

NEPPAGames: ETO™ Player Aid Sheet

Country: _____

Game Turn	Year					Game Turn	YSS					Game Turn	YSS
	Start	Spring	Summer	Fall	Winter			Spring	Summer	Fall	Winter		
						Prev Base					Prev Base		
						Growth/Loss					Growth/Loss		
WPP Base						New Base					New Base		
Conquests, Active Minor Allies, Convoy WPPs						Conquests, Active Minor Allies, Convoy WPPs					Conquests, Active Minor Allies, Convoy WPPs		
Turn Expenditure Limit						Turn Expenditure Limit					Turn Expenditure Limit		
Available WPPs						Available WPPs					Available WPPs		
Additions/(Losses)						Additions/(Losses)						13.3 Deficit Spending Britain is the only country that can voluntarily engage in deficit spending. However, Britain cannot exceed its Turn Expenditure Limit (5.4) in a given turn or its Total WPPs (5.2) in a given year. Britain determines its Total WPPs by adding its WPP Base and the thirty-two Convoy WPPs it may receive during the year.	
Remaining WPPs						Remaining WPPs							
Declarations of War						Declarations of War							
Convoy WPPs Received						Convoy WPPs Received							
Remaining WPPs						Remaining WPPs							
Unit Construction						Unit Construction							
WPP Grants/Receipts						WPP Grants/Receipts							
WPP Balance						WPP Balance							

Unit	Cost	Movement	Attack	Defense	Terrain	Rugged
Infantry	2	1	1*	2	3	4
Artillery	4	1	2	1	2	3
Armor	6	2	3	3	4	5
Airborne	6	1 normal / 2 airdrop	2	3	4	5
Air Wing	3 per factor	4 staging / 4 combat	1 per factor	1 per factor	-	-
Fleet	16	Unlimited on front	1 per factor 1 SB per 4 factors	1 per factor	-	-

SR Limits	
Britain	7
France	5
Germany	9
Italy	5
Russia	6
US (initial)	6
US (overall)	10

*Attacks at 2 in combined-arms attack with artillery

Combat Nationality Modifiers		
	Air	Naval
Britain	0	+1
France	-1	0
Germany	0	+2
Italy	-1	-1 **
Russia	-1	-2
US	0	+1
Neutral	-2	-

** Italy = -2 outside of Med Sea

Naval Interception Table	
Zones	Roll
1-2	Automatic
3-4	2,3,4,5,6
5-6	3,4,5,6
7-8	4,5,6
9-10	5,6
11+	6

Naval Combat Advantage Modifier (applies to larger size force only)	
Ratio own fleet factors to enemy fleet factors	DRM
1.33:1	+1
1.66:1	+2
2:1	+3
3:1	+4
4:1	+5
5:1 or more	+7