

Simulation Game:

The Battle for France, 1940

by James F. Dunnigan

INTRODUCTION

The Standard Game rules serve a dual purpose:

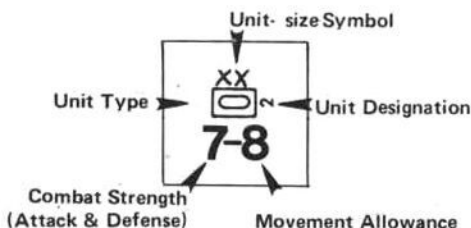
1. They provide Players with a fast-playing easy-to-learn game.
2. They form the foundation onto which the optional rules may be added to create a more complex and realistic simulation.

The Standard Game could more accurately be called "the game-player's game." It is designed for those who wish to emphasize "playability" without excluding simulation accuracy. The Optional rules, on the other hand, stress "simulation-in-detail" at the expense of playability. It should not be inferred from this, however, that the Standard Game is simply a watered-down variant of the Optional Game. Both are complete games in their own right, each sharing a common set of equipment and each based upon the same premises. All Players, no matter how experienced, should play the Standard Game first. If you go on to the Optional rules, don't deceive yourself into thinking that by doing so you are taking a step up, more accurately you would be taking a step "into" (into greater complexity, that is). We believe you will find both games challenging and equally valid.

GAME EQUIPMENT

The Game Map: The 22" by 24" map sheet portrays the area of Northern France, the Low countries and Western Germany in which the decisive operations of the Invasion of France (1940) took place. A hexagonal grid is superimposed upon the map in order to regularize the movement and position of the playing pieces.

The Playing Pieces: Two differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the opposing armies in the campaign, that did, or could have, fought the original battles. The opposing German and Allied Forces in each of the varying Orders of Battles are composed by selecting units from those provided on the unit sheet. It is strongly recommended that the players sort their units by type and color, and keep them segregated by storing them in separate, labeled envelopes. This greatly facilitates setting up the game. The playing pieces are distinguished by type, strength, and mobility, as represented by various numbers and symbols printed on their faces.



Mechanized Units:	
	Armor
	Mechanized Infantry
	Armored Cavalry
Non Mechanized Units:	
	Infantry
	Artillery
	Cavalry
	Paratroops
	Air-Landing Troops
Air Units:	
	Ground Support Element
	Aircraft Element

II *Battalion*III *Regiment*X *Brigade*XX *Division*XXX *Corps*

Game Charts and Tables: Various visual aids are provided for the player to simplify and illustrate certain game functions. These are the **Combat Results Table (CRT)**, the **Turn Record Chart**, the **Terrain Effects Chart** and the **Order of Battle Alternatives Chart**. Each of these charts are fully explained where they are presented.

GENERAL COURSE OF PLAY:

France, 1940 is basically a two-player game. Each Player moves his units and executes attacks in turn with the objective being to destroy Enemy units, while minimizing Friendly unit losses. Combat is resolved by comparing the strength-numbers of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the Combat Results Table is applied to the units being attacked. (See Combat Results Table for greater detail).

THE SEQUENCE OF PLAY:

France, 1940, is played in turns. Each **Game-Turn** is composed of two **Player-Turns**. Each **Player-Turn** is composed of three **Phases**. A typical **Game-Turn** would proceed as follows:

A. First Player-Turn (Germans always move first).

1. **Initial Movement Phase** — Player may move all of his units in any direction up to their full Movement Allowance, with restrictions as outlined in the Movement Rule;

2. **Combat Phase** — Player may attack those Enemy units adjacent to his units, at his discretion.

3. **Mechanized Movement Phase** — Player may move (again) those units of his which are considered "mechanized" up to their full Movement Allowance in any direction, within the restrictions as outlined in the Movement Rule. This movement is in addition to the Initial Movement Phase.

No combat occurs after this Phase.

B. Second Player-Turn (Allies always move second).

Repeat Phases 1 through 3 for the Second Player, who uses his own units.

C. Players indicate the passage of one **Game-Turn** on the Turn Record Chart. Each **Game-Turn** represents two days of real time.

Game-Length

The game lasts ten **Game-Turns**; at the end of the French Mechanized Movement Phase of the tenth **Game-Turn**, all movement ceases and the Player's performances are evaluated in terms of the Victory Conditions (q.v.).

MOVEMENT PHASES

General Rule:

During the Movement Phases of a Player's turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules.

Procedure: Move each unit individually, tracing the path of its movement through the hexagonal grid.

Cases:

(A) Movement is calculated in terms of hexagons. Basically each unit expends one **Movement Point** of its total **Movement (point) Allowance** for each hex entered. To enter some types of hexes, more than one Movement point is expended. See the Movement section of the Terrain Effects Chart for a full list of these different "entry costs."

(B) In any given Movement Phase of a Player-Turn, the Player may move all, some or none of his units (with the exception that only mechanized units may be moved during the Mechanized Movement Phase). Movement is never required, it is voluntary.

(C) Units are moved individually; in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning Player desires as long as its Movement

Allowance is not exceeded in a single Movement Phase. Unused Movement points however, may not be accumulated from Phase-to-Phase or transferred from unit-to-unit.

(D) No Enemy ground movement is permitted during a Player's Movement Phase.

(E) No combat (Enemy or Friendly) may take place during a Movement Phase.

(F) Friendly units may pass through or onto other Friendly units as long as there are **never more than three Friendly units in the same hex at the same time**. In other words, a unit may not enter or pass through a hex containing three other Friendly units. (See Stacking Rule).

(G) Units may never enter or pass through a hex containing Enemy units.

(H) Units may move over different types of terrain-hexes in the same Movement Phase as long as they have enough Movement points to expend as they enter each hex.

STACKING (more than one unit per hex).

General Rule:

As many as three Friendly units of any type or combination of types, may occupy the same hex at the same time.

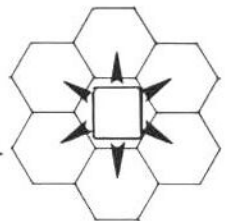
Cases:

(A) Stacking limitations apply at all times, even during the Movement Phase of a Player-Turn.

(B) Although up to three units may be stacked in a single hex, only **one corps** (or one **corps-equivalent**) may attack from or defend in that hex. A corps is any single unit having a corps-sized symbol on it ("xxx"). A corps-equivalent is considered to be any three units of smaller than corps size (divisions, regiments, brigades). Example of a corps-equivalent: one division plus two brigades.

(C) Each two-element Air unit is considered to be **one unit** for stacking purposes.

(D) Aircraft Elements flying in the air do not count against the stacking limits of ground units.



ZONE OF CONTROL

General Rule:

The six hexagons immediately surrounding a given unit (or stack of units) constitute that unit's Zone of Control. These are semi-active Zones of Control which have an inhibiting effect upon Enemy movement, but do not affect Enemy combat. Hexes upon which a unit is exerting its semi-active Zone of Control are called **controlled hexes**.

Procedure:

All units (except air units) have identical Zones of Control; they inhibit the movement, and in certain cases, the supply lines of Enemy units.

Cases:

(A) All units must expend three **additional** Movement Points (MP), above and beyond the ordinary movement cost, to enter an Enemy controlled hex from another, uncontrolled hex. They may not enter an Enemy Zone of Control (and thus be able to attack) unless they have the three extra Movement Points to expend.

(B) It costs two additional Movement Points to **leave** an Enemy controlled hex. This cost is above and beyond the ordinary movement cost for the terrain.

(C) If you move **directly** from one controlled hex of an Enemy unit to another controlled hex of the same or any other Enemy unit, it costs **five** additional Movement Points (three plus two, as outlined in Cases 1 & 2). Example: If a German Armored unit were to enter a French Zone of Control in the forest, it would expend five Movement Points in moving one hex; three for entering a Zone of Control; one for moving one hex; one additional for armor moving in the forest. If the same unit were to leave one controlled hex for another controlled hex, it would expend seven Movement Points (three plus two plus one plus one). This is the maximum any unit would be forced to expend in moving one hex.

(D) If a hex is controlled by more than one unit, it still costs only three additional Movement Points to enter such hex. This is true for all movement costs, e.g., entering a hex with more than one Zone of Control **never** costs more additional Movement Points than entering a hex with one Zone of Control, including the single-hex Zone of Control exerted by an interdicting aircraft unit.

(E) For movement purposes, Enemy Zones of Control **do** extend into adjacent hexes containing Friendly units. For supply purposes or when conducting a retreat mandated by the Combat Results Table, Enemy Zones of Control **do not** extend into hexes occupied by Friendly units, nor, in the case of Allied units, do German Zones of Control extend into Maginot Line hexes for these purposes. Once a fortified hex has been destroyed, however, it no longer relieves the effect of German Zones of Control upon Allied retreats and supply lines.

COMBAT PHASE

General Rule:

Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is. The Player whose Combat Phase it is, is considered to be the **Attacker**; the other Player is considered to be the **Defender**.



Procedure:

Total up the Attack Strengths of all the attacking units involved in a specific attack and compare it to the total Defense Strength of the unit in the hex under attack. State the comparison as a probability ratio: Attack Strengths-to-Defense Strengths. Round-off the ratio downward to conform to the simplified odds found on the Combat Results Table; roll

the die and read the result on the appropriate line under the odds. Apply the result immediately, before going on to resolve any other attacks being made during that Combat Phase.

Cases:

(A) During the Combat Phase of his turn, a Player may only attack those Enemy units to which Friendly units are adjacent. Only those Friendly units directly adjacent to a given Enemy unit may participate in the attack upon that Enemy unit.

(B) Units adjacent to Enemy units are **not compelled to attack**, nor does the attacking Player have to utilize every adjacent unit if he does decide to attack. Attacking is completely voluntary.

(C) No unit may attack more than once per Combat Phase. No Enemy unit may **be** attacked more than once per Combat Phase.

(D) More than one Enemy-occupied hex may be attacked by a given attacking unit (or group of attacking units); that is to say, different defending units on different hexes may be treated as the objects of an attack which might be made by one hex group of attacking units if the attacking units happen to be adjacent to two or more Enemy-occupied hexes.

(E) An Enemy-occupied hex may be attacked by as many attacking units as can be brought to bear. Conceivably, as many as six corps (or corps-equivalents) could be brought to bear against an Enemy-held hex.









(F) Defending units stacked in the same hex may only employ the Defense Strength of one corps (or corps-equivalent). The Defender chooses which of his units in a given hex will be used in the defense of that hex. He does not have to reveal his decision until the Attacker announces which of his units he will use in the attack. The Defender may choose to defend with **less** than one corps per hex, but he may **never** defend with **more** than one corps per hex.

(G) Only one corps (or corps-equivalent) may **attack** from a given hex in a given Combat Phase. If a given stack of attacking units is adjacent to more than one Enemy-held hex, then separate units in the Attacker's stack may be involved in different attacks (against the different enemy hexes) as long as the total of the attacking unit does not exceed one corps. The Attacker may choose to attack with **less** than one corps, but he may **never** attack with **more** than one corps from a given hex.

(H) Combat Results apply to **all** of the Defender's units in a given hex: (even those units which did not actively participate in the defense of that hex). Combat Results pertaining to the Attacker apply only to those attacking units which actually participated in the attack; those units which the Attacker could not or would not use in an attack originating from a given hex, are unaffected.

(I) Combat odds are **always** rounded off in favor of the Defender. For example: 26 Attack Points to 9 Defense Points rounds off to a "Two-to-One" odds situation.

TERRAIN EFFECTS CHART (TEC)

Type of Terrain		Effect upon Movement (MP cost per hex entered)	Effect upon Combat
Clear		Costs one MP per hex.	Normal (No Effect).
Cities & Towns		MP cost is that of other terrain in hex.	No Effect.
Forest & Swamp		Costs Mechanized units and Ground Support Elements two MP per hex entered; costs other units one MP per hex.	If Defending units are in Forest or Swamp hexes, the Attacker subtracts "two" from his die roll number (regardless of the type of terrain that the Attacker is in).
River hex-side		No Effect.	If all attacking units are attacking across river hex-sides, the Attacker subtracts "two" from his die roll number.
Flooded Areas		Prohibited; units may not enter (Aircraft Elements may fly over).	Prohibited.
Borders		Depends on other terrain in hex. Border itself has no effect except as noted in Initial Placement Rules.	No Effect.
Sea		Prohibited.	Prohibited.
Magnot Line		No effect on Allied Player's units. German units may not enter except as a result of combat.	Units defending against attack upon front of Magnot Line may add "ten" to the total Defense Strength of that hex. Units defending against attacks upon the rear of Line (or front/rear combination) may add "five" to their total Defense Strength.

Notes: Defensive counter-attacks ignore Terrain Effects on combat. The presence of a Close-Supporting Aircraft Element negates the die-subtracting effects of defending units in Forest or Swamp or across River hex-sides. **MP**=Movement Point.

MAGINOT LINE

REAR



Maginot Line hexes have an intrinsic Defense Strength of 10 points to their front, and 5 points to their rear. They possess this Strength independently whether or not Allied units are actually in them. This Strength may be added to by the Allied Player by placing units in the Maginot Line hex. Units obey normal stacking limits in Maginot hexes, but only one corps (or one corps-equivalent) may combine its strength with that of the Maginot hex. Maginot hexes, themselves, do not possess a Zone of Control; however, units in them exert their Zones of Control in the normal manner.

German units **may not enter** undestroyed Maginot hexes. To destroy a Maginot hex, the Germans attack it as if it were an Allied ground unit. Only a "DX" result destroys a Maginot hex. Other results have no effect upon the Maginot hex, although such results do apply to any Allied units which are in that hex (including a "CA" result, in which case the Defense Strength of the Maginot hex is **not** employed in the counter-attack).

Once a given Maginot Line hex has been destroyed, it is treated as "clear" terrain for the remainder of the game, even if it is re-taken by the Allies.

The Belgian Fortified Area is treated as Maginot Line hexes. If the Paratroop Optional Rule is not used, the Belgian Fortified Area ceases to exist after the end of the Initial Movement Phase of the first German Player-Turn.

Fortified hexes have the same effect upon Enemy Zones of Control as does the presence of a Friendly (Allied) unit, i.e., it negates the effect of the German Zone of Control upon supply lines and Allied retreats.

BELGIAN AND DUTCH NEUTRALITY

Belgian and Dutch units are not moved until (and only if) the Germans invade Belgium or the Netherlands. As soon as either country is invaded, the units of the invaded country may be moved by the Allied Player. Other Allied units may not move into either country until the Germans invade that country, although they may move onto and along the border hexes before German violation of neutrality.

OFF-MAP MOVEMENT

Units may only move off the map on the southern edge; if the Germans send any units off the south edge, the French must immedi-

ately remove the same (or more) in terms of Combat Strength; none of these units may move back onto the map. Any units forced to move off the map as a direct result of combat, such as in retreat, are eliminated instead.

SUPPLY

General Rule:

Units trace supply lines back to their respective edges of the map (Germany to the East; Allies to the South and/or West). Units not considered in supply are penalized in movement and combat.

Procedure:

Units are determined to be "in supply" at the beginning of each Friendly Movement Phase, and may move their full Movement Allowance if they are in supply at such time; for combat purposes they are determined to be in supply at the **moment of combat** i.e., if a defending unit had been in supply at the beginning of the Enemy Combat Phase, but another preceding combat had forced the retreat of the Friendly unit through which its supply line was being traced, it would be adjudged out of supply at the moment of attack. To be in supply a unit must be able to trace a clear path of connected hexes to their Friendly map-edge, no matter how devious or lengthy, as long as it is not traced through Enemy units or Zones of Control (note that for supply purposes, Enemy Zones of Control **do not** extend into hexes occupied by Friendly units).

Cases:

(A) Units out of supply have their Movement Allowance and Attack and Defense Strengths halved (losing the benefit of any fraction).

(B) Units may remain out of supply indefinitely, i.e., units are never lost through lack of supply alone.

(C) Allied units have the alternative of tracing a supply line to a Maginot Line hex. Each Maginot hex may provide supply for up to one corps of Allied units. Maginot Line hexes, themselves, do not need to trace supply lines.

(D) Any number of Friendly units may be supplied through the same path of hexes. Any number of paths may be traced in order to supply units in different locations. Supply lines may be traced through any type of negotiable terrain and through any number of Friendly units.

(E) Supply lines may be cut in any of the following ways:

1. The intervention of an Enemy unit, or units;
2. The intervention of an Enemy Zone of Control.

NOTE: Enemy Zones of Control **do not** interfere with supply lines being traced through a hex containing a Friendly unit, i.e., the presence of a Friendly unit in an Enemy controlled hex negates the effect of that Zone of Control (with respect to supply only!)

(F) Units may deliberately move into hexes which will leave them out of supply.

GERMAN ARTILLERY

General Rule:

The two German artillery units perform in two different roles: (a) They may be used defensively as regular combat units, each unit having a Defense Strength of "1" point, or (b) they may be used against fortified hexes (Maginot and Belgian) with each unit having an Attack Strength of "10" points.

Cases:

(A) When used against fortified hexes, artillery units have a range of up to two hexes, i.e., they may attack fortified hexes which are two hexes distant or which are adjacent.

(B) Artillery units attacking fortified hexes are never affected by unfavorable results (although any regular German units participating in the same attack **are** affected). In other words, artillery units can only be retreated or destroyed as a result of Allied attacks. Artillery **can** be retreated or destroyed by Allied counter-attacks if the counter-attackers are adjacent to the artillery units.

(C) Artillery units may fire over intervening Enemy or Friendly units in order to attack a Fortification hex which is two hexes distant.

AIR UNITS

General Rule:

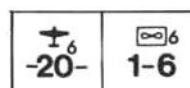
Air units, in a given Game-Turn, are capable of **either** flying aerial missions **or** changing the location of their base of operation (by moving the appropriate Ground Support Element in the same fashion as any regular non-motorized ground combat unit). Aerial missions either affect combat or Enemy movement and supply lines.

Procedure:

Aircraft units may fly aerial missions over specific hexes which may be as far away from the ground support element as the aircraft unit's Range Allowance permits. The routine of execution depends upon the specific type of mission being flown. Aircraft units are not affected by terrain considerations when in flight.

Cases:

(A) An Air unit is composed of two separate counters: the **Ground Support Element**, and the **Aircraft Element**. These two counters taken together constitute one unit for stacking purposes. There is no limit to the number of Aircraft Elements which may be flying in the "air space" over a given hex.



(B) Only one Aircraft Element may be based in a single Ground Support Element; only that Aircraft Element having the same identification number as its parent Ground Support Element may be based in that particular Ground Support Element.

(C) When the Ground Support Element is moved, it must have its Air Element in it (on

the Ground). Ground Support Elements are moved in the Initial Movement Phase only (as if they were non-mechanized units). Ground Support Elements suffer the terrain-movement costs as if they were mechanized units: i.e., they must pay an additional Movement Point for each forest or swamp hex which they enter.

(D) Aircraft Elements may be used to fly any one of five possible missions in a given Game-Turn (assuming of course that their parent Ground Support Element is not moved).

German aircraft may use all of the following missions; however, the Allied Player may not use **Interdiction**, except on those Order of Battle Alternatives where it is specifically permitted.

Although the Germans may receive a certain number of air units on the Order of Battle Alternative Chart, for the first Game-Turn four of the Aircraft Elements may not be used on aerial missions, nor may their Ground Support Elements move. They return to use on the second Game-Turn. (Ignore this restriction if using the optional Paratroop rules.)

Aircraft Missions:

(1) **Close Support: (flown during the owning Player's Combat Phase).** Aircraft flies to a hex containing Enemy ground units which are to be attacked by Friendly ground units in that Combat Phase. The presence of a Close support Aircraft Element has the effect of raising the subsequent die-roll of the attacking ground force by "two," e.g., if the die-roll were "3" it would be raised to "5." If, due to terrain, the Attacker is forced to **subtract** "two" from his die-roll, then the presence of a Close Support Aircraft Element has the effect of negating that subtraction (and the face value of the die is used).

Only one Aircraft Element may fly a Close Support mission in a given Enemy-held hex. Close Support missions are landed immediately upon the resolution of the ground attack. Ground combat results **do not** affect the Close Supporting Aircraft Element.

(2) **Interdiction: (Aircraft Element takes-off at the end of the owning Player's Mechanized Movement Phase and is returned to its base at the end of the ensuing Enemy Mechanized Movement Phase: i.e., it remains "in the air" over a specific hex during the entire Enemy Player Turn.).** Aircraft Elements flying Interdiction missions over a given hex have exactly the same effect upon Enemy supply and movement as if a Friendly Ground unit were exerting a Zone of Control in that hex. Just as with ground unit Zones of Control, the presence of an Enemy unit in the interdicted hex negates the effect upon the supply lines (but not upon movement). More than one Aircraft Element may fly Interdiction in the same hex, but this does not in any way increase the interdiction effect. Interdiction missions are subject to Enemy Interception.

(3) **Combat Air Patrol (Aircraft Element takes-off at the end of the owning Player's Mechanized Movement Phase and is returned to its base at the end of the ensuing Enemy Player's Mechanized Movement Phase: i.e., it remains "in the air" over a specific hex throughout the**

entire Enemy Player Turn.). Any number of Aircraft Elements may fly Combat Air Patrol in the same hex. As long as Friendly Aircraft are flying CAP over a hex, Enemy Aircraft may **not** fly Interdiction or Close Support missions in that hex. If the CAP is completely driven off by Enemy interceptors, however, then other Enemy Aircraft Elements may, in the same Player-Turn, execute a Close Support mission in that hex and/or initiate an Interdiction mission over that hex. Combat Air Patrol missions may be flown over hexes containing Friendly ground units or vacant hexes. CAP missions **may not** be initiated in hexes which already contain Enemy Aircraft units which are coming to the end of their own CAP or Interdiction missions. Combat Air Patrols do not affect movement or supply lines.

(4) **Air Superiority (Aircraft Elements Take-off at the end of the owning Player's Initial Movement Phase and return to base at the end of the owning Player's Combat Phase.).** Air Superiority missions are flown against Enemy Ground Support Elements in an effort to destroy them from the air. If there are no Enemy CAP Aircraft over the Ground Support Element then the results of the Air Superiority mission are obtained as follows: The Attacking Player rolls the die once; if one Aircraft Element is attacking a result of "six" is required to destroy the Enemy Ground Support Element; if two Aircraft Elements are attacking, then a result of "five" or "six" destroys the Enemy Ground Support Element... and so on (if six Aircraft Elements are attacking an undefended Enemy Ground Support Element, then it is automatically destroyed).

If there are Enemy Aircraft flying CAP over the Ground Support Element, however, then the number of attacking units required to obtain a "destroyed" result against a single Ground Support Element increases as per the **Air Superiority Table**.

Each Enemy Ground Support Element defends against Air Superiority attacks with a Defense Strength of "1." Each Enemy Aircraft Element on CAP over an Enemy Ground Support Element adds "1" to the Defense Strength of the Ground Support Element. Each attacking Aircraft Element has an Attack Strength of "1." Determine the odds of the attack in the usual manner (just as in land combat, rounding off the odds in the Defender's favor.). Roll the die once and determine the results in the following manner:

AIR SUPERIORITY TABLE

Die-Roll	Odds						
	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	—	X	X	X	X	X	X
2	—	—	X	X	X	X	X
3	—	—	—	X	X	X	X
4	—	—	—	—	X	X	X
5	—	—	—	—	—	X	X
6	—	—	—	—	—	—	X

X=Ground Support Element Destroyed (plus the matching Aircraft Element)

—=No Effect

Note that whatever the result of the Air Superiority attack, there is no effect upon the CAP units (unless their parent Ground Support Element is being attacked) nor upon the attacking Aircraft Elements. Aircraft Elements can only be destroyed by destroying their parent Ground Support Elements (either in land combat or through an Air Superiority attack).

If there is more than one Ground Support Element in a hex, each must be attacked **separately** using different attacking Air Elements. In such a case, the attacker first allocates which of his units will attack which Ground Support Element and then the defender may allocate his CAP Air Elements (if any) to assist in the defense. The attacker does not necessarily have to attack all the Ground Support Elements in a given hex.

Ground Support Elements stacked together do not contribute to each other's defense with respect to an Air Superiority attack. Terrain effects do not apply to Air Superiority Missions.

Friendly Aircraft Elements on CAP over Friendly Ground Support Elements are **not** subject to interception.

(5) **Interception (Aircraft Elements take-off, execute mission and return to base at the beginning of the owning Player's Initial Movement Phase, before any land movement takes place).** Only Enemy Interdiction and/or Enemy CAP missions are subject to interception. Interception does not result in the destruction of either Player's Air Elements; rather it has the effect of forcing the Enemy Player's units to abort their mission: for each Friendly Intercepting Air Element flown against a hex containing Enemy Air Elements, one Enemy Air Element is forced to abort its mission and return to base. In effect one Interceptor negates one Enemy Air Element and causes both units to be returned to their respective bases immediately. If an interception mission is flown against a given hex containing Enemy Air Elements some of which are flying an Interdiction mission and some of which are flying a CAP, the Interceptors must first deal with the CAP Elements. After the CAP has been cleared from the hex, any remaining Interceptors may then deal with the Interdiction mission. Aircraft Elements flying CAP over a Friendly Ground Support Element, are NOT subject to interception.

(E) Ground Support Elements **do not** have a Zone of Control (whether or not their Aircraft Element is in them). **Whenever a Ground Support Element is destroyed, its Aircraft Element is also destroyed** (immediately, no matter where it is or what sort of mission it may be flying).

(F) In order to differentiate between Aircraft Elements flying Interdiction missions and those flying CAP, Players may wish to flip face-down those Aircraft Elements on CAP.

STANDARD GAME VICTORY CONDITIONS

The winner is determined on the basis of **Victory Points**, which are awarded for eliminating Enemy forces, and for capturing and holding Paris.

The Allies receive one Victory Point for each German **unit** destroyed no matter what size. The Germans receive one victory point for

each French, Belgian and Dutch unit destroyed, three victory points for each U.K. (British) unit destroyed, and ten victory points if a German unit occupies any of the three hexes of Paris at the end of the tenth Game-Turn. Each side receives two points for destroying an Enemy air unit.

The German Player wins if he accumulates 25 victory points, and also has a minimum of 3:1 ratio between his victory points and those of the Allied Player. The Allied Player wins by avoiding the German victory conditions.

INITIAL SET-UP

Each side receives their forces in accordance with the **Order of Battle Chart**.

INSTRUCTIONS FOR THE USE OF THE ORDER OF BATTLE ALTERNATIVES CHART (OBAC)

General Description

Each verticle column represents a separate Order of Battle (i.e., the number and type of units which make up the army controlled by a Player). Each Player selects one Order of Battle from his chart to use in a given game. The numbers in the vertical columns give the quantities of the units available. Reading across the chart horizontally indicates the exact type of unit to be used. The Reinforcement section of each chart shows the additional units which come into play as the game progresses and the Game-Turn in which they become available.

Each of the alternatives illustrates the effect that the respective powers' pre-war options and decisions would have had upon the forces they could have fielded in May, 1940. Each of these options is briefly described in the respective OBAC.

Initial Unit Placement Procedure

The Allied Player sorts out his forces and places them on the board first. French and U.K. forces may be placed anywhere within France including neutral border hexes, but not on the border with Germany. Belgian and Dutch forces are placed in their respective countries, and may be placed on **any** border hexes.

German units are placed **after** all Allied units have been placed. They may be placed in Germany and on any **unoccupied** border hex. All units must meet stacking requirments in initial placement.

Cases:

(A) Allied reinforcements appear in any of the Paris hexes, or if Paris is at all occupied, start on the Western edge of the map. They appear at the beginning of the Player's turn as indicated on the OBAC, and may move and engage in combat on the same Player-turn.

(B) German reinforcements appear on any of the Eastern edge hexes North of the Maginot Line at the beginning of the Player-Turn. They may move and engage in combat on the same Player-turn.

**ALLIED ORDER OF BATTLE
ALTERNATIVES CHART**

STARTING UNITS	Description Key:		1. Hist	2. A	3. B	4. C	5. D	6. E	7. A+B	8. A,B,C	9. A,B,C,E	10. A+C	11. A+E
	6-6	13	13	13	18	16	20	13	18	20	18	20	
	3-4	3	4	3	3	4	4	4	4	4	4	4	
	1-6	5	—	5	5	5	5	—	—	—	—	—	
	4-6	3	3	3	3	3	3	3	3	3	3	3	
	2-6	7	7	7	7	7	7	7	7	7	7	7	
	5-6	—	7	—	2	2	4	7	7	7	7	7	
	2-2	4	4	4	—	5	2	4	—	—	—	2	
	1-10	1	1	6	1	2	2	6	6	6	1	2	
	1-6	1	1	6	1	2	2	6	6	6	1	2	
	8-8	1	1	1	1	3	3	1	1	3	1	3	
	6-8	1	1	1	1	—	—	1	1	—	1	—	
	4-8	1	1	1	1	—	—	1	1	—	1	—	
	2-8	1	1	1	1	—	—	1	1	—	1	—	
	4-6	—	1	—	—	1	1	1	1	1	—	1	
	1-10	1	1	2	1	1	1	2	2	2	1	1	
	1-6	1	1	2	1	1	1	2	2	2	1	1	
	4-6	9	9	9	9	9	9	9	9	9	9	9	
	2-7	2	2	2	2	2	2	2	2	2	2	2	
	4-6	2	2	2	2	3	3	2	2	3	2	3	
REINFORCEMENTS	4	6-6	2	2	2	3	2	2	2	3	2	3	2
		4-6	1	1	1	1	—	—	1	1	1	1	1
		3-4	1	—	1	1	—	—	—	—	—	1	—
		1-8	4	4	4	4	2	2	4	4	2	4	4
	5	6-6	1	1	1	2	2	2	1	2	2	2	2
	6	6-6	1	1	1	2	2	2	1	2	2	2	2
	7	6-6	1	1	1	1	2	1	1	1	1	1	1
		4-6	—	—	—	1	—	—	—	—	—	—	—
	8	6-6	1	1	1	—	1	1	1	—	1	—	1
	9	6-6	1	1	1	—	1	—	1	—	—	—	—

Reinforcements: GAME TION

ALTI

A—de
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D—Ea

E—Ea
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GERMAN ORDER OF BATTLE ALTERNATIVES CHART

STARTING UNITS		I	II	III	IV	V	VI
	7-6	20	26	20	22	20	20
	7-8	1	1	1	—	1	1
	6-8	3	3	3	1	3	3
	5-8	1	1	1	1	1	1
	4-8	5	5	3	4	5	5
	3-8	1	2	2	2	1	1
	2-8	2	4	2	4	2	2
	1-8	2	4	2	4	2	2
	20-	8	8	6	8	8	4
	1-6	8	8	6	8	8	4
	10-2	2	2	2	2	2	2
	1-7	—	—	—	1	—	—
1	7-6	4	4	—	4	4	4
2	7-6	4	2	—	4	4	4
	3-8	1	—	—	—	1	1
3	7-6	2	2	1	2	2	2
	1-8	2	—	—	—	2	2
4	7-6	2	2	1	2	2	2
5	7-6	1	—	1	1	1	1
6	7-6	1	—	1	1	1	1
7	4-8	—	—	1	—	—	—
	2-8	—	—	1	—	—	—
8	7-6	—	—	1	—	—	—
9	7-6	—	—	2	—	—	—
10	7-6	—	—	2	—	—	—

ALTERNATIVE NUMBER AND DESCRIPTION

I — Historical 1940 situation

II — No Scandinavian invasion

III — No German-Soviet non-aggression pact

IV — Less-developed mobile force doctrine

V — No modern Air Force tactical doctrine;
Germans may not use Air Interdiction Rule

VI — Weak Air Force

OPTIONAL RULES

German Airborne Units

Commentary:

German airborne units were not used so much for direct combat as for the disruption of enemy installations (like fortifications) and troops. The airborne forces consisted of six battalions of paratroops (4500 men, who could also be used in gliders) and one division (12000 men) of airlanding troops (who would land on airfields secured by the paratroops). In the 1940 campaign one battalion of paratroops was used to destroy the Belgian fort (Eben-Emael) north of Liege. The other five battalions were used to secure airfields and disrupt enemy forces in the north of the Netherlands. The air-landed division came in behind these battalions. These areas were the most likely ones for the use of airborne troops, for in order to be effective they must be quickly reached by friendly conventional ground forces. The airborne units are too weak by themselves to hold out against enemy ground forces for very long. Belgium and the Netherlands were adjacent to Germany and their ground forces were weak compared to the British and French forces. Could the Germans have used their airborne units to crack the Maginot Line as they did at Eben-Emael? It was possible, but there were two factors going against it. First, the French had more conventional forces deployed about their fortifications than did the Belgians. These mobile units would have considerably lessened the ability of the airborne units to reduce the forts. Second, by breaching the Maginot Line, the Germans would not be achieving a "great victory" as they would with an advance across north France. In other words, there was nothing particularly valuable behind the Maginot Line. In addition, the terrain in that area was more suitable for defense than the terrain in northern France.

ALTERNATIVE OB LETTERS AND EXPLANATIONS

development of Allied mobile forces;

development of Allied air forces; Allied air have same capabilities as German units (interdict);

Maginot Line funds diverted to Conventional forces; treat Maginot Line hexes as clear land;

early Allied re-armament;

early re-armament and no Maginot Line; Maginot Line hexes are treated as clear land hexes.

In the Standard Game, the use of airborne troops is "built in." The Netherlands and Eben-Emael fall automatically. To use this optional rule, the Germans will probably be worse off, for, unlike the Regular Game, here their opponent will be aware of the capabilities of the airborne units and will be able to take defensive measures. To simulate, use the following rules.

Cases:

(A) There are six parachute battalions, and three air-landing regiments (1-4s);

(B) When using this rule, the Germans must remove two corps (or corps-equivalents) from their OB; the choice of units is theirs;

(C) When using this rule, the Germans **do not** lose the use of four German air units, as in the Standard Game, in the first turn.

(D) When using this rule, the Belgian forts do not fall automatically, but remain intact unless taken; their capabilities are exactly the same as Maginot Line hexes, including the ability to supply up to one Allied corps each.

(E) Each paratroop and air-landing unit may be landed **once** per game.

(G) Paratroop Units have no Movement Allowance, nor do they have an Attack or Defense Strength, or a Zone of Control; if attacked alone, they are automatically destroyed; enemy units may pass through them if it were a Zone of Control; they are **not** counted against stacking limitations.

(H) Paratroops may be dropped anywhere (except on top of an enemy unit which is not in a fortified hex) within **twenty** hexes of a German Ground Support Element which did not move in that Player-Turn; the Aircraft Element need only accompany if paratrooping onto a fortified hex.

After being dropped, surviving paratroop units remain in place until they are reached by a regular German ground unit and a supply line is established, at which time they are withdrawn from the game (not counted as "lost").

(I) Upon landing, paratroops roll the die; if a "five" or "six" is rolled, the unit is immediately destroyed.

(J) Paratroops dropped onto a fortified hex, and which survive landing (see Case I), role the die: a "one" through "five" destroys the forts, a "six" destroys the paratroop unit. If the fortified hex is occupied by an Enemy unit, the paratroop **may drop onto it**, but in this case only a "one" or "two" destroys the forts and the paratroop unit is automatically destroyed no matter what the die-roll; when assaulting a fortified hex, the paratroop unit must be accompanied by an Aircraft Element (which has no effect on combat, and which returns to base at the end of the Combat Phase). This assault on a fortified hex is carried out during the Initial Movement Phase, before the Combat Phase. In no case is the defending unit affected when dropped on by paratroops in a fortified hex.

(K) If a paratroop unit survives the landing (except in assaulting a fortified hex, in which case, if it survives the **assault**) any number of air-landing regiments may be brought onto the hex immediately (remember we are still in the Movement Phase). These units **do** count for stacking and **do** have a Zone of Control. They are treated as ordinary ground units. They may **not** move in the Player-Turn of landing.

VARIABLE VICTORY CONDITIONS

Commentary:

The great German victory was purely because of its swiftness; the psychological defeat far outweighed the military. Outside of a few individuals in the Vichy government, the French people truly lay prostrate before the conquering Germans: for several years, the Germans found no necessity to maintain large

garrisons, despite the impressing of laborers, as civilian opinion was neutral to the Occupation authorities and hostile to partisans, "Free French" and British.

The troops thus saved, and the security provided, made possible the eastern campaigns, and the possibility of ultimate German victory.

The players may substitute the following victory conditions.

Ratio of

German Victory Points to Allied Victory Points . . .

Less than 1:1 — Allied victory.

1:1 to 2:1 — marginal German victory; Germans must have at least ten victory points. Allies fall back intact, Western Front operates for several months; no Balkan invasion, no Italian alliance, probable Russian intervention in 1940-41.

2:1 to 3:1 — tactical German victory; Germans must have at least 15 victory points. U.K. forces evacuated intact, Occupied France restive, with large, mobile occupation force. No Eastern campaign, possible Russian attack 1941-42.

3:1 to 4:1 — strategic German victory; Germans must have at least 25 victory points. U.K. forces crushed, small occupation force needed, Italian and possibly Spanish alliance, most of Balkans subdued, probable invasion of Russia.

Greater than 4:1 — crushing German victory; Germans must have at least 30 victory points. U.K. may make peace, or possible French alliance with Germany; United Europe attacks Russia in 1941.

Mild Winter Rule

The winter of 1939-40 was one of the most severe in Western Europe for several decades. Despite the fact the Allies had some millions of men mobilized, but inactive for the winter, the construction of field fortifications and defenses progressed slowly, if at all. The ground was hardened to a depth that prohibited digging, unless blasted first; concrete crystallized, rather than "set," and would shatter easily under armor-piercing shells. However, if the winter had not been so, the Allies would have been able to extend rudimentary fortifications to the coast, though obviously not on a Maginot Line scale. To simulate this possibility, use the following rules.

Cases:

(A) The Allies have a fortified line consisting of the French Border hexes with Belgium, and all hexes in France adjacent to these border hexes.

(B) These hexes have exactly the same effect on the **Germans** for movement and combat as do the forest hexes; i.e., they subtract two from the die-roll when attacking and cost one extra movement point for motorized units to enter those hexes. In those cases where forest hexes are also fortified hexes, there is only a penalty on combat of subtracting two from the die-roll, but the movement penalty on motorized units is an additional two Movement Points: one for the forest, one for the fortified hex.



Simulation Game:

The Battle for France, 1940

by James F. Dunnigan

INTRODUCTION

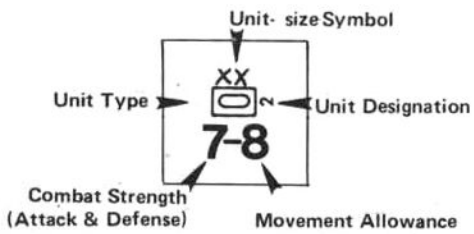
The Standard Game rules serve a dual purpose: 1. They provide Players with a fast-playing easy-to-learn game. 2. They form the foundation onto which the optional rules may be added to create a more complex and realistic simulation.

The Standard Game could more accurately be called "the game-player's game." It is designed for those who wish to emphasize "playability" without excluding simulation accuracy. The Optional rules, on the other hand, stress "simulation-in-detail" at the expense of playability. It should not be inferred from this, however, that the Standard Game is simply a watered-down variant of the Optional Game. Both are complete games in their own right, each sharing a common set of equipment and each based upon the same premises. All Players, no matter how experienced, should play the Standard Game first. If you go on to the Optional rules, don't deceive yourself into thinking that by doing so you are taking a step up, more accurately you would be taking a step "into" (into greater complexity, that is). We believe you will find both games challenging and equally valid.

GAME EQUIPMENT

The Game Map: The 22" by 24" map sheet portrays the area of Northern France, the Low countries and Western Germany in which the decisive operations of the Invasion of France (1940) took place. A hexagonal grid is superimposed upon the map in order to regularize the movement and position of the playing pieces.

The Playing Pieces: Two differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the opposing armies in the campaign, that did, or could have, fought the original battles. The opposing German and Allied Forces in each of the varying Orders of Battles are composed by selecting units from those provided on the unit sheet. It is strongly recommended that the players sort their units by type and color, and keep them segregated by storing them in separate, labeled envelopes. This greatly facilitates setting up the game. The playing pieces are distinguished by type, strength, and mobility, as represented by various numbers and symbols printed on their faces.



Mechanized Units:	
	Armor
	Mechanized Infantry
	Armored Cavalry
Non Mechanized Units:	
	Infantry
	Artillery
	Cavalry
	Paratroops
	Air-Landing Troops
Air Units:	
	Ground Support Element
	Aircraft Element

II	Battalion
III	Regiment
X	Brigade
XX	Division
XXX	Corps

Game Charts and Tables: Various visual aids are provided for the player to simplify and illustrate certain game functions. These are the **Combat Results Table (CRT)**, the **Turn Record Chart**, the **Terrain Effects Chart** and the **Order of Battle Alternatives Chart**. Each of these charts are fully explained where they are presented.

GENERAL COURSE OF PLAY:

France, 1940 is basically a two-player game. Each Player moves his units and executes attacks in turn with the objective being to destroy Enemy units, while minimizing Friendly unit losses. Combat is resolved by comparing the strength-numbers of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the Combat Results Table is applied to the units being attacked. (See Combat Results Table for greater detail).

THE SEQUENCE OF PLAY:

France, 1940, is played in turns. Each **Game-Turn** is composed of two **Player-Turns**. Each Player-Turn is composed of three **Phases**. A typical Game-Turn would proceed as follows:

A. **First Player-Turn** (Germans always move first).

1. **Initial Movement Phase** — Player may move all of his units in any direction up to their full Movement Allowance, with restrictions as outlined in the Movement Rule;
 2. **Combat Phase** — Player may attack those Enemy units adjacent to his units, at his discretion.
 3. **Mechanized Movement Phase** — Player may move (again) those units of his which are considered "mechanized" up to their full Movement Allowance in any direction, within the restrictions as outlined in the Movement Rule. This movement is in addition to the Initial Movement Phase.
- No combat occurs after this Phase.

B. **Second Player-Turn** (Allies always move second). Repeat Phases 1 through 3 for the Second Player, who uses his own units.

C. Players indicate the passage of one Game-Turn on the Turn Record Chart. Each Game-Turn represents two days of real time.

Game-Length

The game lasts ten Game-Turns; at the end of the French Mechanized Movement Phase of the tenth Game-Turn, all movement ceases and the Player's performances are evaluated in terms of the Victory Conditions (q.v.).

MOVEMENT PHASES

General Rule:

During the Movement Phases of a Player's turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules.

Procedure: Move each unit individually, tracing the path of its movement through the hexagonal grid.

Cases:

(A) Movement is calculated in terms of hexagons. Basically each unit expends one **Movement Point** of its total **Movement (point) Allowance** for each hex entered. To enter some types of hexes, more than one Movement point is expended. See the Movement section of the Terrain Effects Chart for a full list of these different "entry costs."

(B) In any given Movement Phase of a Player-Turn, the Player may move all, some or none of his units (with the exception that only mechanized units may be moved during the Mechanized Movement Phase). Movement is never required, it is voluntary.

(C) Units are moved individually; in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning-Player desires as long as its Movement

Allowance is not exceeded in a single Movement Phase. Unused Movement points however, may not be accumulated from Phase-to-Phase or transferred from unit-to-unit.

(D) No Enemy ground movement is permitted during a Player's Movement Phase.

(E) No combat (Enemy or Friendly) may take place during a Movement Phase.

(F) Friendly units may pass through or onto other Friendly units as long as there are **never more than three Friendly units in the same hex at the same time**. In other words, a unit may not enter or pass through a hex containing three other Friendly units. (See Stacking Rule).

(G) Units may never enter or pass through a hex containing Enemy units.

(H) Units may move over different types of terrain-hexes in the same Movement Phase as long as they have enough Movement points to expend as they enter each hex.

(I) Units may move over different types of terrain-hexes in the same Movement Phase as long as they have enough Movement points to expend as they enter each hex.

General Rule:

As many as three Friendly units of any type or combination of types, may occupy the same hex at the same time.

Cases:

(A) Stacking limitations apply at all times, even during the Movement Phase of a Player-Turn.

(B) Although up to three units may be stacked in a single hex, only **one corps** (or one **corps-equivalent**) may attack from or defend in that hex. A corps is any single unit having a corps-sized symbol on it ("xxx"). A corps-equivalent is considered to be any three units of smaller than corps size (divisions, regiments, brigades). Example of a corps-equivalent: one division plus two brigades.

(C) Each two-element Air unit is considered to be **one unit** for stacking purposes.

(D) Aircraft Elements flying in the air do not count against the stacking limits of ground units.



General Rule:

The six hexagons immediately surrounding a given unit (or stack of units) constitute that unit's Zone of Control. These are semi-active Zones of Control which have an inhibiting effect upon Enemy movement, but do not affect Enemy combat. Hexes upon which a unit is exerting its semi-active Zone of Control are called **controlled hexes**.

Procedure:

All units (except air units) have identical Zones of Control; they inhibit the movement, and in certain cases, the supply lines of Enemy units.

Cases:

(A) All units must expend three **additional** Movement Points (MP), above and beyond the ordinary movement cost, to enter an Enemy controlled hex from another, uncontrolled hex. They may not enter an Enemy Zone of Control (and thus be able to attack) unless they have the three extra Movement Points to expend.

(B) It costs two additional Movement Points to **leave** an Enemy controlled hex. This cost is above and beyond the ordinary movement cost for the terrain.

(C) If you move **directly** from one controlled hex of an Enemy unit to another controlled hex of the same or any other Enemy unit, it costs **five** additional Movement Points (three plus two, as outlined in Cases 1 & 2). Example: If a German Armored unit were to enter a French Zone of Control in the forest, it would expend five Movement Points in moving one hex; three for entering a Zone of Control; one for moving one hex; one additional for armor moving in the forest. If the same unit were to leave one controlled hex for another controlled hex, it would expend seven Movement Points (three plus two plus one plus one). This is the maximum any unit would be forced to expend in moving one hex.

(D) If a hex is controlled by more than one unit, it still costs only three additional Movement Points to enter such hex. This is true for all movement costs, e.g., entering a hex with more than one Zone of Control **never** costs more additional Movement Points than entering a hex with one Zone of Control, including the single-hex Zone of Control exerted by an interdicting aircraft unit.

(E) For movement purposes, Enemy Zones of Control **do** extend into adjacent hexes containing Friendly units. For supply purposes or when conducting a retreat mandated by the Combat Results Table, Enemy Zones of Control **do not** extend into hexes occupied by Friendly units, nor, in the case of Allied units, do German Zones of Control extend into Maginot Line hexes for these purposes. Once a fortified hex has been destroyed, however, it no longer relieves the effect of German Zones of Control upon Allied retreats and supply lines.

COMBAT PHASE

General Rule:

Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is. The Player whose Combat Phase it is, is considered to be the **Attacker**; the other Player is considered to be the **Defender**.



Procedure:

Total up the Attack Strengths of all the attacking units involved in a specific attack and compare it to the total Defense Strength of the unit in the hex under attack. State the comparison as a probability ratio: Attack Strengths-to-Defense Strengths. Round-off the ratio downward to conform to the simplified odds found on the Combat Results Table; roll

TERRAIN EFFECTS CHART (TEC)

Type of Terrain	Effect upon Movement (MP cost per hex entered)	Effect upon Combat
Clear		Costs one MP per hex.
Cities & Towns		MP cost is that of other terrain in hex.
Forest & Swamp		Costs Mechanized units and Ground Support Elements two MP per hex entered; costs other units one MP per hex.
River hex-side		No Effect.
Flooded Areas		Prohibited; units may not enter (Aircraft Elements may fly over).
Borders		Depends on other terrain in hex. Border itself has no effect except as noted in Initial Placement Rules.
Sea		Prohibited.
Maginot Line		No effect on Allied Player's units. German units may not enter except as a result of combat.

Notes: Defensive counter-attacks ignore Terrain Effects on combat. The presence of a Close-Supporting Aircraft Element negates the die-subtracting effects of defending units in Forest or Swamp or across River hex-sides. **MP**=Movement Point.

MAGINOT LINE

Maginot Line hexes have an intrinsic Defense Strength of 10 points to their front, and 5 points to their rear. They possess this Strength independently whether or not Allied units are actually in them. This Strength may be added to by the Allied Player by placing units in the Maginot Line hex. Units obey normal stacking limits in Maginot hexes, but only one corps (or one corps-equivalent) may combine its strength with that of the Maginot hex. Maginot hexes, themselves, do not possess a Zone of Control; however, units in them exert their Zones of Control in the normal manner.

German units **may not enter** undestroyed Maginot hexes. To destroy a Maginot hex, the Germans attack it as if it were an Allied ground unit. Only a "DX" result destroys a Maginot hex. Other results have no effect upon the Maginot hex, although such results do apply to any Allied units which are in that hex (including a "CA" result, in which case the Defense Strength of the Maginot hex is **not** employed in the counter-attack).

BELGIAN AND DUTCH NEUTRALITY

Belgian and Dutch units are not moved until (and only if) the Germans invade Belgium or the Netherlands. As soon as either country is invaded, the units of the invaded country may be moved by the Allied Player. Other Allied units may not move into either country until the Germans invade that country, although they may move onto and along the border hexes before German violation of neutrality.

OFF-MAP MOVEMENT

Units may only move off the map on the southern edge; if the Germans send any units off the south edge, the French must immedi-

ately remove the same (or more) in terms of Combat Strength; none of these units may move back onto the map. Any units forced to move off the map as a direct result of combat, such as in retreat, are eliminated instead.

SUPPLY

General Rule:

Units trace supply lines back to their respective edges of the map (Germany to the East; Allies to the South and/or West). Units not considered in supply are penalized in movement and combat.

Procedure:

Units are determined to be "in supply" at the beginning of each Friendly Movement Phase, and may move their full Movement Allowance if they are in supply at such time; for combat purposes they are determined to be in supply at the **moment of combat** i.e., if a defending unit had been in supply at the beginning of the Enemy Combat Phase, but another preceding combat had forced the retreat of the Friendly unit through which its supply line was being traced, it would be adjudged out of supply at the moment of attack. To be in supply a unit must be able to trace a clear path of connected hexes to their Friendly map-edge, no matter how devious or lengthy, as long as it is not traced through Enemy units or Zones of Control (note that for supply purposes, Enemy Zones of Control **do not** extend into hexes occupied by Friendly units).

Cases:

(A) Units out of supply have their Movement Allowance and Attack and Defense Strengths halved (losing the benefit of any fraction).

(B) Units may remain out of supply indefinitely, i.e., units are never lost through lack of supply alone.

(C) Allied units have the alternative of tracing a supply line to a Maginot Line hex. Each Maginot hex may provide supply for up to one corps of Allied units. Maginot Line hexes, themselves, do not need to trace supply lines.

Cases:

(A) Any number of Friendly units may be supplied through the same path of hexes. Any number of paths may be traced in order to supply units in different locations. Supply lines may be traced through any type of negotiable terrain and through any number of Friendly units.

(E) Supply lines may be cut in any of the following ways:

1. The intervention of an Enemy unit, or units;
2. The intervention of an Enemy Zone of Control.

NOTE: Enemy Zones of Control **do not** interfere with supply lines being traced through a hex containing a Friendly unit, i.e., the presence of a Friendly unit in an Enemy controlled hex negates the effect of that Zone of Control (with respect to supply only!)

(F) Units may deliberately move into hexes which will leave them out of supply.

GERMAN ARTILLERY

General Rule:

The two German artillery units perform in two different roles: (a) They may be used defensively as regular combat units, each unit having a Defense Strength of "11" point, or (b) they may be used against fortified hexes (Maginot and Belgian) with each unit having an Attack Strength of "10" points.

Cases:

(A) When used against fortified hexes, artillery units have a range of up to two hexes, i.e., they may attack fortified hexes which are two hexes distant or which are adjacent.

(B) Artillery units attacking fortified hexes are never affected by unfavorable results (although any regular German units participating in the same attack are affected). In other words, artillery units can only be retreated or destroyed as a result of Allied attacks. Artillery **can** be retreated or destroyed by Allied counter-attacks if the counter-attackers are adjacent to the artillery units.

(C) Artillery units may fire over intervening Enemy or Friendly units in order to attack a Fortification hex which is two hexes distant.

AIR UNITS

General Rule:

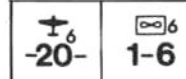
Air units, in a given Game-Turn, are capable of **either** flying aerial missions **or** changing the location of their base of operation (by moving the appropriate Ground Support Element in the same fashion as any regular non-motorized ground combat unit). Aerial missions either affect combat or Enemy movement and supply lines.

Procedure:

Aircraft units may fly aerial missions over specific hexes which may be as far away from the ground support element as the aircraft unit's Range Allowance permits. The routine of execution depends upon the specific type of mission being flown. Aircraft units are not affected by terrain considerations when in flight.

Cases:

(A) An Air unit is composed of two separate counters: the **Ground Support Element**, and the **Aircraft Element**. These two counters taken together constitute one unit for stacking purposes. There is no limit to the number of Aircraft Elements which may be flying in the "air space" over a given hex.



(B) Only one Aircraft Element may be based in a single Ground Support Element; only that Aircraft Element having the same identification number as its parent Ground Support Element may be based in that particular Ground Support Element.

(C) When the Ground Support Element is moved, it must have its Air Element in it (on

the Ground). Ground Support Elements are moved in the Initial Movement Phase only (as if they were non-mechanized units). Ground Support Elements suffer the terrain-movement costs as if they were mechanized units: i.e., they must pay an additional Movement Point for each forest or swamp hex which they enter.

(D) Aircraft Elements may be used to fly any one of five possible missions in a given Game-Turn (assuming of course that their parent Ground Support Element is not moved).

German aircraft may use all of the following missions; however, the Allied Player may not use **Interdiction**, except on those Order of Battle Alternatives where it is specifically permitted.

Although the Germans may receive a certain number of air units on the Order of Battle Alternative Chart, for the first Game-Turn four of the Aircraft Elements may not be used on aerial missions, nor may their Ground Support Elements move. They return to use on the second Game-Turn. (Ignore this restriction if using the optional Paratroop rules.)

Aircraft Missions:

(1) **Close Support:** (flown during the owning Player's Combat Phase). Aircraft flies to a hex containing Enemy ground units which are to be attacked by Friendly ground units in that Combat Phase. The presence of a Close support Aircraft Element has the effect of raising the subsequent die-roll of the attacking ground force by "two," e.g., if the die-roll were "3" it would be raised to "5." If, due to terrain, the Attacker is forced to **subtract** "two" from his die-roll, then the presence of a Close Support Aircraft Element has the effect of negating that subtraction (and the face value of the die is used).

Only one Aircraft Element may fly a Close Support mission in a given Enemy-held hex. Close Support missions are landed immediately upon the resolution of the ground attack. Ground combat results **do not** affect the Close Supporting Aircraft Element.

(2) **Interdiction:** (Aircraft Element takes-off at the end of the owning Player's Mechanized Movement Phase and is returned to its base at the end of the ensuing Enemy Mechanized Movement Phase: i.e., it remains "in the air" over a specific hex during the entire Enemy Player Turn.). Aircraft Elements flying Interdiction missions over a given hex have exactly the same effect upon Enemy supply and movement as if a Friendly Ground unit were exerting a Zone of Control in that hex. Just as with ground unit Zones of Control, the presence of an Enemy unit in the interdicted hex negates the effect upon the supply lines (but not upon movement). More than one Aircraft Element may fly Interdiction in the same hex, but this does not in any way increase the interdiction effect. Interdiction missions are subject to Enemy Interception.

(3) **Combat Air Patrol** (Aircraft Element takes-off at the end of the owning Player's Mechanized Movement Phase and is returned to its base at the end of the ensuing Enemy Player's Mechanized Movement Phase: i.e., it remains "in the air" over a specific hex throughout the

entire **Enemy Player Turn.**). Any number of Aircraft Elements may fly Combat Air Patrol in the same hex. As long as Friendly Aircraft are flying CAP over a hex, Enemy Aircraft may **not** fly Interdiction or Close Support missions in that hex. If the CAP is completely driven off by Enemy interceptors, however, then other Enemy Aircraft Elements may, in the same Player-Turn, execute a Close Support mission in that hex and/or initiate an Interdiction mission over that hex. Combat Air Patrol missions may be flown over hexes containing Friendly ground units or vacant hexes. CAP missions **may not** be initiated in hexes which already contain Enemy Aircraft units which are coming to the end of their own CAP or Interdiction missions. Combat Air Patrols do not affect movement or supply lines.

(4) **Air Superiority** (Aircraft Elements **Take-off at the end of the owning Player's Initial Movement Phase and return to base at the end of the owning Player's Combat Phase.**). Air Superiority missions are flown against Enemy Ground Support Elements in an effort to destroy them from the air. If there are no Enemy CAP Aircraft over the Ground Support Element then the results of the Air Superiority mission are obtained as follows: The Attacking Player rolls the die once; if one Aircraft Element is attacking a result of "six" is required to destroy the Enemy Ground Support Element; if two Aircraft Elements are attacking, then a result of "five" or "six" destroys the Enemy Ground Support Element... and so on (if six Aircraft Elements are attacking an undefended Enemy Ground Support Element, then it is automatically destroyed).

If there are Enemy Aircraft flying CAP over the Ground Support Element, however, then the number of attacking units required to obtain a "destroyed" result against a single Ground Support Element increases as per the **Air Superiority Table**.

Each Enemy Ground Support Element defends against Air Superiority attacks with a Defense Strength of "1." Each Enemy Aircraft Element on CAP over an Enemy Ground Support Element adds "1" to the Defense Strength of the Ground Support Element. Each attacking Aircraft Element has an Attack Strength of "1." Determine the odds of the attack in the usual manner (just as in land combat, rounding off the odds in the Defender's favor.). Roll the die once and determine the results in the following manner:

AIR SUPERIORITY TABLE							
Die-Roll	Odds						
	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	—	X	X	X	X	X	X
2	—	—	X	X	X	X	X
3	—	—	—	X	X	X	X
4	—	—	—	—	X	X	X
5	—	—	—	—	—	X	X
6	—	—	—	—	—	—	X

X=Ground Support Element Destroyed (plus the matching Aircraft Element)

—=No Effect

37xs

Note that whatever the result of the Air Superiority attack, there is no effect upon the CAP units (unless their parent Ground Support Element is being attacked) nor upon the attacking Aircraft Elements. Aircraft Elements can only be destroyed by destroying their parent Ground Support Elements (either in land combat or through an Air Superiority attack).

If there is more than one Ground Support Element in a hex, each must be attacked **separately** using different attacking Air Elements. In such a case, the attacker first allocates which of his units will attack which Ground Support Element and then the defender may allocate his CAP Air Elements (if any) to assist in the defense. The attacker does not necessarily have to attack all the Ground Support Elements in a given hex.

Ground Support Elements stacked together do not contribute to each other's defense with respect to an Air Superiority attack. Terrain effects do not apply to Air Superiority Missions.

Friendly Aircraft Elements on CAP over Friendly Ground Support Elements **are not subject to interception**.

(5) **Interception** (Aircraft Elements **take-off, execute mission and return to base at the beginning of the owning Player's Initial Movement Phase, before any land movement takes place.**). Only Enemy Interdiction and/or Enemy CAP missions are subject to interception. Interception does not result in the destruction of either Player's Air Elements; rather it has the effect of forcing the Enemy Player's units to abort their mission: for each Friendly Intercepting Air Element flown against a hex containing Enemy Air Elements, one Enemy Air Element is forced to abort its mission and return to base. In effect one Interceptor negates one Enemy Air Element and causes both units to be returned to their respective bases immediately. If an interception mission is flown against a given hex containing Enemy Air Elements some of which are flying an Interdiction mission and some of which are flying a CAP, the Interceptors must first deal with the CAP Elements. After the CAP has been cleared from the hex, any remaining Interceptors may then deal with the Interdiction mission. Aircraft Elements flying CAP over a Friendly Ground Support Element, are NOT subject to interception.

(E) Ground Support Elements **do not** have a Zone of Control (whether or not their Aircraft Element is in them). **Whenever a Ground Support Element is destroyed, its Aircraft Element is also destroyed** (immediately, no matter where it is or what sort of mission it may be flying).

(F) In order to differentiate between Aircraft Elements flying Interdiction missions and those flying CAP, Players may wish to flip face-down those Aircraft Elements on CAP.

STANDARD GAME VICTORY CONDITIONS
The winner is determined on the basis of **Victory Points**, which are awarded for eliminating Enemy forces, and for capturing and holding Paris.

The Allies receive one Victory Point for each German unit destroyed no matter what size. The Germans receive one victory point for

each French, Belgian and Dutch unit destroyed, three victory points for each U.K. (British) unit destroyed, and ten victory points if a German unit occupies any of the three hexes of Paris at the end of the tenth Game-Turn. Each side receives two points for destroying an Enemy air unit.

The German Player wins if he accumulates 25 victory points, and also has a minimum of 3:1 ratio between his victory points and those of the Allied Player. The Allied Player wins by avoiding the German victory conditions.

INITIAL SET-UP

Each side receives their forces in accordance with the **Order of Battle Chart**.

INSTRUCTIONS FOR THE USE OF THE ORDER OF BATTLE ALTERNATIVES CHART (OBAC)

General Description

Each verticle column represents a separate Order of Battle (i.e., the number and type of units which make up the army controlled by a Player). Each Player selects one Order of Battle from his chart to use in a given game. The numbers in the vertical columns give the quantities of the units available. Reading across the chart horizontally indicates the exact type of unit to be used. The Reinforcement section of each chart shows the additional units which come into play as the game progresses and the Game-Turn in which they become available.

Each of the alternatives illustrates the effect that the respective powers' pre-war options and decisions would have had upon the forces they could have fielded in May, 1940. Each of these options is briefly described in the respective OBAC.

Initial Unit Placement Procedure

The Allied Player sorts out his forces and places them on the board first. French and U.K. forces may be placed anywhere within France including neutral border hexes, but not on the border with Germany. Belgian and Dutch forces are placed in their respective countries, and may be placed on **any** border hexes.






























German units are placed **after** all Allied units have been placed. They may be placed in Germany and on any **unoccupied** border hex. All units must meet stacking requirments in initial placement.

Cases:

(A) Allied reinforcements appear in any of the Paris hexes, or if Paris is at all occupied, start on the Western edge of the map. They appear at the beginning of the Player's turn as indicated on the OBAC, and may move and engage in combat on the same Player-turn.

(B) German reinforcements appear on any of the Eastern edge hexes North of the Maginot Line at the beginning of the Player-Turn. They may move and engage in combat on the same Player-turn.

38xs

ALLIED ORDER OF BATTLE ALTERNATIVES CHART													
STARTING UNITS	Description Key:		1. Hist	2. A	3. B	4. C	5. D	6. E	7. A+B	8. A,B,C	9. A,B,C,E	10. A+C	11. A+E
			13	13	13	18	16	20	13	18	20	18	20
		3	4	3	3	4	4	4	4	4	4	4	4
		5	—	5	5	5	5	—	—	—	—	—	—
		3	3	3	3	3	3	3	3	3	3	3	3
		7	7	7	7	7	7	7	7	7	7	7	7
		—	7	—	2	2	4	7	7	7	7	7	7
		4	4	4	—	5	2	4	—	—	—	—	2
		1	1	6	1	2	2	6	6	6	6	1	2
		1	1	6	1	2	2	6	6	6	6	1	2
		1	1	1	1	3	3	1	1	3	1	3	3
		1	1	1	1	—	—	1	1	—	1	—	—
		1	1	1	1	—	—	1	1	—	1	—	—
		—	1	—	—	1	1	1	1	1	—	1	1
		1	1	2	1	1	1	2	2	2	2	1	1
		1	1	2	1	1	1	2	2	2	2	1	1
		9	9	9	9	9	9	9	9	9	9	9	9
		2	2	2	2	2	2	2	2	2	2	2	2
		2	2	2	2	3	3	2	2	3	2	3	3
	REINFORCEMENTS	4		2	2	2	3	2	2	2	3	2	3
			1	1	1	1	—	—	1	1	1	1	1
			1	—	1	1	—	—	—	—	—	1	—
			4	4	4	4	2	2	4	4	2	4	4
5			1	1	1	2	2	2	1	2	2	2	2
			1	1	1	2	2	2	1	2	2	2	2
7			1	1	1	1	2	1	1	1	1	1	1
			—	—	—	1	—	—	—	—	—	—	—
8			1	1	1	—	1	1	1	—	1	—	1
9			1	1	1	—	1	—	1	—	—	—	—

GERMAN ORDER OF BATTLE ALTERNATIVES CHART								
STARTING UNITS		I	II	III	IV	V	VI	
	7-6	20	26	20	22	20	20	
	7-8	1	1	1	—	1	1	
	6-8	3	3	3	1	3	3	
	5-8	1	1	1	1	1	1	
	4-8	5	5	3	4	5	5	
	3-8	1	2	2	2	1	1	
	2-8	2	4	2	4	2	2	
	1-8	2	4	2	4	2	2	
	1-6	8	8	6	8	8	4	
	1-6	8	8	6	8	8	4	
	1-2	2	2	2	2	2	2	
	1-7	—	—	—	1	—	—	
	Reinforcements: GAME-TURN	1	7-6	4	4	—	4	4
2		7-6	4	2	—	4	4	4
		3-8	1	—	—	—	1	1
3		7-6	2	2	1	2	2	2
		1-8	2	—	—	—	2	2
4		7-6	2	2	1	2	2	2
5		7-6	1	—	1	1	1	1
6		7-6	1	—	1	1	1	1
7		4-8	—	—	1	—	—	—
		2-8	—	—	1	—	—	—
8	7-6	—	—	1	—	—	—	
9	7-6	—	—	2	—	—	—	
10	7-6	—	—	2	—	—	—	

ALTERNATIVE OB LETTERS AND EXPLANATIONS

A—development of Allied mobile forces;

B—development of Allied air forces; Allied air units have same capabilities as German units (may interdict);

C—Maginot Line funds diverted to Conventional Forces; treat Maginot Line hexes as clear terrain;

D—Early Allied re-armament;

E—Early re-armament and no Maginot Line; the Maginot Line hexes are treated as clear terrain hexes.