1941 Global Command Decision Manual

Introduction

It is late 1941, Germanys invasion of USSR is well under way. Japan is about to strike in the East.

MAP FEATURES

STACKING
- Stacking limit is enforced to help the AI and player so they don't over stack.
- Only **10 Air** & **10 Sea** units are allowed per Sea Zone/Territory, except 2 Hit Battleship, Carrier & Carrier-Fleet **5** units per Sea Zone
- Only **20 Land** Units per Territory, except 2 Hit Armor-Inf & Armor-Hvy only **10** units per territory
- Only **1** 'Factory' (Industry-Hvy, Industry-Med, Industry-Lgt, Base-Camp) is allowed per territory

GAME PLAY
- **Turn sequence;** PU Resources (from previous turn), Combat Moves, Non-Combat Moves, Repairs, Purchases then Placements.
- **Battle Rounds:** Land Battles last up to **7** rounds, Sea Battles **5** rounds, Air Battles **3** rounds; this can be changed in map options. This style of play encourages you to over commit to ensure a victory in a turn.
- **PU** resources are collected from territories at the start of the round. This means that losses and gains in territories pu is not taken into account until the start of the next round, so after all other players have had their turn.

RAILWAYS
- Each Industry has invisible rail links that allow land units to move a total of 3 territories per turn.

AI FRIENDLY
- no Objectives, or Politics/Technology phases, both are scripted. **79** territories marked to guide the AI for better play.

TECHNOLOGY

- Is pre-planned and it will occur from a certain round with a small random chance, so cannot be relied on, see each nations starting panel.
- Map rounds are loosely 3 months, so 4 to a year, this is for the benefit of the scripted Technology advances, but don't treat this as a hard fact.

UNITS

Four types of HQ Commands, Air, Army, Fleet and Submarine, nations can have between none and five types of a HQ. These represent Rommel, Montgomery, Patton, Cunningham, Donitz, Nimitz, US 8th Air Force HQs etc. and their staff.

AA UNIT

- There is no AA ground unit, instead each has its own built in AA defence.
- Typically moving ground units have an AA defence of 1 in 12, think of this as ½, so more units equals more AA defence.
- Ships have higher AA defence between ½ for Destroyers to 3 for Battleships .

UNIT STATS

- Unit Stats are not your typical WWII stat block, so play with an open mind.
- Eg. Destroyer has **1 Atk**, **1 Def**, **3 Move** and costs 5pu.
- Eg. Fighter has **1 Atk**, **1 Def** verses ground units and **3 Atk**, **3 Def** verses aircraft

SEA ZONES GENERATE PU

- Sea Zones generate **1-2pu** per round, these values are not shown on the map, only in the status bar. This means the Battle of the Atlantic is free range & roaming, while Britain and the US should hunt down the uBoats.
- Typically the Sea Zone adjacent to a "canal" like Panama Canal, Danish Straits, Gibraltar Straits, Suez Canal are **2pu**. However Bosporus Straits and Dardanelles Strait Sea Zones are only **1pu**. (As it was closed to most nations)

BLOCKADE

- Each enemy coastal territory can be Blockaded up to the value of the Territory PU
- Each Destroyer, Cruiser, Battleship causes Blockade of 1, meaning loss of **-1pu** to the enemy territory
- Each Submarine, any type   causes Blockade of 2, meaning loss of **-2pu** to the enemy territory

POLITICS

Is scripted, Brazil, Gulf States and Mexico will always join the USA on certain rounds.

USSR has special border controls

The allies cannot enter USSR territory, as Stalin refused allied units on USSR soil. However as the allies can retake USSR territory and give it back to the USSR, it is possible to have allied units unable to move or be reinforced if surrounded by USSR territories, so be aware of advancing too far into USSR territory. Best to stay on the edge, like at Baku and not advancing deeper.

Japan & USSR Non-Aggression Pact

- Rounds 1-10+ The **USSR** and **Japan** have a Non-Aggression Pact that prevents both sides from attacking each other.
- Round 11+ there will be skirmishes on their borders.
- Round 12+ there is a 1 in 3 chance the NAP will be broken and war will be declared.

Of Note

- Be aware that Allied relationship has givesBackOriginalTerritories, this means that if you hold or take an allied Original Territories it goes to that ally, not to the faction that took/holds it.

GAME PLAY

It is a **large** map, with almost **800** land & sea locations and is intended for;

- solo play with the remaining nation's using **Fast AI** or Hard AI. It is AI friendly, no Objectives and Politics/Technology are scripted
- 2 sided play, eg. 3 Axis nations verses 5 Allied nations
- Can **Use/not use** or **AI=Do Nothing**, all factions, to learn to play for faster game play.

Protagonist	Includes	Alliance	Notes
Germany	Finland & Balkans, French overseas	Axis	Hard to play as fighting on two opposed fronts west & east
USSR		Allies	A reactionary force, war on west front, later to the south
Italy	Romania, North Africa	Axis	Easy to play, war to the east and south
Britain	Canada, Egypt, India, South Africa	Allies	Hard to play, front to west, east, med, Middle East & India
Japan	Hisaichi, Thailand	Axis	Hard to play, front to west, south & east and later to the north
USA	Brazil, Gulf Rim, Mexico, Panama	Allies	King maker nation, where ever it goes, it should win
Pacific Allies	ANZAC, Dutch East Indies, French	Allies	Could be played with China and/or USA
China		Allies	Could be played with Pacific-Allies and/or USA

Guide to Industries

- Industries generate 5-9pu per turn
- Industries have "rail links" and can move land units 3 territories

	Units	Generate PU / turn	Territory	Unit Production / turn	Notes
	Base-Camp	0	Not in an industry territory. Place in a 1+pu territory	1	Produce: Inf-Conscript, Inf-Trained, Inf-Elite, Inf-Motorized
	Industry-Lgt	5	Only 1 industry allowed. Place in a 5+pu territory	2	Produce: As above & Armor-Lgt, Artillery-Med, Bunker, HQ-Army
	Industry-Med	7	Only 1 industry allowed. Place in a 7+pu territory	3	Produce: As above & Destroyers, Convoy, Armor-Med, all Fighters, Bomber-Tac
	Industry-Hvy	9	Only 1 industry allowed. Place in a 9+pu territory	4	Produce: As above & Capital ships & Heavy weapons, all HQ Commands
	Lend-Lease-Depot	1	Vary 8-20 in a territory, generating 8-20pu/turn		Vital to USSR as they have 3 & China has 1.
	Oil-Field	1	Vary 1-10 in a territory, generating 1-10pu/turn		Cannot be destroyed

PU GENERATION & LOSS

PU Gain per turn

- Each Land Territory generate 0-9pu
- Each Industry generate 5, 7 or 9pu
- The 4 Lend-Lease-Depot generate 8-20pu
- Oil-Field generate 1-10pu
- Each Sea Zone generates 1 or 2pu per turn, the owner of the PU has a national flag in the Sea Zone

PU Loss per turn

- Each unit (except Base-Camp, Lend-Lease-Depot, Industries) consumes an Upkeep/Maintenance **-1pu**
- All land territories bordering Sea Zones can be blockaded. There are no convoy centres/route/zones
    - Each Blockading enemy ship (Destroyer, Cruiser, Battleship) reduces PU, **-1pu**
    - Each Blockading enemy Submarine (HQ-Submarine, Submarine, Submarine-Adv) reduces PU, **-2pu**

MOVEMENT

The 3 Industries Hvy, Med, Lgt have a built in Rail Links that allow land move 1 and move 2 to move 3 territories if starting in Industry territory. This is important for moving units across Europe, Asia and the USA.

Terrain Effects

Below is a list of the terrain effects in game;

Desert Atk: All Air +1   Def: Inf(not Mot), Anti-Tank +1
        Move: No Blitz

Forest Atk: 2+ are -1   Def: All Inf. & Anti-Tank +1
        Move: No Blitz   Base-Camp & Bunker +1

Marsh   Def: All Inf. +1
        Entry: Infantry, but not Inf-Motorized

Mountains Atk: 2+ are -1 Def: Inf(not Mot), Anti-Tank +1
           Move: All Ground move 1, No Blitz

Tundra Atk: All Air +1   Def: All Inf. & Anti-Tank +1
        Move: All Ground move 1, No Blitz

Urban   Atk: 2+ are -1   Def: Inf(not Mot), Anti-Tank +1
        Move: No Blitz

Seaborne Landing/Assaults

Are difficult to simulate and this is our version.
- Inf-Elite being Marines gain **+1 Atk**, so attack on a 2
- Atk 1 units are not modified, so attack on a 1
- Atk 2+ units suffer **-1 Atk,** eg Artillery attack on a 1 and Armor-Med attack on a 2

Of Note
- Infantry & Anti-Tank are ideal for holding/defending terrain
- Air units in Desert & Tundra gain +1 Atk (The open terrain is difficult to hide from aircraft)
- Units with Atk 2+ suffer -1 Atk in Forest, Mountains & Urban
- Move 2 units going into Mountains & Tundra are reduced to move 1

AIR UNITS

- The usual Attack and Defence values are **only** used to fight Land & Sea units
- The Air Attack and Air Defence values are **only** used to fight Air units in Dog-Fights

Air Units	Surface Atk	Surface Def	Move	Air Atk	Air Def	Scramble Intercept Escort	Notes
HQ-Air	1	1	8	3	3	Yes	Max 1 (only Britain, Germany, Italy, Japan, Pacific-Allies, USA)
Fighter-Early	1	1	3	2	2	Yes	Air Superiority, Combat Air Patrol
Fighter	1	1	4	3	3	Yes	Air Superiority, Combat Air Patrol
Bomber-Tac	2	1	4	1	1		Dive Bomber/Ground Attack/Torpedo Bomber good v Bunkers & Base- Camp & Ships Can also do Strategic Bombing d2-1 v Industries
Bomber	1	1	6	1	1		Strategic Bombing d3-1 v Industries
Air-Transport			4				Carry up to 4 TCs worth (eg. 2 Inf-Elite or 1 Inf-Trained)
Kamikaze-Plane	3		3				Suicide v ships (only Japan)
Fighter-LongR	1	1	6	3	3	Yes	P51-Mustang (only Britain & USA)
Fighter-Jet	1	1	4	3	4	Yes	Scramble 2, Tech (only Britain, Germany, USA)
Bomber-LongR	1	1	8	1	1		Strategic Bombing d3-1, (only Britain & USA) v Industries
Nuclear-Bomber	6x10	1	8	1	1		Has 10 attacks & will destroy most units (only USA)
V1-Rocket	1	1	2				Strategic Bombing d2-1, (only Germany) v Industries
V2-Rocket	1	1	3				Strategic Bombing d2, (only Germany) v Industries

LAND UNITS

- The usual Attack and Defence values are **only** used to fight land battles
- The Anti-Air Defence value is **only** used to fight Aircraft
- Note that the Transport Cost of Inf-Elite is only **2** and Inf-Trained & Inf-Conscript is **3**

Land Units	Atk	Def	Move	Anti-Air Def	Transport Cost	Notes
HQ-Army	4	4	2	½	4	**Max 5. Blitz, can transport 1 Anti-Tank, Artillery or Infantry unit** **-1Atk Amphibious**
Inf-Conscript	1	1	1	½	3	China, USSR and when some nations home ground is invaded
Inf-Trained	1	2	1	½	3	Most European nations & allies, Japan, China & USSR Guard
Inf-Elite	1	2	1	½	2	**+1Atk Amphibious.** Includes Marines, Mountain, Paratroopers, Ski, Special Forces & Veterans
Inf-Motorized	1	2	2	½	4	**Blitz,** in trucks & half tracks
Armor-Lgt	2	2	2	½	4	**Blitz, can transport 1 Anti-Tank, Artillery or Infantry unit**, Includes armored cars. **-1Atk Amphibious**
Armor-Med	3	3	2	½	4	**Blitz, can transport 1 Anti-Tank, Artillery or Infantry unit** **-1Atk Amphibious**
Armor-Hvy	4	4	2	½	4	**Blitz, can transport 1 Anti-Tank, Artillery or Infantry unit, 2 Hit Points** **-1Atk Amphibious**
Armor-Inf	3	3	1	½	4	**2 Hit Points** **-1Atk Amphibious (only Britain/Churchill & USSR/KV-1)**
Artillery	2	2	1	½	4	**First Strike, support to one Inf unit +1Atk, & Suppresses enemy Bunker -1Atk. -1Atk Amphibious**
Anti-Tank	1	2	1	½	4	**& Suppresses enemy Armor/Inf-Motorized -1Atk**
Bunker		2				**2 Hit Points, only 2 allowed per territory**

SEA UNITS

- The usual Attack and Defence values are **only** used to fight surface ships
- The Anti-Air Defence value is **only** used to fight Aircraft
- HQ-Fleet, Destroyers, Cruiser & Carrier-Fleet Move **3**

Sea Units	Surface Atk	Surface Def	Move	Anti-Air Def	Blockade	Notes
HQ-Fleet	3	3	3	1	-1	Bombard 2, Transport Inf-Elite, Max=3 (Britain, Italy, Japan, Pacific-Allies, USA)
HQ-Submarine	3	3	2	-	-2	First Strike, Evade, Anti-Surface, Max=5 (only Germany)
Destroyer	1	1	3	½	-1	Anti-Submarine
Cruiser	2	2	3	1	-1	Bombard 2, Transport Inf-Elite
Battleship	4	4	2	3	-1	First Strike, Bombard 4, Transport Inf-Elite or Inf-Trained
Convoy		1	2	½		Carry up to 7 TCs worth (eg. 3 Inf-Elite or 2 Inf-Trained) Anti-Submarine as it includes Corvettes & Frigates
Submarine	2	2	2	-	-2	First Strike, Evade, Anti-Surface
Submarine-Adv	3	2	2	-	-2	First Strike, Evade, Anti-Surface
Carrier		1	2	2		Carry 2 aircraft, Fighters/Bomber-Tac
Carrier-Fleet		1	3	2		Carry 3 aircraft, Fighters/Bomber-Tac

UNIT SUPPORTS

Unit Giving support	Receiving Allied Unit gains +1 Atk & +1 Def	Applies to these nations
HQ-Air	**Dog Fight:** 5 Allied Bomber, Bomber-Tac, Fighter, Fighter-Early, Fighter-Jet, Fighter-LongR **Land/Sea:** 5 Allied Bomber, Bomber-Tac, Fighter, Fighter-Early, Fighter-Jet, Fighter-LongR	Britain, Germany, Italy, Japan, Pacific-Allies, USA
HQ-Army	**Dog Fight:** 5 Allied Bomber, Bomber-Tac, Fighter, Fighter-Early, Fighter-Jet, Fighter-LongR **Land:** 5 Allied Anti-Tank, Armor-Hvy, Armor-Inf, Armor-Lgt, Armor-Med, Artillery, Inf-Conscript, Inf-Elite, Inf-Motorized, Inf-Trained	All
HQ-Fleet	**Dog Fight:** 5 Allied Bomber, Bomber-Tac, Fighter, Fighter-Early, Fighter-Jet, Fighter-LongR **Sea:** 5 Allied Battleship, Cruiser, Destroyer, Submarine, Submarine-Adv	Britain, Italy, Japan, Pacific-Allies, USA
HQ-Submarine	**Sea:** 5 Allied Battleship, Cruiser, Destroyer, Submarine, Submarine-Adv	Germany

Unit Giving support	Receiving Allied Unit gains +1 Atk	Applies to these nations
Fighters	Bomber-Tac (Blitzkrieg)	Britain, Germany, Italy, USA
Armor	Bomber-Tac (Blitzkrieg)	Britain, Germany, Italy, USA
Bomber-Tac	Inf-Trained, Inf-Elite, Inf-Motorized, Anti-Tank, not Inf-Conscript (Blitzkrieg)	Britain, Germany, Italy, USA
Artillery	Inf-Trained, Inf-Elite, Inf-Motorized, Anti-Tank, not Inf-Conscript	All

Unit Suppressing	Enemy Unit Suppressed, suffer -1 Atk	Applies to these nations
Artillery	Base-Camp, Bunker	All
Bomber-Tac	Base-Camp, Bunker	All
Anti-Tank	All-Armor, Inf-Motorized	All

As can be seen not all Nations can give and receive the same supports.

- **HQ**s are vital to winning the war and are probably your most important asset.
- Britain, Germany, Italy, USA can **Blitzkrieg**, the Interaction of Fighters, Tactical Bombers and Armor. Germany being mainly land based benefits the most.
- Bunkers play a vital role in this game and to increase your chances of success bring Artillery and Bomber-Tac to suppress them.

WIN CONDITIONS

Yellow stars on the map show that a territory is a Victory Centre

Occupy **21** Territories of the following **29** territories

List of Victory Center terrirtories grouped by region and held at game start
where Red=Axis   Blue=Allies   o=Oil-Field for extra pu

WEST	MIDDLE	EAST	AMERICAS
Bengazi-Cyrenaica (o)	Baghdad (o)	Balikpapan-S.Borneo (o)	Honolulu-Pearl Harbor
Berlin-Cen.Germany	Baku- Azerbaijan (o)	Bangkok-Siam	Panama
Cairo-Egypt/Suez Canal (o)	Calcutta	Hong Kong-Kwangtung	San Francisco-Cen.California
London-S.England	Helsinki	Manila-Luzon (o)	Washington D.C.
Paris-Cen.France	Leningrad	Medan-W.Sumatra (o)	
Ploiesti-E.Romania (o)	Moscow-Cen.Russia	Shanghai-Kiangsu	
Rome-Cen.Italy	Stalingrad-Volga	Sydney Canberra-New South Wales	
Warsaw-Cen.Poland	Uzbekistan (o)	Truk-Coraline	
		Tokyo	

Economically the following are important as they provide extra PU to USSR and China.
Four Lend-Lease-Depots, 3 in USSR **Archangelsk**, Persian Corridor to **Baku**, **Vladivostok** and Burma Road to **Yunnan** China

GAME OPTIONS

- To reduced failure notices **Game> User Notification> Show Trigger/condition Chance Roll Failure (UnTick)**
- For those players who don't like the maps colours, for a slight alternative in game. View> **Show Map Blends** (Tick)

ENGINE PREFERENCES

These will effect all your maps.

AI Tab (for faster game play)
AI Move Pause Duration set to **0**
AI Comnbat StepPause Duration, set to **0**
Click **Save** (Button)

UI Theme (for a lighter User Interface
Set to **Substance Mist Silver** or similar
Click **Save** (Button)

CREDITS

- Frostion for most of the original unit icons and sound.
- WC Sumpton for serious help with coding.

DEVELOPMENTS, UPDATES & FEEDBACK

https://forums.triplea-game.org/topic/3326/1941-global-command-decision-official-thread