

Domination EUROPA - RULES

INTRODUCTION

Domination EUROPA is a further development of the FGM Domination tourney and an expansion of the recently introduced Domination OSTFRONT system, and uses the same CHALLENGE system to initiate a battle and combat is resolved in QB's.

The refinement is that the terrain in the hex being attacked determines some of the parameters of the battle being fought (see: Additional Rules and Terrain/Combat Tables)

Combat is also affected by a new "INITIATIVE HEX" system which allows for sides to gain and keep the initiative on sectors of the front and also sustain ongoing, rolling offensives. (see: "Initiative Hex System")

I have set the starting point and frontline for this tourney approximately as it stood at the end of May 1941. The Balkans have just been overrun by the Axis forces and in North Africa the Afrika Korps and the 8th Army are embroiled in the desert battles on the Egyptian frontier while Tobruk remains besieged. Meanwhile, Operation Barbarossa is about to erupt into the USSR. To simulate the impact of this massive offensive, all Axis Eastern Front hexes start as "Initiative Hexes" to give the Axis a good head start -- and it'll be up to the Soviet forces to slow down and counter the invasion. (see: "Initiative Hex System")

Remember - the spirit of this tourney is to above anything else to participate and have FUN in the best tradition of the FGM!!

RULES

PARTISAN BATTLES

The Allied side has the option at all times to engage **one** hex in the Axis rear areas in a Partisan Battle. This battle can be fought in any Clear, Forest, Swamp or Mountain hex at least three hexes behind the front line and have to be fought between Partisans and Axis Infantry, Cavalry or Security Troops.

If a hex is captured by Partisans, another Partisan battle can be initiated in another hex anywhere else in the Axis rear area.

The Axis forces have the option to counter-attack any Partisan-occupied hexes at all times.

Hexes captured by Partisans can be part of an encirclement.

Once advancing conventional forces make contact with Partisan-occupied hexes, the latter are immediately changed to normal Allied hexes.

AMPHIBIOUS LANDINGS

Amphibious landings can only take place at "Landing Beach" hexes.

At any one time each side can attempt the following landings:

AXIS: Med - 1, Baltic -1, Black Sea -1

(Axis may attempt 1 once-off invasion attempt of Britain at start of the tourney)

USSR: Baltic - 1

Western ALLIES: Med -1, Atlantic/North Sea - 1

Procedure:

A Challenge is issued, announcing which Beach Head Hex is being attacked.

Please Note: The side issuing a Challenge must have a friendly "Supply Port" within the same Sea area.

The landing itself is always considered successful.

What follows is the "Beach Head Battle", which represents the defending side counter-attacking the beach-head, trying to force the attackers back into the sea.

A "Beach Head Battle" marker is placed on the hex being contested.

The counter-attacking player contacts the Tourneymeister to supply him with a Beach Head map on which the battle will be played.

The battle is either a **Probe** or **Attack**.

(all **Western Allies beach heads** get a +10% handicap bonus when defending their beach heads, to reflect Allied naval and air support)

If the counter-attack is a **success**, the invasion is a failure and the hex remains unchanged.

If the counter-attack **fails**, the hex is awarded to the invading side as an "Initiative Hex".

If the battle ends in a **Draw**, the hex is awarded to the Invading side, but does NOT become an "Initiative Hex" - (a stalled landing like Anzio)

SURROUNDED HEXES

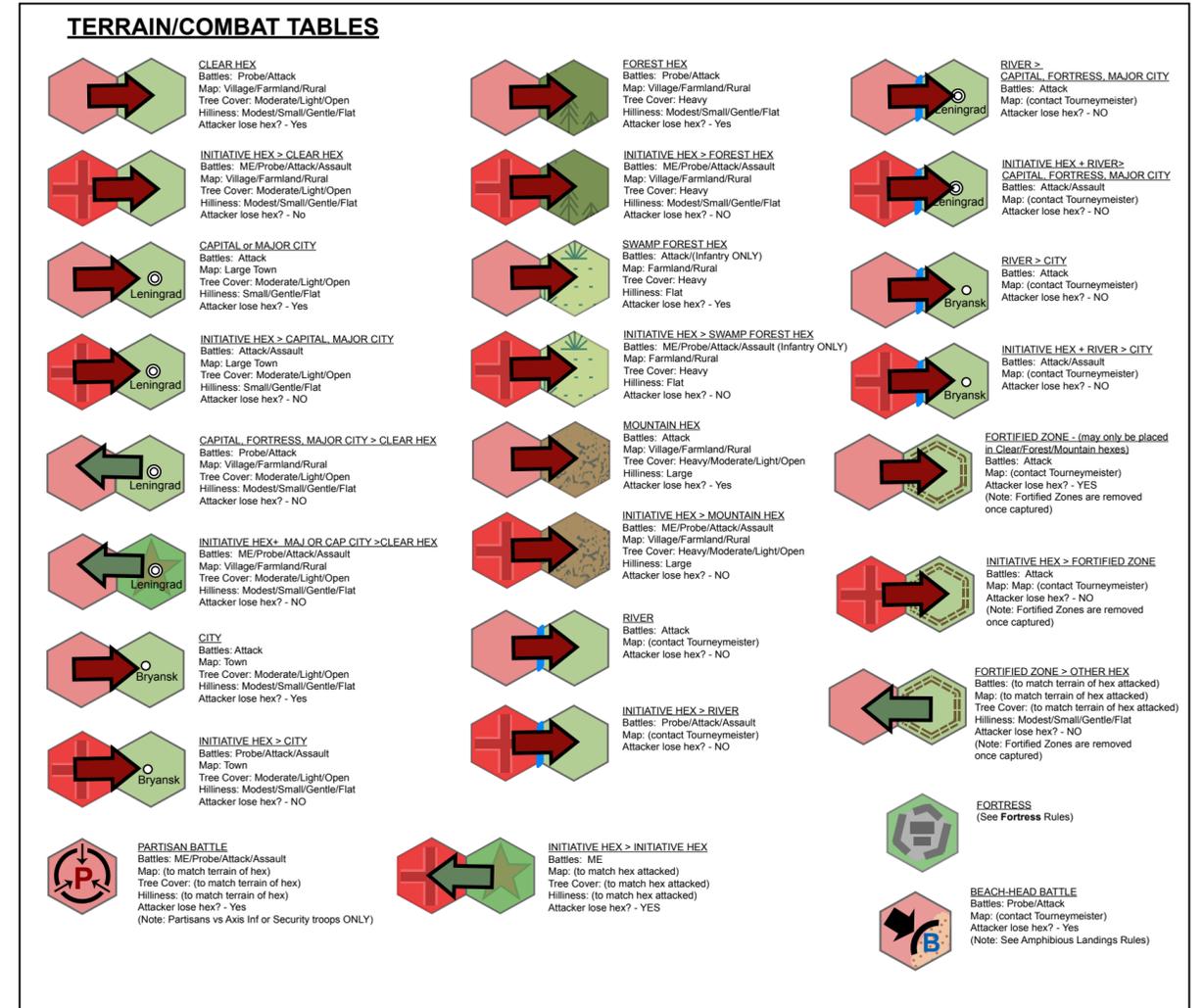
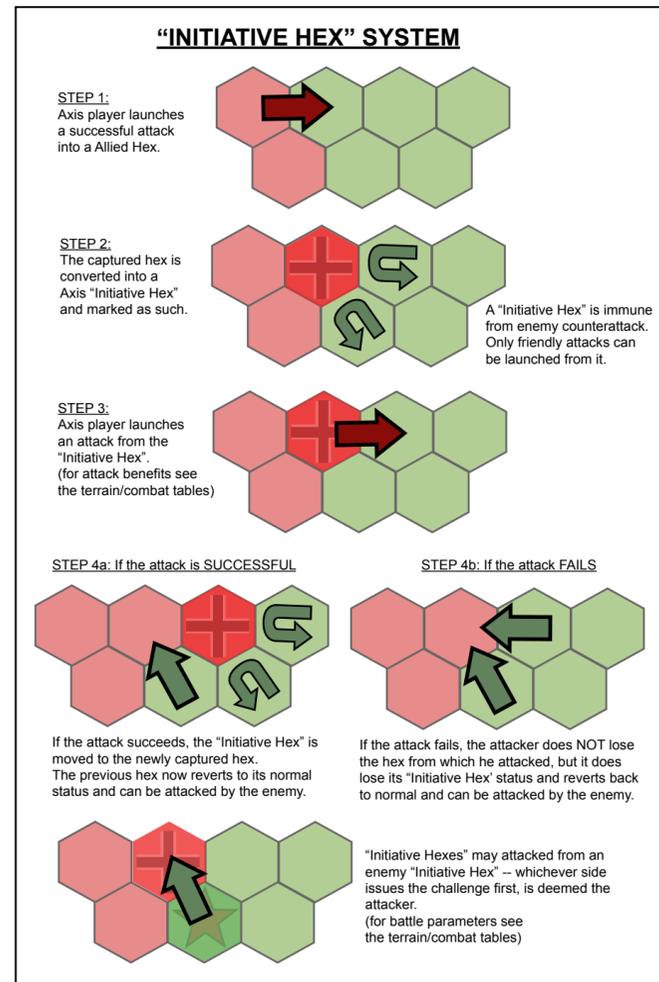
Here we follow the Domination rules.

Any **single hex** that is surrounded, is immediately captured.

This also applies to any Initiative Hex that is cut off.

Cut off Capital City hexes are NOT automatically captured.

If **two or more hexes** are surrounded, the side who's troops are in the pocket can launch ONE designated relief attack - if that fails, the surrounded hexes are immediately captured. If surrounded hexes have **access to a coastline and there is access to a friendly "Supply Port" in that same sea area**, they are not automatically captured.



RIVER CROSSINGS

"River Crossing Battles" are fought on custom made maps supplied by the Tourneymeisters. Players can request them in Small, Medium or Large.

All battles are **Attacks**.

If the river crossing battle is initiated from an "Initiative Hex", the battle can also be fought as a **Probe or Assault**.

The attacker does NOT lose the hex from which he attacks if he loses the battle.

FORTRESSES

There are 4 Fortress Hexes: Gibraltar, Malta, Sevastopol and Brest.

Attacks on Fortresses are conducted on custom made maps provided by the Tourneymeisters.

The battle is always an **Attack** of at least 3000 points. The Defender is awarded a +20% bonus of pre-purchased extra fortifications added to the pre-made map by the Tourneymeister.

If the Attack fails, the attacker does NOT lose the hex he attacks from. "Initiative Hexes" provide no advantage to the attacker when attacking fortresses.

When attacking from a Fortress Hex, the battle is fought within the parameters of a normal hex being attacked.

If the attack from a Fortress fails, the attacker does NOT lose the Fortress Hex.

A captured Fortress hex does NOT become an Initiative Hex.

FORTIFIED ZONES

At the start of the tourney, **ALLIES** receive **4 Fortified Zone Hexes**. These must be placed before the fighting starts in any Clear, Forest and Mountain hexes somewhere in the **USSR ONLY** - and cannot be moved after that.

In addition, **Tobruk** and **Leningrad** are also a preplaced **Allied Fortified Zone** which cannot be moved.

The **AXIS** receive **2 Fortified Zones** which are prepositioned to represent the Siegfried Line and Maginot Line areas.

Attacks on fortified zones must be Attacks of at least 1500 points on any generated QB map -- these maps are generated by the Tourneymeister (see below).

The Defender is awarded a 10% bonus of pre-purchased extra fortifications added to a pre-generated QB map by the Tourneymeister.

When attacking from a Fortified Area Hex, the battle is fought within the parameters of a normal hex being attacked.

If the attack from a Fortified Area fails, the attacker does NOT lose the Fortified Area Hex.

A captured Fortified Zone is considered destroyed and the marker removed from the map. The hex is then converted into an Initiative Hex.

When an attack from a regular hex against a Fortified Zone **fails**, the attacker loses his Hex.

When an attack from an "Initiative Hex" against a Fortified Zone **fails**, the attacker does NOT lose his Hex.