

COMMANDER
GRAND STRATEGY



CEaW

Grand Strategy 2.0

Starter Manual

Strategy without tactics is the slowest route to victory. Tactics without strategy is the noise before defeat.

Sun Tzu

Grand Strategy Overview




The art of war is of vital importance to the State. It is a matter of life and death, a road either to safety or to ruin. Hence it is a subject of inquiry which can on no account be neglected.

Sun Tzu

1. How To Play The Game








Well -- no one can really tell you exactly how to do that. After all -- you are now the Commander!! Having said that -- this full player manual contains a wealth of information to assist you in quickly ramping up to experience level play.

Sections that are the “low hanging fruit” - using the 80/20 -- [Pareto Principle](#) are:

-  Read the 5 Brochures provided
-  [Tactics](#) in the full Player Manual (22 pages)
-  [Strategies](#) in the full Player Manual (about 57 pages)
















That may seem like a lot - but this manual is almost 435 pages in length. Therefore, that is right at about 25% of the manual! Amazing how that Pareto Principle works out !

Expert Level -- that is a bit harder to achieve. This will require:

-  Read the full manual
-  Reading some WW II history is important - the game is based in the historical environment
-  Use all the techniques in the manual - use them all the time and use them well
-  Lots of time to play games
-  Losing a lot of games to better players as you build your skills
-  Some natural talent
-  Most important ➡ HAVE FUN!!

2. How to Read and Use the Full Player Manual

This full player manual is divided into major sections listed below. For new players the section ["How To Play The Game"](#) is recommended.

-  For New Players - How to ramp up fast!
-  Game Play Specifics - new features and changes
-  Ground Warfare
-  Naval Warfare
-  Air Warfare
-  Combat Environment
-  Combat Logistics
-  Historical Alignment
-  Scenarios - Graphics & charts on force capabilities at start
-  Tactics - helpful information on how to fight your battles
-  Strategy - sage counsel on how to win the war
-  GS v1.07 Change Log
-  GS 2.0 Change Log
-  Fall of France Stats
-  Developers Notes




3. Why Grand Strategy 2.0?

European WW2 simulation game that's reasonably historical without steering players in a certain direction.


4. GS 2.0 Features & Change Index

-  Allows players of PC and MAC platforms to play via PBEM
-  Increased historical realism of units, events, geography and calendar
-  [Airborne units](#) added for all major powers
-  [Elite units](#) of Waffen-SS and Russian Guard units added
-  Amphibious assault added
-  [Contested invasions](#) are now allowed
-  [Port damage](#) added
-  [Scorched earth](#) impact for Russian cities
-  Special [German volunteer units](#) added
-  Transport [convoy fog of war](#) added to hide unit type from enemy
-  [Atlantic Wall fortresses](#) added for Germans
-  Unit [experience levels](#) graphically displayed
-  [Allied aggression](#) - penalize allied invasion of neutral/friendly countries
-  [Tension in the Balkans](#) impact added
-  Added selected [Commonwealth leaders](#)
-  Added Commonwealth specific NATO counters
-  Initial setups changed
-  Additional [map and scenario changes](#)
-  Added a [French Armistice](#) option
-  [Garrisons](#) movement increased by 1 when leader assigned
-  Added special [ferry crossing](#) of unit in 1 turn
-  [Partisan spawning](#) changed
-  Created [softer air bases](#)
-  Play 1 of 7 languages, while an opponent plays in a different language!
-  Upgrade units in that are in enemy contact
-  Unit swap option allowed for units - included those in enemy contact
-  Automatic unit naming
-  New Axis North Africa supply rules based upon UK units at Malta
-  New unit efficiency color (Green 60-79%, with white at 80+)
-  Repair of naval units at sea added
-  Several bugs from original CEAW have been fixed

5. Player Items to Highlight

-  GS 2.0 allow you to play games with other players on PC or MAC platforms
-  You can now play in 1 of 7 languages while your partner plays in one of the other 7 languages
-  It is important when you start a game to examine and determine which of the game options you wish to select. The default ones have been game tested. See below



-  Enhanced unit information from unit graphics to the information in the bottom game play windows - pay attention!!

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Color ring around hex displays leader influence. Orange - Only one leader in range, Violet - two or more leaders within range

Unit Type Graphic or Counter image

Experience level @ Zoom Level 3

COUNTRY OR PARTISAN ROUNDEL

NUMBER OF STRENGTH POINTS

Color represents Efficiency range

Color represents Efficiency range	
80 to MAX	10
60 to 79	10 10
40 to 59	10
20 to 39	10
< 19	10

Blue color appears at 70 efficiency for para-units. The means the para-unit may perform para-jumps.

Entrenchment Level

Entrenchment Level	
0	
1	●
2	●
3	●
4	●
5	●
6	●
7	●
8	●

Supply Level


Supply Level	
Full 4,5	○
Medium 2,3	◐
Low 1	◑
No Supply	●


V2.16

6. Turn Checklist

The following checklist is an overview of the items every player should/must/ought to complete each turn, thus, ensuring that they do not miss something that will hurt them during a turn.

We have provided 2 formats:

 A short/quick list

 A more detailed expansion of the short list

6.1. Short Checklist

1. Pre-Turn
2. Review Mapboard
3. Analyze your logistics
4. Strategy & tactics planning
5. Upgrade & reinforcement plan
6. Plan each air/ground battle
7. Plan each naval battle
8. Execute combats
9. Check research (adjust labs and focus if necessary)
10. Conduct upgrades, reinforce units and purchase new units
11. Strategically rail any units that could wait till turns end
12. Embark any units that need to do so.
13. Final checks

6.2. Detailed Checklist

1. Pre-Turn

- 1.1. BEFORE you load the PBEM file...
- 1.2. Review your strategy - get your big picture in you mind.
- 1.3. Think about the timeline.
 - 1.3.1. Future weather plans.
 - 1.3.2. Possible country activation's.
 - 1.3.3. What has been your PP use plan - build units, tech upgrades, etc.

2. Review Mapboard

- 2.1. Look at ALL regions! Before you make a single move that erases the trails & attacks!!
- 2.2. Look for convoy and movement trails. Where the enemy was and went to is important.
- 2.3. Analyze enemy attacks
 - 2.3.1. Look at what units were attacked
 - 2.3.2. What were the losses and what will need reinforcement?
 - 2.3.3. IMPORTANT can you determine the enemies strategy from their tactics?? Remember strategy is long term. Therefore, if you are coming up with a different enemy strategy each turn -- YOU are confused and the enemy commander is succeeding and will beat you - as Sun Tzu states.

3. Analyze your Logistics

- 3.1. What is your PP status? Oil status? Manpower?
 - 3.1.1. Current levels?
 - 3.1.2. Resource trend - up, level or down?
- 3.2. Are technology upgrades available?
- 3.3. Are technology focus points available?

3.4. Are new units available?

- 3.4.1. If you have naval units in the queue - clear the port if needed so that next turn the port is free.

3.5. What are your PP spending priorities?

- 3.5.1. Are there any key units at risk and need reinforcement?
- 3.5.2. Needed upgrades?
- 3.5.3. Remember naval unit build times are now much longer!

3.6. Develop a spending plan.

3.7. Develop a unit movement plan. Remember, especially for Axis, to always use rail all movement capability to reduce oil usage.

4. Strategy & Tactics Planning

4.1. Remember that what you do in this turn will be at the tactical level.

4.2. More important ➡ remember to subordinate tactics to strategy!!

4.3. What is the current environment and JUST LIKE CHESS -- your planning horizon must be many moves ahead. Weather this turn is important, but, even more important -- what weather will be coming that will impact your actions now?

- 4.3.1. Consider the impact is you transport a unit for an amphibious attack in fair weather but by the time it is ready to land - poor weather has hit!

- 4.3.2. Consider, especially the Axis in the east, when to halt offensive operations so that you have good defensive positions for expected Russian attacks.

- 4.3.3. If you have a pending invasion in your future strategy that is a few turns out - are you saving PP for an over capacity transport and landing requirements?

4.4. Determine what are the priority activities/battles this turn?

4.5. Develop tactical battle plan, that is, the list of battles to fight.

- 4.5.1. Think about how the enemy commander can counter your moves.
- 4.5.2. Can they envelope and exposed flank?

4.5.3. Cut off or surround your forces?

4.5.4.

5. Upgrade & Reinforcement Plan

5.1. What is the PP available?

5.2. How much do you need for critical reinforcements?

5.3. Examine your lab/tech information - will an unit upgrade be available soon? Should you save points for that vs. buying a new unit now.

6. Plan each air/ground battle!

6.1. Important ➡ closely examine each enemy unit to be attacked. Remember that experience level, entrenchment and other factors will boost an enemy units ability to defend!

6.2. Note terrain, efficiency, weather.

6.3. Plan in your mind each battle

6.4. Each battle/unit attacked

6.4.1. What are the Air & Naval units available for support?

6.4.2. Is an enemy air suppression plan needed? For example, suppress enemy FTR prior to airborne landings.

6.4.3. Can the enemy unit retreat? Do you want to allow them the option to retreat?

6.4.4. Decide when an attacking unit should or should not advance if the enemy retreats.

6.4.5. General concept is to hit with supporting units (air & naval) to reduce unit efficiency and then hit with ground units for destruction.

6.5. Select units for that will attack

6.5.1. Remember that terrain, location and weather impact units abilities differently.

6.5.2. INF attack cities better?????? [Is this true??]

6.5.3. INF are better to attack enemy units in mountains, rough terrain swamp and woods. IS THIS TRUE??

6.6. Determine order of attack.

6.6.1. Plan for un-intended battle results - good or bad.

6.6.2. Remember - lower efficiency then go for destruction

7. Plan each naval battle!

7.1. Things to remember

7.1.1. Any of your naval submarine units that made attacks on the previous turn are "visible" to opposing forces

7.1.2. Naval repair at sea is possible for submarines/u-boats, but limited to a 1 step increase. Put into port if you need a fast repair if severely damaged.

7.1.3. Remember technical upgrade is not available at sea

8. Execute

8.1. The following moves are not in any order.

8.2. Conduct combat operations.

8.3. Move forces.

8.4. Purchase technology, new units, reinforcements and technology upgrades.

9. Final Checks

9.1. Make sure you have used all your rail capacity -- especially if you are the Axis.

9.2. Remember to move naval units!

9.2.1. Subs - remember if they had a battle the previous turn - they are still visible. So move to hide them!

9.3. Make sure you have used all your lab focus points.

9.4. Did you conduct all the selected battles?

9.5. Did you spend your PP as planned?

9.6. Did you get the labs and/or technology focus points allocated as needed?

10. Game Turn Spending Limits

A common expression that has become popular:




























“Amateurs study tactics; professionals study logistics”

[unattributed - possibly Omar Bradley]

Strategic planning and wise use of your Production Points (PP) and Oil resources is critical.

Game Turn Spending Limits			
	Only allowed if PP balance is 0 or higher and PP's sufficient to purchase	Only allowed if PP balance is 0 or higher before action *	Always allowed (even if PP balance is below 0 before action)
+ PP's	Build new units Buy Laboratories Elite & Para upgrades Paratrooper jumps	Major Power Repairs Major Power Upgrades	Axis Malta supply limit Minor Power repairs Minor Power upgrades Rail use over limit Load Transports Transport at sea over limits Invasion point over limit
- PP's			
* Action can cause PP's to go negative			V2.01













11. Terrain Movement Chart

			Western Allies and Allied Minors			Axis Allies and Allied Minors			Russia, Norway, Sweden, Finland			
												
Weather Type												
Unit Capabilities		Unit Type										
Ground Attack		Armor only	Normal	-2	-2	Normal	-2	-2	Normal	-2	Normal	
		All others	Normal	-1	-1	Normal	-1	-1	Normal	-1	Normal	
Ground Defense		All	Normal			Normal			Normal			
Air		All	Normal	Factors / 2 ↑		Normal	Factors / 2 ↑		Normal	Factors / 2 ↑		
Shock												
Strategic												
Naval Sub	 	All	Normal			Normal			Normal			
Land & Sea Spotting	 	All	Normal	Range / 2 ↑		Normal	Range / 2 ↑		Normal	Range / 2 ↑		

* Mountain hexes in Mediterranean Zone use the same weather as the Central Europe Zone. Rough Hexes in Mediterranean zone will have MUD when the Central Weather Zone has MUD or WINTER

Ver. 2.15

12. Weather Movement Chart

	Weather	Clear		Mud		Winter		Severe Winter		
	Icon									Move in enemy ZOC††
Supply Level	Terrain type		 Penalty		 Penalty		 Penalty		 Penalty	Add MP
3 - 5	Clear	1	0	2	1	2	0	2	1	+2
3 - 4	Forest	1	1	2	2	2	1	2	2	+2
3 - 4	Rough	2	1	3	2	3	1	3	2	+2
3	Mountain *	2	2	3	3	3	2	3	3	+2
2	Swamp **	2	1	3	2	3	1	3	2	+2
2	Desert	1	0	1	0	2	0	2	0	+2
1	Dune	4	0	-	-	-	-	-	-	+2
2	Desert hills	2	1	-	-	-	-	-	-	+2
3 - 5 †	Capital	1	0	2	1	2	0	2	1	+2
3 - 5 †	City	1	0	2	1	2	0	2	1	+2
3 - 5 †	Mine	1	0	2	1	2	0	2	1	+2
3 - 5 †	Oilfield	1	0	2	1	2	0	2	1	+2
3 - 5 †	Fortress	1	0	2	1	2	0	2	1	+2
2	Airfield	1	0	1	0	1	0	1	0	+2

† < 20 hexes from major capital, units have supply level = 5, < 21 to 40 hexes from major capital, units have supply level = 4, > 41 hexes units have supply level = 3.

* Mountain hexes in the Mediterranean Weather zone has the same weather as Central Europe

** Swamp hexes in Winter weather freeze and have supply level 4 for movement purposes.

Mech units - vehicle penalty decreased by amount shown.

†† A hex has ZOC if the hex is in the ZOC of two enemy ground units or if you are moving from one enemy ZOC into another enemy ZOC.

Movement Range can be reduced further due to supply level. See Supply Impact chart.

Units starting their move NOT adjacent to an enemy unit can move one hex regardless of the unit's movement range, terrain movement point cost, supply, and/or enemy ZOC's.

Ver. 2.15

13. Weather Prediction Chart

Zones	North / East Europe				Central Europe			Mediterranean
Sea Hex Weather								
Land Hex Weather								
Month	Percentage %							
January	-	-	100	100 *	-	25	75	100
February	-	-	100	-	25	50	25	100
March	-	25	75	-	75	25	-	100
April	15	50	35	-	100	-	-	100
May	100	-	-	-	100	-	-	100
June	100	-	-	-	100	-	-	100
July	100	-	-	-	100	-	-	100
August	100	-	-	-	100	-	-	100
September	100	-	-	-	100	-	-	100
October	50	25	25	-	75	25	-	100
November	-	50	50	25 *	25	50	25	100
December	-	-	100	75 *	-	25	75	100

* - Chance Severe Winter begins in North / East Central weather zone if not already begun. Once Severe Winter starts The chance it will last 6 turns is 70%, 20% of the time the Severe Winter will last 5 turns, 5% chance it will last 4 turns and 5% chance the Severe Winter will be increased to 7 turns. Mountain hexes in Mediterranean Zone use the same weather as the Central Europe Zone. Rough Hexes in Mediterranean zone will have MUD when the Central Weather Zone has MUD or WINTER. You may only invade hexes only when the Sea hex weather is Calm. Area with white border or shading can have Severe Winter

Ver. 2.19

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14. Graphics Images

