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CREDITS

Design: Ty Bomba

Managing Game Developer: Doug Johnson

Playtesting: Chris Cornaghie, Dr. Christopher Cummins, David Deitch, Jack W. Greene, Terry Mays, Eric Moroney, Christopher Perello, Keith Powell, Paul Rigel-Green.

Proofers: Hans Korting, Michael C. Neubauer, Brendan Whyte

Map Graphics: Joe Youst

Counters: Nadir Elfarra

Production: Richard Aguirre

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FRANCE '40

VICTORY OR DEFEAT

NOTE: To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game @ www.worldwarmagazine.com/waw/

Important: Paragraphs that apply only to the 1939 scenario are boxed in grey and have 1939 in the title. Paragraphs that apply to the 1940 scenario only have 1940 in their title.

1.0 INTRODUCTION

France '40 (F40) allows one or two players to examine the strategic possibilities inherent in the campaign that occurred within France and the Low Countries in that year. A second scenario allows for an alternative history examination of the opportunity the French had in September 1939 if they had kept their promise to launch a major offensive into Germany within a week after that nation invaded Poland. All the orders of battle are entirely historical in both scenarios. The main body of rules is written with the 1940 scenario in mind. All changes required for the play of the 1939 scenario are identified as such in each specific case.

1.1 Scale

Each full game turn of the 1940 scenario represents 3.5 days. In the 1939 scenario each turn represents two days. Each hex on the map represents 16 miles (26 km) from side to opposite side.

1.2 Map North vs. Compass North

The directional rose printed on the map sheet shows compass north. During play, for all purposes, consider the north map edge to consist of hexes 4219 to 4244; the south map edge is 1019 to 1044; the east map edge is 1044 to 4244, and the west map edge is 1019 to 4219, all judged inclusively. Consider the four corner hexes to be part of either edge that best suits your purposes on a case by case basis.

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2.0 COMPONENTS

The components to a complete game of F40 include these rules, a 22x34 inch map sheet and 228 3/16 inch die-cut counters (called units and unit counters). Players must provide themselves with a standard six-sided die to resolve combat and other probabilistic events that occur during play.

2.1 Game Map

The map represents the militarily significant terrain found in 1939 and 1940 across western Germany, the Benelux and northeastern France when portrayed at these scales. A hexagonal (hex) grid is printed across the map to regulate unit placement and movement.

Map Note: Movement Factors Table (1939), should include a note stating that the French have 4 MP on GT 1 (10.2).

Terrain Clarification: Hexsides showing the dark blue outline around the water course are treated as lake hexsides (Terrain Key).

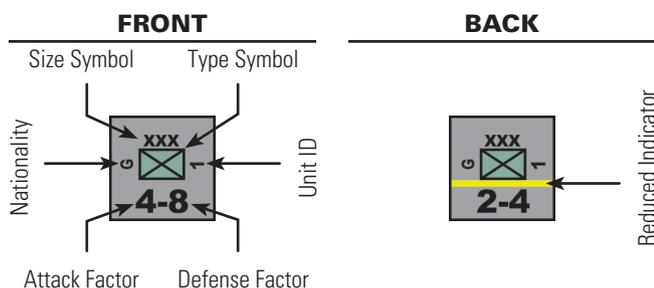
- A unit is always in only one hex at any one instant.
- Each hex contains natural and/or manmade terrain features that may affect movement and combat.
- The map's terrain representations have been altered slightly from their exact real-world configurations to make them conform to the hex grid. The terrain relationships from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas that were (or would have been) faced by their real-world counterparts.
- Each hex on the map has a unique four-digit number printed in it. Those numbers are provided to help you find specific locations referred to in the rules and to allow you to record unit positions if a match must be interrupted and taken down before it can be completed.

Example: The German city of Munich is in hex 1043.

2.2 Counters

The counters in the game mostly represent combat units; others are provided as memory aids and informational markers. Carefully punch out all the counters. Trimming the dog ears from their corners with a fingernail clipper facilitates their handling and stacking during play and enhances their appearance. Each combat unit-counter displays several types of information: nationality, type, organizational size, attack factor, defense factor, historical identification and, in a few instances, substitute counter status. The data presentation on both the 1939 and 1940 scenario units is the same.

2.3 Sample Units



2.4 Sides & Colors

A unit's nationality, and therefore the side that it belongs to is shown by its color scheme as well as an abbreviation of its country's name (2.7).

Germans



1939 Non-Mechanized Units: Black on Gray



1940 Non-Mechanized Units: Black on Dark Gray



1940 Mechanized Units: White on Dark Gray

Allies



1939 French Units: Black on Dark Blue



1940 French Units: Black on Light-Blue



1940 British Units: Black on Tan



1940 Belgian Units: Black on Yellow



1940 Netherlands Units: Black on Orange



1940 Swiss Units: White on Red

Important: British, Belgian, Netherlands and Swiss units only appear in the 1940 scenario. Only French and German units appear in the 1939 scenario. Belgium, the Netherlands and Switzerland begin the 1940 scenario neutral and out of play. If they enter play, it will only be by a German violation of their neutrality.

2.5 Unit Types



Important: The system does not make broad scale use of a mechanized/non-mechanized distinction; however, unit types can still be important for movement purposes (10.0). All units that are not static units (2.12) are mobile units. Only the German panzer and panzergrenadier corps are mechanized class.

2.6 Organizational Sizes

XXX: Corps

XX: Division

Note: Aside from the West Wall and Maginot Line fortifications, all units in the 1939 scenario are divisions while all units in the 1940 scenario are corps.

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2.7 Abbreviations

The abbreviations appearing on the units are as follow.

- B:** Belgian
- BEE:** Belgian Fort Eben Emael
- Co:** Colonial
- Cv:** Cavalry
- DLC:** Division *Légère de Cavalerie* (light cavalry division)
- DLM:** Division *Légères Mécaniques* (light mechanized division)
- F:** French
- G:** German
- N:** Netherlands
- NA:** North African
- Sw:** Swiss
- UK:** United Kingdom

2.8 Movement Factor (MF)

The MF is not printed on any of the unit counters. For details concerning them, see 10.0 and the 1939 and 1940 Movement Factors Tables printed on the map.

2.9 Attack & Defense Factors (AF & DF)

Each unit's attack and defense factors (together called combat factors or CF) are numeric measures of its ability to participate in combat relative to the other units in the game (11.0).

2.10 Steps

Units with CF on both sides of their counters are said to be two-step units; those with CF on only one side are one-step units. Step strength is a convenient phrase to describe a unit's overall ability to absorb a certain amount of personnel and equipment losses before becoming hors de combat (in current US Army jargon, a measure of its robustness).

- All two-step units set up with their full step strength (higher CF) available.
- When a two-step unit suffers a step loss, it is flipped so its one-step side shows, and it is thereafter said to be reduced.
- When a one-step unit, or an already reduced two-step unit, takes a step loss, it is eliminated and removed from the map to be placed permanently in the dead pile.

Note: German and French players have a limited ability to rebuild reduced units to full two-step strength (9.0). All units in the 1939 scenario contain only one strength step.

2.11 1940 German & British Four-Step Units

In the 1940 scenario, all five German mechanized class corps, along with all three UK corps, begin with four strength steps. When those units are reduced to step strengths below those represented on both sides of their strongest counter, remove that counter from the map and replace it with the weaker substitute counter. The principle of step reduction here is the same as described in 2.10. Substitute counters are marked with a wide dark band for easier identification.

Example: German 41 Panzer Corps.

FULL-STRENGTH		SUBSTITUTE	
Front	Back	Front	Back

Important: A four-step unit will never have more than one counter in play on the map at any one time.

2.12 Static Units

There are three types of static units in the game, those comprising the fortifications of the French Maginot Line, the German West Wall and Belgian Fort Eben Emael.

- Those units, once placed on the map, are never moved from those hexes unless it is to go into the dead pile.
- They cannot attack; they only defend in their hex of placement. The number printed on the fortification counter is the defense strength and number of combat shifts that fortification provides during combat.
- Maginot Line units are two-step units,
- West Wall and the Belgian Fort Eben Emael units are one-step units.

MAGINOT LINE		WEST WALL	BELGIAN FORT EBEN EMAEL
Front	Back		

2.13 Other Counters

The following counters (a.k.a. markers) are included in the game as informational and memory aids. Their functions are explained in the noted portions of the rules.

	German Victory Point Marker (3.9 & 4.2)
	Turn Marker (3.4, 4.2 & 5.0)
	Operation Dynamo on Map Designator (5.13)
	Operation Dynamo Turn Track Marker (5.13)
Important: There are three Op Dynamo Turn Track Markers.	
	German Airborne Coup Marker (5.9)
	German Replacement Points Marker (3.9 & 9.0)
	French Replacement Points Marker (3.9 & 9.0)
	1940 French 4th Armored Division (5.17)

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3.0 SET UP & HEX CONTROL

Players should first decide between themselves who will command each side and the scenario they will play, as described above in section 1.0.

3.1 Hex Control

At the start of play in both scenarios all hexes in Germany are under German control. That is, they are owned by that side. All the hexes in France are under Allied control.

- Control (ownership) status of a hex switches from one side to the other as soon as a unit from the other side enters that hex.
- Control status of a hex remains with the last side that entered the hex.

Important: In most cases, who controls a hex is not important, however see 4.0 and 8.0 for exceptions.

- Such control switching may go back and forth any number of times in each hex during play.

3.2 1939 Neutrals

In the 1939 scenario, all the neutral countries' territories and armed forces are entirely out of play for the whole game.

- The hexes of Belgium, Netherlands, Luxembourg and Switzerland may never be moved or attacked into by the units of either side.
- Those nations' units are not set up on the map.

3.3 1939 German Set Up

In this scenario the German player sets up first. The German player:

- Places one West Wall unit in every German border hex from 2534 south to 1432, inclusive.
- Sets up all units in the 1939 scenario's order of battle (all the gray on gray division-sized units) in any hexes in Germany
- Units must conform to normal stacking limits (6.0).
- The German player may not hold any of his units off-map.

3.4 1939 Marker Placement

Turn

Place the turn marker in the **Turn 1** box of the 1939 Turn Track printed on the map. Since this offensive never actually took place, we can provide no start-date for it more exact than early September, so no actual dates for that month are printed on the track.

3.5 1939 French Set Up

In this scenario the French player sets up second.

- The only Allied units that take part in this scenario are the dark blue division-sized French units included in the counter mix.
- The French player sets up all his units anywhere in France.
- It is not necessary to deploy any Maginot Line counters because the German player is prohibited (due to historic logistical constraints) from moving or attacking anywhere outside of his own country in this scenario.
- Units must conform to normal stacking limits (6.0).
- The French player may not hold any of his available units off-map.

3.6 1940 Neutral Set Up

In the 1940 scenario, the Allied player first sets up the neutral nations' (Belgium, Netherlands and Switzerland) armed forces.

- Units may not stack, only one unit per hex is allowed when setting up the game.

Exception: Fortifications do not count for stacking (6.1), thus the Allied player may place a mobile unit in the same hex.

- Units must set up in any hex within their own nation's respective territory.

Exceptions:

- a) The Belgian Fort Eben Emael (BEE) unit must always be set up in hex 3235.
- b) Belgian units cannot set up in any Ardennes Forest hex or in 2732.

- Once the setup of the neutrals is completed, all those units remain frozen in place and unable to attack until such time, if ever, that the German player decides to invade, as announced by him on a country-by-country basis.
- The German player is not required to invade any neutral nation.
- The instant a neutral nation is invaded, its territory and armed forces join the Allied side.
- Each former neutral's armed forces may only move and fight in its own territory and hexes immediately adjacent to its own territory. However, they do project ZOC into hexes into which they cannot move (7.0).
- Once a neutral is in play, Anglo-French units may enter their territory.
- Different nationalities may not stack together.
- Different nationalities may not be combined to conduct an attack.

3.7 1940 Anglo-French Set Up

After the neutrals have been set up, the Allied player sets up all French and British (UK) corps anywhere in France.

- Units must conform to normal stacking limits (6.0).
- Place a full-strength Maginot Line counter in every French border hex from 2731 to 1431 but excluding hex 2235.
- British and French units may not stack together (6.0).
- The Allied player sets aside the four Operation Dynamo markers.
- French mobile units may, at the Allied player's discretion, be set up within the Maginot Line.



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3.8 1940 German Set Up & Operation Sickle Cut

After the Allied player has completed his set up (3.6 & 3.7), the German player conducts his set up as follows:

- Set the German airborne coup marker aside.
- Place the 39th Panzer Corps in the Turn 8 box of the 1940 Turn Track printed on the map.
- Place one West Wall counter in every German border hex from 3538 to 1432, inclusive.
- The German player declares if he will activate Operation Sickle Cut (5.8).

a) If so, he takes any three of his four remaining available mechanized class corps and sets them up anywhere in the Ardennes Forest (see Terrain Key) inside Belgium and/or Luxembourg. Normal stacking limit applies. He then sets up all the rest of his 1940 order of battle (all the German corps in the 1940 counter mix) anywhere in Germany. Normal stacking limits apply.

b) If he decides not to activate Sickle Cut, the procedure is the same except that all the four available mechanized class corps are set up in Germany along with the rest of the German units. Normal stacking limits apply.

Important: Activating Operation Sickle Cut automatically violates Belgian neutrality.

3.9 1940 Marker Placement

Turn

Place the turn marker in the **Turn 1** box of the 1940 Turn Track printed on the map. Place the German replacements available marker in the **8** box of the 1940 German and French Replacements Available Track. Place the French replacements available marker in the **7** box of that same track, with its **+10** side showing upward to indicate that the French have 17 replacements available. Place the victory points marker in the 0 box of the 1940 German Victory Points Track.

3.10 Fog of War

In both scenarios, it is forbidden to look beneath the top unit in enemy stacks until such time (if ever) that you declare an attack against that stack. Once such a declaration has been made and you have examined beneath the top unit in the enemy stack, your attack there may not be called off.



MANSTEIN

4.0 HOW TO WIN

4.1 1939 Victory Conditions

In the 1939 scenario, the French player can win by meeting one of the below requirements. The German player wins if the French player fails to achieve either of the two below conditions. There is no possibility of a draw.

- At the end of every game turn that the French control one or more city hexes in Germany, the French player rolls one die. If the result is equal to or less than the number of German city hexes currently controlled by the French at that time (supply state irrelevant), the game ends with a French victory. Hitler has been overthrown in a military coup.
- The French player wins a victory the instant any French unit moves adjacent to any Ruhr hex. Supply considerations are again irrelevant.

4.2 1940 Victory Conditions

In the 1940 scenario, to keep the German player honest in the historic-strategic sense, apply the French 1939 victory conditions as a French sudden death victory. That is, if the Allied player in the 1940 scenario manages to get a unit next to the Ruhr or if he captures one or more German cities, and he succeeds in the die roll requirement, the Allied player wins and the game ends immediately.

Important: In 1940, the German player must actively fulfill the victory conditions described below; he cannot win merely by preventing the Allied player from fulfilling that side's 1939 victory conditions.

Victory Points

If the Allied player fails to meet either of the sudden death requirements, victory is determined by the number of victory points (VP) that the German player accumulated during the game. This determination is made after completion of game turn 13.

Exception: See 4.10.

At the start of play the German player has zero VP. He scores VP according to the following rules.

4.3 Overturn the Neutrals

Victory Point Award: +1 (total).

The German player may violate a neutral during his Movement or Combat Phase, his choice. He must declare he is violating a neutral's territory prior to moving or attacking into that neutral country.

Important: Switzerland must determine its defensive strategy immediately after the German player declares he is violating its neutrality (see below).

- The German player has overturned the neutrals when he has forced any three of the following four nations to capitulate:

Belgium	Netherlands
Switzerland	Luxembourg

Designer's Note: Historic outcome: +1 VP to the Germans for causing the capitulations of Belgium, Luxembourg and the Netherlands.

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- Neutral countries will capitulate under the following circumstances. Once a neutral capitulates, there is no undoing of that status; immediately and permanently remove all units of the defeated nation from the map.

Netherlands: Capitulates the instant two or more city hexes within its borders are simultaneously German controlled.

Belgium: Capitulates the instant that one of the below is true:

- a) Four or more of its city hexes are simultaneously German controlled.
- b) If (after being brought into play) there are no UK units anywhere on the map.

Luxembourg: Capitulates the instant the first German unit enters its territory. It has no armed forces to move or remove.

Switzerland: The instant that the German player declares he is violating Switzerland's neutrality, the Allied player must determine Switzerland's defensive strategy. Once a Swiss strategy has been chosen, it will not change during the game. The Allied player rolls one die. If the result is:

1–3: Switzerland declares a forward defense. Swiss units remain in the hexes they were placed in at the beginning of the scenario. Switzerland immediately capitulates if all Swiss cities are German controlled or all Swiss units have been eliminated.

4–6: Switzerland declares the redoubt defense. Immediately remove all Swiss units from the map. They have taken up positions in their fortified national redoubt just off the map's south edge.

Important: If the redoubt defense is in effect, Switzerland will never capitulate during the game, even though, in the practical sense (and barring rapid Anglo-French intervention) the Germans have thereby been granted easy access across Switzerland's on-map northern half.

4.4 Overturn the Dyle-Breda Plan

Victory Point Award: +1.

The German player has overturned the Allied Dyle-Breda Plan if, over the course of the entire game, no overland-supplied French unit ever enters or moves through any one or more of the following hexes: 3633 (Antwerp), 3634, 3534, 3435, 3436 or 3335.

Important: This victory condition is not considered or in any way applied in games where Belgian neutrality is not violated.

Designer's Note: *Historic outcome: 0 VP to the Germans.*

4.5 Overturn the Brittany Redoubt Plan

Victory Point Award: +1.

The German player has overturned the Allied Brittany Redoubt Plan if he moves a mechanized-class corps (any step strength) off the west edge of the map, via any hex from 3118 to 3619 (inclusive) prior to the end of the game (supply irrelevant).

Important: It costs the exiting corps one movement point (10.0) to leave the map from any eligible west-edge hex. The corps may not be returned to play.

Designer's Note: *Historic outcome: +1 VP to the Germans.*

4.6 Overturn the Mediterranean Evacuation Plan

Victory Point Award: +1.

The German player has overturned the Allied Mediterranean Evacuation Plan if he controls Dijon or Lyon at any time prior to the end of the game (he does not have to control the above hexes at the end of the game) or has exited a mechanized-class corps (any step strength) off the south edge of the map in France. It costs the existing corps one movement point to leave the map. The corps may not be returned to play.

Designer's Note: *Historic outcome: +1 VP to the Germans.*

4.7 Capture Paris

Victory Point Award: +1.

The German player has fulfilled this victory condition if he simultaneously controls all three hexes of that city any time prior to the end of the game. See 10.6 for Allied movement restrictions in Paris.

Designer's Note: *Historic outcome: +1 VP to the Germans.*

4.8 Overturn the Maginot Line

Victory Point Award: +1.

The Maginot Line has been overturned if, at or before the end of play, either one of the following conditions pertain:

- 1) Nine or more of the 15 Maginot Line counters have been eliminated and removed from the map to the dead pile; **or,**
- 2) A line of supply cannot be traced from all Maginot Line hex(es) that have a Maginot Line counter in them to any functioning west or south map edge French supply source hex (8.8).

Designer's Note: *Historical outcome: +1 VP to the Germans.*

4.9 Cause Heavy British Casualties

Victory Point Award: +1 for each such corps, maximum of +3.

Each British (UK) corps that has its final strength step eliminated (for any reason) while the unit is out of supply (coastal supply is still supply) awards victory points to the German player.

Important: British units eliminated while in supply do not count towards this German objective.

Designer's Note: *Historical outcome: 0 VP to the Germans.*

4.10 Heavy German Mechanized Losses

Victory Point Deduction: -1 for each such corps, maximum deduction -5.

Each German mechanized-class corps that is eliminated (supply state irrelevant) deducts victory points from the German player's total.

Important: If such a VP debit drives the German VP total to zero or less at any time, play stops and the Allied player has won a sudden death victory.

Designer's Note: *Historical outcome: 0 VP lost by the Germans.*

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4.11 Judging Victory in 1940

If the Allied player has failed to achieve a sudden death victory, the level of victory is determined by the German victory point total at the end of the game. If the German player has:

4 or fewer VP	Allied Victory
5 VP	The game is a draw: this result leaves the larger course of the war to continue more or less unchanged.
6 VP	Marginal Victory: the German player has improved somewhat on the historical outcome.
7 VP	Major Victory: probably lengthening the lifespan of the Third Reich by at least one more summer campaigning season.
8 or more VP	War winning victory (<i>Endsieg</i>).

Designer's Note: Historically, by the measures above, the Germans scored five out of a possible grand total of nine victory points. They did not overturn the Allied Dyle-Breda Plan and the British got away clean. Taking that as our basis of judgment, we will define a five VP finish for the German player as a draw.



5.0 TURN SEQUENCE

Turn

All turns of the game in both scenarios are played according to the sequence given below. No action may be taken by either player except in accordance with these outlines.

- All the phases in the outlines below, taken together, form and complete one game turn.

- In the 1939 scenario the French Player Turn precedes the German Player Turn.

- In the 1940 scenario the German Player Turn precedes the French Player Turn.

5.1 1939 Turn Sequence Outline.

I. German Supply Crisis Check Phase (Turns 3–7 only)

II. French Player Turn

- French Movement or Combat Phase (Prior to German Supply Crisis; French Combat Phase).
- French Combat or Movement Phase (Prior to German Supply Crisis; French Movement Phase).

III. German Player Turn

- German Movement or Combat Phase
- German Combat or Movement Phase

IV. French Victory Check Phase

V. French Supply Check Phase

5.2 1939 Phase Sequence Choices

In the 1939 scenario, prior to the start of the German supply crisis (5.5), the German player can choose a move/fight or fight/move phase sequence, while the French player must use a fight/move sequence.

- At the start of every German Player Turn, he announces whether he will first take his side's Combat Phase or Movement Phase. There is no inherent benefit or penalty in that choice.
- The French player, prior to the start of the German supply crisis, is required to take his side's Combat Phase first. There is no inherent benefit or penalty in that French requirement.

5.3 1939 French Victory Check Phase

See rule 4.1 for details.

5.4 1939 French Supply Check Phase

During this phase, the French player checks the map to determine if any French units are out of supply. All French units found to be out of supply during this phase are immediately and permanently removed from play. See 8.0 for supply requirements during movement and combat.

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5.5 1939 German Supply Crisis

This phase is skipped during game turns 1 and 2. Starting with turn 3 the French player rolls one die and, if it falls within the range given for that turn's roll on the 1939 Turn Track (the range listed as GSC) the following rules changes come immediately and permanently into effect.

- All combat odds henceforth shift one column in favor of the French, on both attack and defense.
- Henceforth the French player chooses the German phase sequence at the start of each German Player Turn.
- Henceforth the French player may choose either the move/fight or fight/move sequence for his own player turn.

Designer's Note: In September 1939 the German forces in the west were only left with enough supplies for an estimated four days of active combat operations. Certainly, had the French attacked, some emergency logistical program would've been hurriedly set up and implemented, but we cannot be certain as to its effects. The rule above is meant to simulate that uncertainty, and then model the effects of a front-wide German supply crisis once (or if) it takes place. For instance, the French player is thereafter able to pick the move/fight or fight/move sequence not because his army has suddenly abandoned the concept of "methodical battle"; but rather, because, in comparison to the inescapably slowed German operations, the French gain relatively in that kind of flexibility.

Designer's Note: In the 1939 scenario, the Germans do not have the option to transfer units from Poland to the western front because their railroad system was in no shape to both supply a major offensive into that country and simultaneously shift units from front to front. In essence, in 1939 the German planners staked everything on being able to win the campaign in the east prior to the French being able (or willing) to achieve decisive results in the west. Of course, in the actual event, the issue wasn't put to the test, and Germany was not in a so strategically vulnerable a position again for five years.



5.6 1940 Turn Sequence Outline

I. German Player Turn

- a) Airborne Coup Phase (Turn 1 only)
- b) German Panzer Halt Check Phase (Turn 4–13 only)
- c) German Movement or Combat Phase
- d) German Combat or Movement Phase

II. Allied Player Turn

- a) Allied Movement or Combat Phase (Allied choice Turn 1, German choice 2–13)
- b) Allied Combat or Movement Phase

III. Allied Victory Check Phase

IV. Anglo-French Supply Check Phase

V. Operation Dynamo Phase (Turns 5–13 only)

VI. Franco-German Replacement Phase

5.7 1940 Phase Sequence Choices

The move/fight or fight/move choice sequence is different from the 1939 scenario.

- At the start of each German Player Turn, the German player must declare the order in which he will take his Movement and Combat Phases that player turn. The choice is entirely up to him, and there is no inherent penalty or bonus involved with either sequence.
- On turn 1, at the start of the Allied Player Turn, the Allied player can choose either phase sequence.
- Beginning turn 2, at the beginning of the Allied Player Turn (and on all further turns) the German player chooses the sequence for the Allied side.
- In both cases, the choice is entirely up to the announcing player, and there is no inherent bonus or penalty involved with either sequence.

Designer's Note: In practice, the German player will almost always pick the fight/move sequence for the Allies. We left it as a choice, though, because some unusual situation might come up in which move/fight might be more appealing.

5.8 1940 Turn 1 Sickle Cut Special Rules

If the German player chose to activate Operation Sickle Cut during set up (3.8), those three corps are prohibited from making any further moves during turn 1, no matter the phase sequence the German player chooses.

- They may attack from their Sickle Cut positions (provided they are adjacent to enemy units). Any attack conducted by those units on the first turn gains one adds-shift right because of surprise; the one shift left for Ardennes terrain does not apply. The units may advance after combat if victorious.
- Other (non-Sickle Cut) German units may enter (and/or move through or stop in) Ardennes hexes on turn 1 and conduct attacks normally. The Ardennes terrain one shift left does apply in this case.
- On the Allied side, if Sickle Cut is activated, there may be no Allied movement or attacks into any Ardennes hexes during turn 1.
- If the German player did not activate Operation Sickle Cut apply the normal one shift left for terrain, and none of the movement restrictions for Ardennes hexes noted above are used.

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5.9 1940 German Airborne Coup



On turn 1, prior to starting either his Movement or Combat Phase the German player deploys his airborne coup marker onto the map. If the marker is placed in a neutral country, that country's neutrality has been violated, whether or not the coup succeeds, and the neutral country joins the Allied side (4.3).

Important: If the airborne coup marker is not used on turn 1, it is out of play and cannot be used in later turns.

- The marker may be deployed into any hex containing an Allied/neutral fortification and/or Allied/neutral mobile unit(s).
- The German player then rolls one die and consults the German Airborne Coup Table (on the map).

- 1) Apply all the die roll modifiers that pertain and then cross reference the modified die roll with the result.
- 2) If the coup fails, put the marker into the dead pile. There is no other effect. The marker may not be used again.
- 3) If it succeeds, any Belgian or French fortification unit in the drop hex is eliminated. If there are one or more Allied/neutral mobile (meaning non-static) units in the drop hex (no matter if there was also a fortification there) the Allied player must move that unit or stack into any adjacent (and legally enterable) hex of his choice. After resolution, the airborne coup marker is removed to the dead pile and it may not be used again.

Important: EZOC do not affect the required movement of an Allied mobile unit. The Allied mobile unit may not be moved into a hex in Germany. If that is the only eligible hex, the unit(s) are eliminated.

5.10 1940 German Panzer Halt Check Phase

Do not conduct this phase on game turns 1 through 3. Beginning on turn 4 and continuing each turn until the end of the game, if there are no British units anywhere on the map, the German player must conduct a halt check.

Important: The German player must declare his player turn sequence prior to making the check.

- The German player rolls one die. If the result is a **one** or **two**, all German mechanized class units halve their movement factors for that player turn. Any other die roll result has no effect.
- Beginning on the turn after the first panzer halt, the German player continues making panzer halt checks, but these subsequent halts will only occur on a die roll of **one**.
- The effect of all subsequent halts is that all German mechanized class units cannot move and cannot attack during the current turn. They may defend normally.

5.11 1940 Allied Victory Check Phase

See rule 4.2.

5.12 1940 Anglo-French Supply Check Phase

During this phase of every turn, the Anglo-French player checks the map to determine if any French and/or UK units are out of supply. All units of those nationalities found to be in that state during this phase are immediately and permanently removed from play. See 8.0 for supply requirements during movement and combat.

5.13 1940 Operation Dynamo Phase & British Evacuation by Sea



Do not conduct this phase on game turns 1 through 4.

Beginning on game turn 5, during Phase V, the Allied player may declare Operation Dynamo (OD) to be in effect.

Important: Operation Dynamo can only be declared once during a game and may not be declared if all British units have already been moved off-map or have been eliminated.

- Immediately after declaring Operation Dynamo, the Allied player places the unnumbered (OD) counter in any friendly controlled city. This city is the active port for the operation.
- He then places the OD "1" marker on the 1940 Turn Track in the immediately following turn on the 1940 Turn Track. The OD "2 & 3" markers are then placed in the following two game turn boxes. The three markers designate the operative time for Dynamo, during which the following two special rules are in effect.

Example: If he made the declaration during Phase V of turn 5, he would put the OD 1 counter into the turn 6 box on the 1940 Turn Track, the OD 2 counter into the turn 7 box, and the OD 3 counter into the turn 8 box.

- UK units may be evacuated from the map, via the activated OD port. Exiting via the activated port is done during the Movement Phase and costs one movement point to move from the port out to sea and away.
- No more than four UK steps may evacuate by this method per game turn during Operation Dynamo. Each step of a British unit may be evacuated separately over several turns (expending 1 MP and reducing the unit one step on each turn).
- Exited UK units may not be reentered into play. They do not count as being eliminated.
- All Allied units defending in the OD activated port as well as in the hexes immediately adjacent to it receive two left column shifts while the operation remains in effect.

Designer's Note: In the actual event, a good number of French (and some Belgian) personnel were also evacuated out of Dunkirk. To keep things manageable regarding victory point awards, however, we are defining those nations' evacuees as having gotten away as individuals and not as functional units. So, none of that needs to be reflected in the procedures of our game play.

5.14 1940 British Overland Evacuation

British units may also be evacuated overland by moving off the map's south or west edges.

- Overland evacuation is in addition to, or in place of, or in combination with, Operation Dynamo.
- Overland evacuation can only be conducted after Operation Dynamo has been declared.
- Moving off a map edge costs the exiting unit or stack one movement point.
- A given map edge is no longer eligible for evacuation once a German mechanized class unit has moved off it in accordance with 4.5 or 4.6.

Important: British units that are forced to retreat off the map are not counted as evacuated, they are considered eliminated and, if out of supply, count towards British heavy casualties (4.9).

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5.15 Franco-German Replacement Phase

See section 9.0 for details.

5.16 Dyle-Breda Plan Anglo-French Movement

On the game turn that Belgian neutrality is violated, British and French units may take advantage of the extensive road system in Belgium.

- At the beginning of the Allied Movement Phase, the Allied player rolls one die:

- a) **If the result is 1**, the French hesitate. French units may not enter Belgium. British units may enter Belgium, paying normal movement costs for crossing rivers.
- b) **If the result is 2–3**, French and British units move normally paying normal movement costs for crossing rivers.
- c) **If the result is 4–6**, French and British units move normally and may move across river hexsides in Belgium without paying any additional movement points costs.

5.17 1940 French 4th Armored Division Marker



This marker appears only in the 1940 scenario and it never deploys on the map except during Allied Combat Phases.

During each such phase, that player may commit it to support any one French attack that consists of units tracing their supply to the south or west map edge supply source hexes. The effect of the division's commitment is to shift the odds one column right. Within those strictures, the division is immortal and may never be used to satisfy combat losses. It does not count towards stacking limits.



6.0 STACKING

Stacking is the term used to describe the presence of more than one friendly unit in the same hex at the same time. Normal stacking is allowed during set up in both scenarios as given in section 3.0.

6.1 Free Stacking Units



The following units and markers have no stacking values and they may be added to any friendly stack in accordance with the rest of the scenarios rules:

Fortification counters

All markers pictured in rule 2.13

French 4th Armored Division (5.17)

6.2 When Stacking Applies

In both scenarios, stacking rules only apply at the end of each phase and at the end of each advance and retreat after combat (11.1 & 11.3).

- If any hexes are found to be in violation of the stacking rules outlined below, the opposing player (the non-owning player) must eliminate the number of units (of his choice) necessary to bring each such hex back into compliance with the stacking rules for that scenario.
- Opposing units never stack together, even momentarily (**Exception: 5.9**).
- During your Movement Phases, any number of any types of your moving units may potentially enter and pass through any given hex, as long as stacking limits are met at the times given above.
- Different nationalities may not stack together. However they may pass through hexes containing allied nationalities. This includes fortifications.

Exception: British units may be stacked with Maginot Line fortification units.

Important: If units of different nationalities are found to be in the same hex, the owning player must eliminate units so that only one nationality remains in the hex. If after removing all but one nationality there is still an overstack situation, the opposing player then chooses the units that will be eliminated.

6.3 1939 Stacking

Within in the strictures given above, both sides can stack up to eight units per hex.

6.4 1940 Stacking

Within the strictures given above, both sides can stack up to three units per hex.

VICTORY OR DEFEAT

7.0 ZONES OF CONTROL (1940 SCENARIO ONLY)

Zone of Control (ZOC) rules are an abstraction of a unit's ability to project its combat power through tactical fire and maneuver into areas immediately around its main location.

Important: This rules section pertains only to the 1940 scenario.

Important: There are no zones of control in the 1939 scenario.

In the 1940 scenario, every non-neutral mobile (non-fortification) ground unit on the map exerts a ZOC into its hex and the six hexes adjacent to it.

Exception: 7.8 bullet 2.

Your units' ZOCs stop enemy movement, block retreat after combat and supply paths.

Important: Projecting a ZOC into a hex is not enough to cause the control status of a hex to switch from one side to the other. Do not confuse these ZOC rules with the rule concerning the control of hexes in 3.1.

7.1 ZOC Limits

ZOC do not extend across all-sea or all-lake hexsides. No other kind of terrain or water feature has any inhibiting effect on ZOC (but see 7.8 bullet 1).

- Units that are out of supply (OOS) still project their ZOC normally while in that state.
- There is no qualitative difference between a hex containing a ZOC projected there by one unit and a hex containing ZOC projected there by several units.
- The ZOC of units of both sides may be simultaneously exerted into the same hex.

7.2 Enemy Zones of Control (EZOC)

EZOC are generally not negated by the presence of one or more of your units in hexes containing them.

Exceptions: Tracing supply paths (8.1) and fortifications (7.8).

In all other situations, the presence of a friendly unit in a hex containing an EZOC in no way negates that EZOC.

7.3 EZOC & Movement

A moving unit must end its move for that phase when it first enters an EZOC.

- A unit that begins its move already in an EZOC may leave that hex, but only by entering a hex that does not contain an EZOC. The unit must stop for that phase as soon as it does enter a hex containing an EZOC.
- Units may not move directly from EZOC to EZOC.
- The presence of a friendly unit in a hex containing an EZOC does not negate that EZOC for movement purposes.

Exception: German mechanized class units (7.7) form a crucial exception.

7.4 EZOC & Retreat After Combat

A friendly unit may not retreat after combat into an EZOC (retreating out of an EZOC is OK). The presence of a friendly unit in a hex containing an EZOC does not negate that EZOC for retreat after combat purposes.

7.5 EZOC & Advance After Combat

EZOC have no effect on an advance after combat (11.1).

7.6 ZOC & Map Edges

ZOC and EZOC do not extend off the map

7.7 German Mechanized Class Exceptionalism

All German mechanized class corps ignore EZOC when moving during the German Movement Phase. Their supply state has no effect on this ability. German mechanized class units are affected by EZOC when retreating after combat.

7.8 ZOC & Fortifications

German, Belgian and French fortifications never exert ZOC in either scenario.

- EZOC do not project into hexes containing fortification units. The movement restrictions listed in 7.3 are not in effect.
- Mobile units stacked in hexes containing friendly fortifications cease to project ZOC while in those hexes.

7.9 Neutral Nations ZOC

Units of neutral nations do not exert ZOC. The instant that the German player declares he is violating a nation's neutrality, the neutral units begin exerting ZOC normally (prior to the German player moving or attacking).



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8.0 SUPPLY

For UK, French and German units to be able to move and fight at their full potential in the 1940 scenario, they must be in supply.

Important: Neutral countries do not check for supply, they are always in supply. See 3.6 for neutral movement restrictions.

Important: These supply requirements apply to all units when moving or conducting combat. Units are only eliminated during Phase IV of both scenarios.

- Supply for movement is determined at the moment a given unit begins to move, and that status lasts throughout that move.
- Supply for combat is determined at the start of each individual attack for all the involved attacking units in that battle.
- Units of the 1940 neutral nations, once brought into play, are always automatically in supply for all purposes.

Important: In the 1939 scenario, the Germans are always in supply. See 5.5 for an important exception.

8.1 Tracing Supply Lines

No counters are provided to represent the supplies consumed by units. Instead, it is abstracted into the process of supply line tracing.

- A unit that requires supply is considered to have supply (be in supply) if it can trace a path of contiguous hexes of any length from its location to an appropriate supply source hex.
- None of those hexes may be enemy occupied or contain an unnegated EZOC (7.2 & 8.9), nor may the supply line cross an all-sea or all-lake hexside. See 10.7 for additional restrictions regarding the Zuiderzee hexes.
- Supply lines may generally be traced into and/or through hexes that are enemy controlled (3.1), as long as those hexes are empty of actual enemy ground units at the time of that tracing.

Exception: No enemy controlled city hex (3.1) may be part of your supply path even if that hex is empty of actual enemy units or markers; you must control a city hex to be able to trace your supply path into and out of it.

8.2 Out of Supply (OOS) Movement

If a unit requiring supply is found to be without a complete supply line at the start of its move, that unit's movement factor is halved for that Movement Phase (round up).

8.3 Out of Supply (OOS) Combat

If an attack contains one or more units found to be OOS at the start of that battle's resolution, those units' attack factors are halved for that battle (round up). OOS defending units are not affected by supply for combat purposes.

8.4 Indefinite German OOS

No German unit is ever reduced in step strength or fully eliminated for being OOS. But OOS units are still subject to 8.2 & 8.3. German units may remain OOS indefinitely. This is not true for French (both scenarios) or UK (1940 scenario) units (5.4 & 5.12).

8.5 Willful OOS

Both players may move units into hexes in which they may or will become OOS.

8.6 1939 French Supply Sources

French units trace their supply to any hexes in France.

8.7 1940 German Supply Sources

German units trace their supply to any Ruhr hex and/or any hexes along the map's east edge inside Germany.

8.8 1940 Anglo-Allied Supply Sources

French mobile units in hexes containing Maginot Line fortification units are always in supply in those hexes.

- French units in hexes outside Maginot Line fortifications may not trace their supply to them (through them, yes, but not to them).
- Anglo-French units in hexes in and north of hex row 31xx (i.e., the row Liege-Aachen-Cologne) may trace their supply to any friendly controlled port city hex (any city on the coast) that has never been under German control.
- Anglo-French units anywhere on the map (including in the coastal supply area just described) may always trace their supply to any west or south map edge hex in France that is not presently occupied by one or more German units.

8.9 1940 Supply & EZOC

Any given supply path may always be traced into one EZOC hex; however, no supply path may be traced through or out of such a hex unless that EZOC is negated by the presence of a friendly unit at the time of the tracing (7.0).

8.10 1940 German Mechanized-Class Auto-Supply

The in-play German mechanized-class corps are automatically in supply all during the first three game turns.

9.0 REPLACEMENTS & REINFORCEMENTS

German Rep Pts

In the 1940 scenario, the French and Germans have a limited ability to restore (replace) their reduced units to full step strength. Replacements may never be used to increase any unit's step strength beyond its normal full strength.

Important: There are no replacements in the 1939 scenario.

9.1 1940 German Non-Mechanized Replacements

In Phase VI of every game turn, the German player may replace any number of steps of reduced non-mechanized units that are on the map and in supply at that time. Each step so committed reduces his overall allotment of those steps by one from his initial allowance of 8 (3.9). Units absorbing replacements suffer no penalties for having done so.

9.2 1940 German Mechanized-Class Replacements

In any one turn's Phase VI, including panzer halt turns, the German player may declare a mechanized class Replacement Phase. During that phase, all of his reduced strength and supplied mechanized class corps may each take on one step of replacements. These replacement steps do not count against the German non-mechanized replacements. Non-mechanized replacements may also take place during this turn.

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Important: The German player can only conduct mechanized class replacement once during the game. All reduced mechanized class units may receive replacements.

9.3 1940 French Replacements

French Rep Pts +10 In Phase VI of every game turn, the Allied player may replace any number of steps of reduced French units on the map and in supply at that time. Each step so committed reduces his overall allotment of those steps by one from his initial allowance of 17 (3.9). Units absorbing replacements suffer no penalties for having done so.

Exception: Maginot Line fort units cannot receive replacements.

- Within the strictures given above, an eligible unit may potentially receive replacements any number of times during a game.
- A unit that has been eliminated and in the dead pile cannot be brought back into play via replacements or any other method.

9.4 Reinforcements

XXX Reinforcements are units that enter play on game turns after the start of play. The only reinforcement unit in the game is the German 39th Panzer Corps.

- The corps arrives on **turn 8**.
- It may be placed in any friendly controlled city (not in an EZOC) in Germany during any game turn on or after game turn 8. The unit is placed during **Phase VI**.
- It does not cost any movement points to place the unit on the map, and it operates normally within the phase sequence as soon as it is brought into play.

10.0 MOVEMENT

During your Movement Phases, you may move as many or as few of your units as you desire and as circumstances permit. Within the strictures given in this section, units may be moved in any direction or combination of directions within the overall pattern of the hex grid printed on the map.

Exception: In the 1940 scenario, neutral units may not be moved until their country is brought into play by a German violation of their neutrality. See 3.6 for neutral movement restrictions.

Units are moved as stacks or one at a time (owning player's choice on a case by case basis), tracing a path of contiguous hexes across the hex grid. As each unit enters a hex, it pays one or more movement points (MP) from its MF to do so.

10.1 Strictures

Your units may generally be moved only during your own side's Movement Phases.

Exception: Retreat after combat is not considered movement and units do not expend MP.

- A unit may never expend more MP during a given Movement Phase than it has available.
- A unit may expend all, some, or none of its MP in any of its Movement Phases, but unused MP may not be accumulated from turn to turn or phase to phase, nor may they be transferred, loaned or given from one unit to another.

- Once a unit has been moved and the player's hand taken from it, it may not be moved again during that phase unless the opposing player graciously permits it.

10.2 1939 MP Availability

- The MF of all German units in this scenario is always **four MP per German Movement Phase** (even if the supply crisis takes effect).
- The French MF for all their units is always **four MP during turn 1**.
- On all subsequent turns the French player must determine the MF for each unit or for a stack of units. The maximum MF for French units in the 1939 scenario is 4.

- 1)** Before moving each unit or stack, roll one die for each individual unit or stack of units (i.e., make one die roll for all units in a stack).
- 2)** The result of the die roll is the number of MF each unit has for that game turn.

Exception: A die roll of 5 or 6 is treated as a 4 result.

- 3)** When determining the MF for out of supply French units, their final MF is halved (round up).

Example: The die roll result for a stack of French OOS units is 5. The 5 is automatically treated as a 4 and then the 4 would be halved to 2.

10.3 1940 MP Availability

- All UK and all German non-mechanized units that are in supply have a **MF of 6**.
- German mechanized class units that are in supply have a **MF of 12**.
- The French player must determine the MF for each unit, or for a stack of units. The maximum MF for French units in the 1940 scenario is 6.

- 1)** Before moving a unit or stack, roll one die for each individual unit or stack of units (i.e., make one die roll for all units in a stack).
- 2)** The result of the die roll is the number of MF each unit has for that game turn.
- 3)** When determining the MF for out of supply French units, their final MF is halved (round up).

Example: The die roll result for a stack of French OOS units is 5. The 5 is halved to 2.5, and then rounded up to a MF of 3.

10.4 No Minimum Movement Guarantee

There is no minimum movement guarantee in either scenario. If a unit does not have the MP available needed to pay all costs associated with crossing a hexside and/or entering a hex, that unit may not make that move.

10.5 Terrain Effects on Movement

A unit must expend one MP to enter a clear terrain hex. Players should reference the Terrain Effects Chart (TEC) on the map.

- To enter other types of hexes, a unit may be required to expend more than one MP.
- When the TEC calls for a "+" MP expenditure to cross a hexside, that cost is in addition to the terrain cost for entering the hex.

Important: See 5.16 for exception to movement across rivers.

- For a hex to be considered clear, it must be all clear without any other terrain type in it.

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10.6 1940 Paris

In the 1940 scenario, Paris is an open city.

- Allied units cannot end a Movement Phase in Paris (though they may move through it normally).
- Allied units may retreat into or through Paris, however they must move out of Paris in the next friendly Movement Phase.
- ZOC from both units of both sides extend into all Paris hexes.
- German units may enter, exit and/or remain in Paris normally.

10.7 Zuiderzee

Any unit or stack that begins its move in either hex 4239 or 4238 may cross those locales' shared water hexside, going in either direction. That crossing ends their move for that phase.

Important: Supply may not be traced across that hexside.

10.8 Maginot Line Movement

In both scenarios, French units (only) may cross the Moselle River when moving from one Maginot Line hex to another Maginot Line hex without paying the MP cost of crossing the river. This is true even if the Maginot Line counter has been destroyed.

Important: The Sarreguemines Gap effectively breaks the overall line in two for purposes of this rule.

Important: Do not deploy Maginot Line fortification markers in the 1939 scenario.

Designer's Note: The Sarreguemines Gap was an area of intermittent swamp and rivers that made movement through the area very difficult for units at the scale of both scenarios, thus this hex does not award the movement benefit noted above and is prohibited to all units.

11.0 COMBAT

Attacking is always voluntary but defending is mandatory. There is no retreat before combat to escape from being attacked.

- A unit may only make one attack per Combat Phase.
- A unit may only be attacked once per Combat Phase.
- If a unit is retreated into a hex occupied by friendly units and that hex is subsequently attacked, the retreated units do not contribute to the defense. However they do suffer the results of that combat normally.

Important: Attacks into vacant hexes are not allowed.

11.1 Advance After Combat

In both scenarios, the victor in every battle may always occupy a vacated defended hex with one or more involved attacking units.

- Non-French advances are not mandatory, but each one must be conducted before starting the resolution of another battle.
- The French must always advance after combat if they are able to do so. When advancing after combat with French units, the Allied player must advance at least one unit into the vacated defender's hex. Stacking rules apply.

Designer's Note: This requirement is set for French units due to the French doctrine of Methodic Battle.

11.2 Multi-Hex Attacks

Multi-hex attacks are allowed in both scenarios.

- The object of any single attack may never be more than one hex.
- Defending units in the same hex may only be attacked as if they were one combined unit.
- A single attack cannot be conducted by more than one Allied nationality.

Designer's Note: The combat results are the same in both scenarios except where exceptions are given in the rules below.

11.3 Defender Retreat Result (DR)

Retreats after combat are always one hex; and their direction(s) is always determined by the player owning the retreating force.

- They may potentially be made in any direction(s).
- Stacked units need not retreat together.
- Units may not over-stack at the end of a retreat.
- Units may not retreat into a hex in which one or more of the attackers was located during the battle.
- Units may not retreat into a hex or across a hexside they could not normally move into or across.
- Units may not retreat out to sea.
- Units blocked from retreating for any reason remain in place and suffer a **DE** result (see below). See 7.4 for the effect of EZOC in the 1940 scenario.
- Fortification units and all units stacked with them automatically convert a **DR** result to a **BB** result, except that one defending and one attacking unit must be eliminated (no matter the number of steps).

11.4 Bloodbath Result (BB)

The combat result of **BB** (Bloodbath) means the attacking and defending force must each eliminate one step (total). The owning player chooses the step to sacrifice on his side.

Exception: If a defending hex contains mobile and fortification units, the loss must be taken from the mobile units.

If a **BB** leaves a defended hex empty, the attacker may advance after combat.

11.5 Attack Stalled Result (AS)

The combat result of **AS** (Attack Stalled) means nothing happens to either side's involved force and no post-combat advance or retreat takes place.

11.6 Attacker Eliminated (AE) or Defender Eliminated (DE) Results

1939 scenario: A combat result of **DE** means all involved units of the affected side are eliminated and placed in the dead pile. A combat result of **AE** means the attacker must eliminate one unit (attacking player's choice) from among his involved attacking units.

1940 scenario: A combat result of **DE** or **AE** means all involved units of the affected side with only one step remaining are eliminated and placed in the dead pile. All involved units of the affected side with two or more steps remaining are each reduced by one step (while remaining in place).

11.7 Unitary Combat Factors

In both scenarios, a unit's full combat strength must always be used whenever it is involved in combat. No single attacking unit may have its combat factor split to be applied in more than one attack or to hold back a portion of it.

VICTORY OR DEFEAT

11.8 Stacks Attacking & Defending

In both scenarios, units in the same hex need not all take part in the same attack simply because they are stacked together.

- If stacked units are adjacent to more than one enemy occupied hex, one or more of those units might attack into one hex while other units in the same stack attacked into another hex or simply not attack at all.
- If there is more than one unit in a defending hex, that defending force may only be attacked as if it were one combined unit.

11.9 Attack Resolution

In both scenarios, attacks may be made in any order, as determined by the attacking player, as long as the resolution of one attack is completed before that of the next is begun. The attacking player need not declare beforehand all the attacks he will make that phase.

11.10 Combat Resolution Procedure

To resolve an attack in both scenarios, the attacking and defending players total the combat factors of all their units involved in that combat. The attacker then divides his total by the defender's total to obtain the combat ratio (round down).

Example: The attacking player has a total of 10 attack factors, and the defender has 5 defense factors. The combat ratio would be 2 to 1 (2:1).

- On the Combat Results Table (CRT) find the column heading that corresponds to the combat odds ratio that was just calculated. Apply any modifications noted in 11.11 through 11.14.
- If the odds ratio is **less than 1:5**, an automatic **AE** result is applied.
- If the odds ratio is **more than 6:1**, an automatic **DE** result is applied.
- The attacker then rolls a die and cross-indexes that result beneath the column heading to find the combat result.
- That result is applied immediately before going on to start the resolution of another attack.
- When he has made all the attacks he wants to make, the attacking player announces the end of that Combat Phase.

11.11 Concentric Attack Column Shift Bonus

In both scenarios the attacker will qualify for a concentric attack bonus when he attacks a defending hex from:

- a) Two diametrically opposite hexsides; **or**,
 - b) Three hexes with an uninvolved hex between each of the attack hexes; **or**,
 - c) More than three hexes.
- The Allied bonus and the German bonus when attacking without mechanized participation is to shift that battle's combat differential one column rightward.
 - If one or more of the attacking units is a German mechanized class unit, the German player is awarded two shifts to the right.

Important: Concentricity is never available against cities or fortification units. That is, you may attack into cities and fortifications from positions that would otherwise achieve concentricity, but you do not get the column shift bonus for doing so

11.12 Terrain & Rivers in Combat

In both scenarios, in-hex terrain effects may affect combat and are usually expressed as column shifts to the initially calculated combat odds. Those effects are noted on the TEC.

Example: An attack with initially calculated odds of "3:1" would instead be resolved using that CRT's "2:1" column if the defending force is in a rough hex.

Units attacking across a river hexside do so with their CF halved for that battle (round up).

11.13 Defending in Cities

In both scenarios, as given on the TEC, there are two combat effects when the defender in a battle is in a city hex:

- 1) Concentric attack bonus does not apply.
- 2) In the 1940 scenario German panzer or panzergrenadier corps attacking into city hexes use their DF as their AF for that attack.

11.14 Defending Fortifications

In both scenarios, fortification units exist in their hexes along with the natural terrain shown there.

- Fortifications column shifts awarded by fortifications are cumulative with other terrain shifts. The number of shifts awarded is equal to the strength of the fortification (number printed on the counter).
- The French fortifications are two-step static units, while the Belgian and German West Wall units are one-step.
- In addition to contributing column shifts, each fortification adds its strength (1 or 2) to the defense of its hex. This strength is calculated as part of a hex's defense strength regardless of the presence or absence of friendly mobile units.
- See 11.3 for the effect of fortifications on **DR** results.
- Concentric attack bonuses do not apply when attacking fortifications.
- In the 1940 scenario, panzer units use their DF as their AF when attacking into a hex with a fortification.



Movement Factors Table (1939)

German MF	4
French MF	1d6 Max 4

Movement Factors Table (1940)

German Non-Mechanized & UK MF	6
German Mechanized MF	12
French & Neutral MF	1d6 Max 6*

*Automatic 4 for French on Turn 1 & for Neutrals on turns of entry.

German Airborne Coup Table (1940)

Die Roll*	Result
1-5	Coup Succeeds (see 5.9)
≥ 6	Coup Fails (see 5.9)

*+1 if drop hex contains a Maginot Line unit.

*+1 for every Allied mobile unit in the drop hex.

Combat Results Table (1939 & 1940)

Combat Odds

Die Roll	1:5	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1
1	AS	AS	DR	DR	BB	DE	DE	DE	DE	DE
2	AE	AS	AS	DR	DR	BB	DE	DE	DE	DE
3	AE	AE	AS	AS	DR	DR	BB	DE	DE	DE
4	AE	AE	AE	AS	DR	DR	DR	BB	DE	DE
5	AE	AE	AE	AE	DR	DR	DR	DR	BB	DE
6	AE	AE	AE	AE	AS	DR	DR	DR	DR	BB

Odds less than 1:5 get automatic AE results. Odds greater than 6:1 get automatic DE results.

Terrain Effects Chart (1939 & 1940)

Terrain Type	Movement Cost	Combat Effect
Clear	1	No Effect
Rough	2	Shift odds 1 column left.
Ardennes	2, but also see 3.8	Shift odds 1 column left & also see 5.8.
River/Canal Hexside	Into or out of a city or Special Status city: no extra cost into or out of other terrain: +1 Also see 5.16	Attackers halved
All-Sea or Lake Hexside	Generally not allowed, but see 10.7	Generally not allowed, but see 10.7.
Sarreguemines Gap (Hex 2235)	No entry	No combat
Cities	1	No concentric bonus attacking into. 1940: Panzer corps use their defense factor as their attack factor attacking into.
Special Status City: Paris	1 & see 10.6	No concentric bonus attacking into. 1940: Panzer corps use their defense factor as their attack factor attacking into.
Special Status City: The Ruhr	1	
Maginot or West Wall Hex*	1 If fortification counter is in place; after that, pay normal terrain costs.	Shift odds 1 or 2 columns left, see 11.14. No concentric bonus attacking into. Convert DR to AS. 1940: Panzer corps use their defense factor as their attack factor attacking into.
International Border Hexside	See 3.2 & 3.6 & 7.9.	See 3.2 & 3.6 & 7.9.

*If a fortification is in a city hex, while the fortification counter is there give the combat effects of the fortification precedence over those of the city.