Italy have surrendered.

The game ends August 1st 1945

Countries

Germany (Axis) - Starts the game at war with the United Kingdom, France, and Poland. Germany surrenders when all their cities with production have been taken.

Hungary (Neutral) - If France has surrendered Hungary will join as Axis in November of 1940.

Romania (Neutral) - If France has surrendered Romania will join as Axis in November of 1940.

Finland (Neutral) - If France has surrendered Finland will join the Axis March 13th 1941.

Bulgaria (Neutral) - Will join as the Axis if Greece is invaded.

Molotov Ribbentrop Pact - Germany needs to keep 6 land units within 10 hexes of Warsaw. If this garrison is less than 6 units the USSR will gain +1% entry each turn toward the Allies as long as the garrison is undermanned.

United Kingdom (Allies) - The United Kingdom starts at war with Germany. They never surrender by the loss of their country and will fight on with any available resources.

Poland (Allies) - Starts at war with Germany. At the end of the 2nd turn for the Axis the USSR will take the Eastern part of Poland as part of the Molotov Ribbentrop Pact.

France (Allies) - France starts at war with Germany. The Axis may negotiate a surrender when enough production (brown circles) and manpower (green circles) hexes have been occupied. A negotiated surrender forms a neutral Vichy France which will control parts of Southern France. French colonies will also become part of Vichy as a separate state (see below). If no negotiated surrender is accepted France will be conquered when all of their mainland production and manpower centers are occupied per the standard conquest rules. Declaring war on a Vichy colony will not be a declaration of war on Vichy France. France may only send resources to its own controlled minor countries.

French Syria, with negotiated surrender, with negotiated surrender, will become Vichy.

French North Africa, with negotiated surrender, with negotiated surrender, will become Vichy.

Italy (Neutral) - Will join the Axis alliance when Paris is captured. If Algiers, or any of the 3 non-Alpine border hexes in the Alps is left empty of French land units, Italy will join the Axis alliance and have the option to declare war on the Allies. The Allies may negotiate a surrender with Italy when enough production (brown circles) and manpower (green circles) urban areas are occupied. Italy's moral break point is decreased from 32 to 56 once the USA enters the war. Italy

may only send resources to its own controlled minor countries.

+15 if Norway is invaded by the Allies

USA (Neutral) - Becomes an Allied power on December 7th 1941. The more territory the Axis take from the United Kingdom the earlier the USA comes into the war on the Allied side.

+10 Allies if Alexandria is Axis

+15 Allies if Gibraltar is Axis

+25 Allies if London is Axis

+25 Allies if South Hampton is Axis

+25 Allies if Liverpool is Axis

+25 Allies if Iceland is occupied by the Axis

Joins the Allies if Canada is invaded by the Axis

USSR (Neutral) - Joins the Allies in May 1942 or when Germany declares war on the USSR. German invasion of the Baltic states drastically increases the USSR's entry toward the Allies allowing them to join the Allies in summer of 1940. During the game the USSR will annex the Baltic States, Bessarabia from Romania, the border hexes in Finland, and Eastern Poland as part of the non-aggression pact with Germany. The USSR's armor and mechanized corps have operation points of an infantry corp until 1942 when their operation points start going up throughout the year maximizing in September of 1942 to reflect their poor organization and combat doctrines until that point. The USSR may only send resources to its own controlled minor countries.

+2 Allies per turn if Germany fails to maintain 6 land units within 10 hexes of Warsaw

+35 Allies if the Axis declare war on the Baltic States

Iraq (Neutral) - Will join the Axis if Alexandria is controlled by the Axis.

+50 if Axis control hex 186,10

Norway (Neutral) - Will generate a small corps for the Axis if attacked by the Allies. Italy, Portugal, Spain, and Sweden will shift +15 to the Axis. Sweden will deploy reserves to the iron ore mines.

Persia (Neutral) - Will join the Axis if the Axis control Alexandria, Cairo, Jerusalem, Damascus, and Baghdad. The roads at 217,28 and 216,29 will turn to rail after May of 1941 if Persia has joined either the Axis or Allies.

Portugal (Neutral) - Stays neutral during the war.

+15 Axis if Norway is invaded by the Allies

Spain (Neutral) - If the USA is neutral Spain will consider joining the Axis alliance. The invasion of the United Kingdom sways Spain to join the Axis alliance. The more successful Germany is the greater the shift until they join the Axis.

+15 Axis if Norway is invaded by the Allies

If the USA is still Neutral the below will apply...

+30 Axis if Plymouth is Axis

+30 Axis if South Hampton is Axis

+30 Axis if London is Axis

+30 Axis if Portugal is invaded by the Allies

Sweden (Neutral) - Stays neutral the whole game but some factors may influence its status and iron ore shipments to Germany.

+15 Axis if Norway is invaded by the Allies

+110 Allies if Allies control Paris and the USA is part of the Allies Alliance

Turkey (Neutral) - Turkey will join the Axis if Baku is Axis controlled and the USA is neutral.

Vichy France - After 1943 will join the Allies if Paris is liberated and there are 5 Allied land units within 3 hexes of Paris.

Yugoslavia (Neutral) - Will join the Axis if Greece is conquered before March of 1941. An Allied coup will occur in March of 1941 causing Yugoslavia to change their loyalty to the Allies.