SPRINGTIME FOR HITLER

On 3 September 1939, with Germany refusing to halt its invasion of Poland, Britain and France declared war on Germany. For the second time in one generation, the Allied nations were fighting Germany. Or were they? The French Army mobilized and Britain sent a handful of divisions across the channel, but no offensive was launched. The Germans rapidly crushed the outnumbered Poles and quickly reinforced the minuscule forces that were guarding Germany's western frontier. With the chance of a successful offensive gone, the Allies settled down behind the Maginot Line to wait for the time when the Allied forces would surpass the Germans' in strength — which they expected would occur in 1941. This waiting period became known as the Phoney War, as the months passed with no fighting, and the morale of the French began to erode.

On the other side, the morale crisis disappeared with the passage of time. The German generals had feared that their forces would be unable to stop an Allied advance while the bulk of the Army was in Poland. With no Allied advance, they planned to finish the training of many divisions and invade France in the spring. Hitler, on the other hand, wanted the invasion to begin as soon as possible, despite the fact that the weather would seriously affect the motorized and air forces. The winter of 1939/40, however, was very severe, and the weather never cleared long enough to start the offensive.

During the winter, the German plan of campaign fell into Allied hands. The plan confirmed Allied expectations, and they reinforced the wing that would meet the German onslaught that they expected in the Belgian plains. The Germans, on the other hand, entirely discarded their plan after it was captured by the Allies. Instead, a plan proposed by a staff officer, Erich von Manstein, was adopted. This plan required the German motorized forces to strike through the Ardennes, cross the Meuse at Sedan, and swing north to encircle the Allied armies in Belgium. Significantly, the French had considered the Ardennes to be impassable and covered this sector with poorly trained, overage reservists. On 10 May 1940, the Germans launched their offensive, embarking on a campaign that would culminate in one of the most brilliant victories of the 20th Century.

TABLE OF CONTENTS

1. GAME COMPONENTS

1940 consists of a game map, a set of die cut counters, a six sided die, a player aid and this rules booklet.

The Map. The 17 by 22 inch game map represents the section of France and the Low Countries where the significant events of the German invasion of France occurred. Overlaid upon the map is a hexagonal grid which serves to regularize location and movement of the units. Each hexagonal cell (hereafter called a hex) is uniquely numbered to assist definition of specific hexes in the rules. The map scale is around 26 kilometers per hex.

The Counters. The sheet of 120 die cut counters provides the forces which fought in the campaign. Each counter is printed with information expressing its various strengths and abilities. The counter format example details the layout of the information on a counter.

Counter Format Example
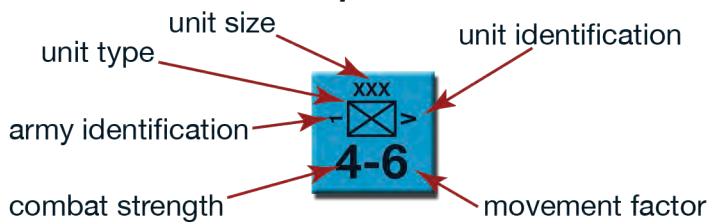
This particular illustrated unit is the IV Infantry Corps of the French First Army. This information is read using the explanation and abbreviations give below.

Unit Type Symbols

armor (panzer)   infantry   mountain

mechanized cavalry   cavalry   air landing

motorized infantry   fortress   parachute

Unit Size Symbols

XXX Corps   XX Division   II Regiment

Abbreviations

BEF British Expeditionary Force
Cav Cavalry
Geb Gebirgs (mountain)
Opt Optional

Reinf Reinforcement
Res Reserve
SSC composite of SS units
SSV SS Verfuegungs

The Rules. This booklet contains all the rules and charts governing the play of the game.

The Die. Many situations call for a die roll to generate a random number. The die is provided for these purposes. It has nothing to do with movement.

2. SEQUENCE OF PLAY

1940 is played in game turns, each representing five days of real time. Each game turn is composed of a German player turn followed by an Allied player turn.

During the German player turn, the German player is referred to as the phasing player, while the Allied player is referred to as the non-phasing player. During the Allied player turn, these roles are reversed. All activity in a player turn is divided into phases which are executed in the following sequence.

1. First Impulse.
   A. **Movement Phase**. The phasing player may move any or all of his units up to the limits of their movement factors. Special movement activities, such as airborne operations, rail movement, etc. may occur. Reinforcements and reserves may enter play.
   B. **Combat Phase**. The phasing player may conduct attacks, in accordance with the combat rule. Combat results are implemented.
   C. **Recovery Phase**. Certain disrupted units regain their full capabilities, in accordance with Rule 7.

2. Second Impulse.
   D. **Movement Phase**. The phasing player may move his units up to one half of their movement factors. Special movement activities may occur.
   E. **Combat Phase**. The phasing player may conduct attacks with all his units, in accordance with the combat rule. Results are implemented.
   F. **Recovery Phase**. Certain disrupted units regain their full capabilities, in accordance with Rule 7.

Units that move and have combat during the first impulse may also move and have combat during the second impulse of a player turn. Since each player turn has two impulses, a player's units are able to move and engage in combat twice before the other player's units may move.

All activities must be performed in sequence. Activities out of proper sequence may not be executed.

3. STACKING

Stacking limits the number of units that may be present in a hex. Stacking limits are in effect at the end of each phase. A unit may violate the stacking limit during a phase as long as the unit does not violate stacking at the end of the phase.

A maximum of four divisions may be present in a hex. A corps is considered to be three divisions for stacking

purposes. In other words, the maximum that may be stacked in a hex is one corps and one division or four divisions. Regiments do not count against stacking.

In addition to the stacking limit, there may be only three armored or panzer divisions in a single hex. Thus, an armored division may not stack with an armored corps (any other type of division may).

Anglo-French Co-Operation
French divisions may not stack with British corps. Other than this, there are no stacking restrictions concerning the various nationalities of the Allies.

4. ZONES OF CONTROL

All units, except regiments, have zones of control (ZOC). A ZOC extends from the unit into the six surrounding hexes; however, a ZOC never extends through an all-sea hexside (even if crossed by a causeway) or through an all-lake hexside.

A unit must cease movement for the rest of the movement phase upon entering an enemy ZOC. If a unit starts its movement phase in an enemy ZOC, it may exit that ZOC at a cost of one additional movement point. A non-motorized unit may never move directly from one enemy ZOC to another; the unit must first enter a hex not in any enemy ZOC. A motorized unit may move directly from one enemy ZOC to another; note that it must cease movement for the remainder of the phase if it does so.

Enemy ZOC's block the supply lines of non-motorized units. A non-motorized unit may not trace a suply line through an enemy ZOC unless the hex is occupied by a friendly unit. Motorized units may freely trace supply lines through enemy ZOCs.

Non-motorized units may not retreat into an enemy ZOC unless the hex is occupied by a friendly unit; motorized units may always retreat into an enemy ZOC.

5. FRIENDLY TERRITORY

The concept of friendly territory is used in several rules. A hex is considered to be friendly territory to a side under the following priorities: 1) a unit of the side occupies the hex, 2) a unit of the side exerts an uncontested ZOC into the hex, 3) a unit of the side was the last to occupy or exert an uncontested ZOC into the hex, or 4) the hex started the game as friendly territory. (An uncontested ZOC is defined as a unit having a ZOC in a hex that is not occupied by an enemy unit and does not have a ZOC of an enemy unit exerted into it.)

The side that has the highest priority over a hex may consider that hex to be friendly territory; the other side may not. Note that when both sides exert ZOCs into an unoccupied hex, then priorities 3 and 4 must be used to determine who controls the hex. At the start of the game, all of France is considered to be friendly territory of the Allied player, and all of Germany is considered to be friendly territory of the German player. All other territory is neutral (see Rule 13).

6. MOVEMENT

During the movement phase, the phasing player may move any or all of his units. Movement is a function of a unit's movement factor; the movement factor expresses the number of movment points (MPs) a unit has. During the movement phase of the first impulse, a unit may spend its entire movement factor. It is not required to spend its entire factor, but it may never spend more than its movement factor. During the movment phase of the second impulse, a unit may spend only one half of its movement factor (retain fractions). It may never spend more than one half of its factor in this phase. Example: a 5-6 unit may spend a maximum of 6 MPs in its first impulse's movement phase and may spend a maximum of 3 MPs in its second impulse's movement phase.

Movement is always voluntary; a unit is never required to move. A unit is moved from hex to adjacent hex, expending MPs for terrain as specified on the terrain effects chart. A unit must spend one additional MP to leave an enemy ZOC; it must spend two additional MPs to enter a hex containing a friendly disrupted unit. A unit may never enter an enemy occupied hex.

Special Movement

Rail
During each movement phase, the phasing player may move one unit by rail. Allied units may only use rail movement in friendly territory in France; German units may only use rail movement in friendly territory in Germany. No unit may enter an enemy ZOC when using rail movement. A unit that uses rail movement in a phase may not use any other type of movement during that phase.

Rail movement consists of a unit moving from its present position to its destination. The route the unit takes to reach its destination must be traced on the map; the route may be of any length but must be in friendly territory, in the correct nation, may not enter an enemy ZOC, and may not cross an all-sea hexside.

Sea Hexsides
Allied units may move across sea hexsides at the cost indicated on the terrain effects chart; they may not en-

ter all-sea hexes. A unit may not directly enter an enemy ZOC or unfriendly territory when crossing an all-sea hexside. German units may cross all-sea hexsides only at causeways.

Naval Evacuation

Allied units may be evacuated by sea from ports. Up to one corps (three divisions) per friendly movement phase may be evacuated from a single port. A unit must spend one movement point in the port's hex in order to be evacuated. Once evacuated, the unit is removed from play and may not return. However, it is not counted as eliminated for victory point purposes (see Rule 18).

Air

German airborne units may be moved by air. Airborne operations are covered in Rule 11.

7. COMBAT

During a combat phase, the phasing player's units may attack adjacent enemy units. Combat is semi-voluntary. A unit is never required to attack, per se. However, if it does attack, then all enemy units adjacent to the attacking unit must be attacked. The attacking unit itself does not have to attack all adjacent enemy units; other friendly units adjacent to these enemy units may attack them. (If they do so, then all enemy units adjacent to them must also be attacked.)
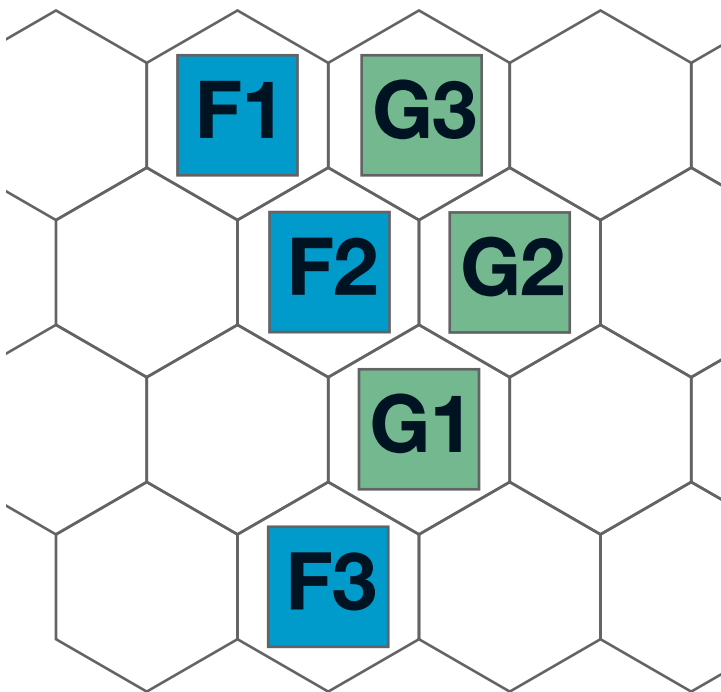
Example: It is the German combat phase. The German player wants his unit 1 to attack the French unit 3. Thus French unit 2 must also be attacked. If the German player does not want to have his unit 1 attack it, then either unit 2 or 3 must. If unit 3 attacks it,

then French unit 1 must also be attacked. The German player decides to have unit 1 attack French unit 3 and unit 3 attack French units 1 and 2. The German unit 2 does not attack.

Had it been the Allied combat phase, and the Allied player wanted to attack with his unit 2, then all three German units would have to be attacked. Similar to before, exactly which units attacked the Germans would be voluntary upon the part of the Allied player.

Attacks are resolved separately, in any order determined by the phasing player. Compare the total combat factors of the attacker to the total combat factors of the defender in the form Attacker:Defender. Round this ratio down to correspond with one found on the combat results table (CRT); always round down in favor of the defender (e.g., 8:3 rounds down to 2:1). All modifications to combat (terrain, supply, air power, etc.) must be made. Roll one die and cross-reference the roll with the proper column to obtain a result. This result is immediately implemented.

Units in different hexes may combine to attack a single defending hex, as long as all attacking units are adjacent to the defending hex. All units defending in a hex must be attacked as a combined total. An attacking unit may attack more than one defending hex, but all terrain effects are cumulative. For example if an armored unit in hex 1607 attacks into hexes 1508 and 1608, then the armored unit would be halved for attacking into forest (1608) and the odds column would be lowered by one for attacking into a rough hex (1508).

Terrain

The terrain effects chart summarizes the effects of terrain upon combat. An attack across a minor river hexside requires a die roll: on a roll of 1, 2, or 3, the attacking units have a bridgehead across the hexside and are unaffected by the river; on a roll of 4, 5, or 6, the attackers do not have a bridgehead and are halved. The die must be rolled once for each minor river hexside attacked across. The attacking units must be declared before checking for bridgeheads and must attack even if there are no bridgeheads.

Terrain Clarification

The river mouth marking distinguishes major river hexsides from all sea hexsides.

For example, hexside 0411/0512 is a major river hexside while hexside 0411/0412 is an all sea hexside.

Combat Results

AE: Attacker Eliminated. All attacking units are removed from play.

AR: Attacker Repulsed. All attacking units are disrupted (see below).

NE: No Effect. The attack was ineffectual.

DR*, DR: Defender Retreats. The defender must retreat his units two hexes, according to the rules of retreat. DR* results become NE results for defending units occupying certain terrain types (see the terrain effects chart). After retreating, the defending units are disrupted.

DE: Defender Eliminated. All defending units are removed from play.

Disruption

A disrupted unit is inverted on the map to indicate this status. A disrupted unit loses its ZOC, may not move, and may not attack. If attacked, it defends at full strength. As an exception to the general combat rule, the attacking player is never required to attack disrupted units, even if these units are adjacent to his attacking units. A unit recovers from disruption due to an AR result during the recovery phase of the friendly impulse following the impulse it received the AR result. For example, if it became disrupted during its first impulse, it would recover in the recovery phase of its second impulse. If, instead, it became disrupted during its second impulse, it would recover during the recovery phase of its first impulse in the next game turn. A unit recovers from disruption due to a DR result only in the recovery phase of the second impulse of its player turn.

Retreat

A unit forced to retreat must: 1) end its retreat at least two hexes from the hex in which it started its retreat and 2) must retreat solely into friendly territory. A non-motorized unit may not retreat into an enemy ZOC unless the hex is occupied by a friendly unit; a motorized unit may retreat through an enemy ZOC. If the unit can not retreat without violating any of the above conditions, it is eliminated instead. Additionally, the unit may not end its retreat in violation of stacking. If forced to do so, then the unit retreats additional hexes (the minimum possible) until it no longer violates stacking. The owning player always retreats his units. If a retreated unit stacks with a unit which is subsequently attacked, it contributes nothing to the defense of the hex but is affected by all combat results.

Advance

If a hex is cleared of defending units, then attacking units may advance into the vacated hex or any non-enemy occupied hex adjacent to the vacated hex. A unit may advance a maximum of one hex. Any advance after a particular combat must occur before any other combat is resolved or activity executed. Stacking limits must be observed. Advance costs no MPs and is unaffected by enemy ZOCs. Example: A German unit in hex 1511 attacks a French unit in hex 1512, forcing it to retreat. The German unit may advance to hex 1411, 1512, or 1611.

French "B" Reservists

All French 2-5 infantry corps are composed of "B" reservists. These reservists were overage, poorly trained, and suffered from very low morale. Thus, whenever a French 2-5 infantry corps retreats, it retreats four hexes instead of two. It must end its retreat at least four hexes from its original hex, in addition to the retreat rules.

8. SUPPLY

In order to function at full effectiveness, units require supply. A unit is supplied if it can trace a supply line from itself to a supply source. A supply line must be traced over friendly territory. A non-motorized unit may not trace a supply line through an enemy ZOC unless the hex is occupied by a friendly unit. Motorized units may trace supply lines through enemy ZOCs. A unit may not trace a supply line through terrain impassable to that unit. A supply line may be of any length.

Supply Sources

German supply sources are: 1) any hex on the east map edge north of Switzerland or 2) any major city hex in Germany. French and British supply sources are: 1) any hex on the west map edge or 2) any hex of Paris. Belgian supply sources are any major city hex in Belgium. Dutch supply sources are any major city hex in Holland. Belgian and Dutch units may also use French supply sources if their countries are invaded by Germany. Swiss supply sources are: 1) any city in Switzerland, 2) any hex on the south map edge in Switzerland, or 3) any hex on the east map edge in Switzerland.

A supply source may only be used if it is in friendly territory. In other words, enemy capture of a supply source prohibits use of that source.

Supply Effects

Supply is judged for all units at the start of each impulse. If a unit can not trace a supply line to a source at the start of an impulse, it is unsupplied for the entire impulse. An unsupplied unit has its movement and combat factors halved (retain fractions). Furthermore, it may not use rail movement.

9. AIR POWER

At the start of each game turn, both players receive air points. The German player receives five air points; the Allied player receives two, of which one is British and the other French. An air point may be used only once in a game turn. If not used on the turn it is received, it is lost and may not be used; i.e., air points may not be accumulated from game turn to game turn.

One air point may raise or lower the odds column of an attack by one in favor of the using player. More than one air point, if available, may be used in a single at-

tack and raise or lower the odds column as appropriate. For example, if the German Player allocated three air points to a 2:1 attack, the odds would be raised to 5:1. Both players may use air points in a single combat. In each combat, the Allied player must state how many (if any) air points he is using before the German player decides how many (if any) to allocate. Both players must allocate air to an attack before checking for the effects of minor river hexsides in the attack.

A player may use two air points to interdict a hex. The player decides during his player turn which hexes he is going to interdict, if any; the effects of interdiction last through the entire following enemy player turn. An interdicted hex is treated for movement purposes only as if the interdicting player had a ZOC in the hex: enemy units in the hex must pay one additional MP to leave the hex; enemy units entering the hex must cease movement.

10. FORTIFICATIONS

Fortifications benefit only the owning side. Units never receive any defensive benefit for occupying fortifications belonging to the other side. For example, Allied units are never halved for attacking through Maginot Line hexsides. Fortifications are unidirectional; a fortification hexside affects enemy attacks through its hexside only if the defending unit occupies the fortification's hex. For example, a German unit in hex 1511 attacking into hex 1610 would be affected by the fortification. However, if the German unit was in hex 1610 and was attacking into hex 1511, then the fortification would be ignored.

Fortifications, with one exception, may never be destroyed. Eben Emael (see below) may be destroyed.

Minor Fortifications
Units that are attacked through minor fortification hexsides treat DR* results as NE results. Minor fortifications provide no supply or additional strength benefits.

Eben Emael
Liege (hex 1110) has the fortress of Eben Emael. This fortress has an intrinsic strength of two combat factors. This intrinsic strength may be used for defense only and does not have a ZOC. If a German unit occupies the Liege hex at the end of any combat phase, the intrinsic strength and the fortification are destroyed. Other than the preceding, Eben Emael functions as a minor fortification.

The Maginot Line
The Maginot Line consists of the line of major fortifications in France. Allied units occupying Maginot Line hexes are automatically in supply; they do not have to trace supply lines. The total defense strength of a hex containing one or more Allied units is increased by one when attacked through a Maginot Line hexside. Allied units attacked through Maginot Line hexsides treat DR and DR* results as NE results.

Outflanking
By their static nature, fortifications may be outflanked by a mobile enemy. If an attack is made into a fortification hex through a non-fortification hexside, the fortifications have been outflanked. In this case, units in minor fortifications are affected by DR* results, and units in major fortifications are affected by DR results. Furthermore, the defense strength of units in a Maginot Line hex is not increased by one if the attack is made solely through non-fortification hexsides. If the attack involves units of which some are outflanking the Maginot Line and others are not, then the additional point is added to the defense.

Example 1:
A British 1-8 unit is in hex 1808; a German 5-6 unit is in hex 1809. The German unit attacks; the odds are 5:1. A 4 is rolled, requiring the British unit to retreat. Had a 6 been rolled, the British unit would treat the DR* result as a NE.

Example 2:
With the same situation as in the previous example, add a German 2-5 unit in hex 1708. Both German units attack the British unit; the odds are 6:2 (3:1). The German 2-5 is halved for attacking through the fortification hexside, and the British 1-8 has its defense strength raised by one for defending against an attack made through the Maginot Line.

Motorized units may not move from a hex in an enemy ZOC directly to another hex in an enemy ZOC if the hexside to be moved through is an enemy fortification hexside. Example: A French infantry corps is in hex 2604; a German motorized division is in hex 2704. The German unit may not directly move from hex 2704 to hex 2705.

11. AIRBORNE OPERATIONS

Parachute and air landing units are collectively known as airborne units. An airborne unit is able to make a drop into any land hex within ten hexes of a friendly controlled city. The airborne units move to the hex of their drop by air, moving over any terrain types and ignoring enemy units and their ZOCs. An air drop may be conducted at the start of any friendly movement phase. Units may be dropped into any land hex, including an enemy occupied hex.

If, at the end of any combat phase, an airborne unit is in an enemy occupied hex, the airborne unit is eliminated and removed from play.

Airborne units do not have to be on the map prior to their participation in an airborne operation. Airborne units may be held in an off-map pool. When used, they may be flown from any German controlled city.

If an airborne unit is able to trace a functioning supply line at the start of any impulse, the unit may be removed from the map. The unit may not be brought back into play and may not perform further airborne operations. Removing it from play does, however, insure that it will not be eliminated by the Allied player.

Parachute Regiments. Parachute regiments have no combat factors, movement factors, or ZOCs. An Allied unit may freely enter a hex containing only a parachute regiment; the regiment would be immediately eliminated.

Air Landing Division. The 22nd Air Landing Division may be used for airborne operations, or it may enter play as a German reserve unit (see Rule 14). The unit loses its ZOC and may not attack on the impulse it is dropped into a hex.

Effects

An airborne unit dropped into an enemy occupied hex negates the effects of all hexsides (excluding major fortifications, see below) for any attack made into that hex in the combat phase following the drop. Only hexsides are affected, never the combat effect of the hex itself. Example: A Dutch 2-6 unit is in hex 0509. A German parachute regiment drops into that hex, a German 4-6 unit moves into hex 0508, and another German 4-6 moves into hex 0608. The two 4-6 units attack the Dutch unit. Due to the air drop, neither the minor fortification hexside nor the major river hexside affect combat. Thus, the odds are 8:2 (4:1). Had no air drop been made into hex 0509, the odds would be 3:2 (1.5:1).

Fortifications

In addition to negating the combat effect of the hexside, a drop into a minor fortification means that the defending units are affected by DR* results. A drop into a major fortification causes the fortification to be treated as a minor fortification for combat and retreat purposes (i.e., a DR result would affect the defenders). The additional defense strength point advantage would still be used by the defenders. If the major fortification has an air drop made into it and is under a flanking attack (see Rule 10), then DR* also affects the defenders.

12. ARMOR

Armored (including panzer) units receive a special combat bonus under certain circumstances. When an armored unit attacks a non-motorized unit, the odds column for the attack is shifted one to the right (e.g., a 2:1 becomes a 3:1). No bonus is received when armor attacks enemy motorized units or if armor is defending against any attack.

The armor receives the bonus only when attacking alone or in conjunction with friendly motorized units. If the armor attacks in conjunction with non-motorized units, the bonus is not received. Also, when armor attacks along with motorized units, the bonus is not received if there are more divisions of non-armor units in the attack than there are of armor. For example, the bonus would not be received if a French armored division and the French mechanized cavalry corps attacked together (a corps is equal to three divisions).

13. NEUTRALS

Holland, Belgium, Luxembourg, and Switzerland begin the game as neutrals. The German player may invade any, some, or all of these neutrals as he wishes. The Allied player may not invade a neutral. If the Germans invade a neutral, that country joins the Allies and its units are under Allied control. Once a neutral joins the Allies, any Allied unit may enter that country, and all hexes of the country not controlled by the Germans are friendly territory for the Allies.

Neutral Status

Units of a neutral country may not move. They do not exert ZOCs outside their own country until the impulse following the impulse their country was invaded. They do exert ZOCs inside their own country. Allied units may not enter a neutral country. German units may, but this constitutes an invasion.

Holland

Holland will always remain neutral unless Germany invades Holland. Dutch units may never voluntarily leave their country. If forced to do so, they may operate outside their country. Holland surrenders and all Dutch units are removed from play if two or more Dutch major cities are German controlled at the end of any Allied player turn. Maastricht has a one point intrinsic strength which functions in the same manner as the intrinsic strength of Eben Emael (see Rule 10); Maastricht is not a fortification.

Belgium

Belgium automatically joins the Allies if the Germans invade any of the Benelux countries (Holland, Belgium, and Luxembourg). Belgian units may freely operate in Belgium, Holland (if invaded), Luxembourg (see be-

low), and Germany. Belgian units may not voluntarily enter France until after all Belgian major cities become German controlled. They may enter France prior to this if forced to do so; in this case, they would not have to return to Belgium.

Belgium surrenders and all Belgian units are removed from play at the end of any game turn in which both of the following are true: 1) one or more corps of the BEF has been evacuated and 2) both Belgian major cities are German controlled.

Luxembourg

The status of Luxembourg depends upon the status of Belgium. If Belgium joins the Allies, so does Luxembourg. Although Luxembourg has no units, this allows Allied units to enter Luxembourg.

Switzerland

Switzerland always remains neutral unless invaded by Germany. Swiss units may not voluntarily leave Switzerland. If forced to do so, they may. Once invaded, Switzerland begins to receive reserves (see Rule 14).

14. RESERVES AND REINFORCEMENTS

Various units are not on the map at the start of the game but, instead, enter play during the course of the game. These units are divided into two classes: reserves and reinforcements. Both are marked with dots in their upper left corners to aid rapid sorting when preparing for play.

Reserves

Reserve units appear on the map in certain locations, depending upon nationality. Reserves usually appear at the start of the movement phase of the first impulse of a player turn (exceptions noted below). Whenever the appearance of reserves is called for, any unit of the appropriate reserve may be taken. Reserve units may fully move and engage in combat on the impulse of their appearance. No more than one reserve unit may enter play in a single hex in a game turn; in other words, two or more reserves may not appear in the same hex on the same turn.

German Reserves. Starting with game turn 2, the German player may bring into play two units of his reserve each game turn. They may appear in any friendly controlled city hex in Germany, but they may not appear in an enemy ZOC.

French/British Reserves. Starting with game turn 1, the Allied player may bring three Allied (French or Brit-

ish) reserve units into play per game turn. On turn 1, the reserves must appear only at the start of the second impulse; on all following turns, they appear at the start of the first impulse. A reserve unit must appear at one of the three reserve gathering points marked on the map, as long as the reserve gathering point is not enemy controlled or in an enemy ZOC. If it is, then the reserve may appear in a Paris hex instead. If this is in an enemy ZOC or under enemy control, then the reserve may enter on the west edge of the map on or south of hex 1921, paying 1 MP to enter.

Swiss Border Reserves

The Allied player has two reserve units marked SR. These units may appear in any hex in France adjacent to the Swiss border on the first friendly impulse following the German invasion of Switzerland. Alternately, they may enter play as regular French/British reserves.

Swiss Reserves

Starting on the game turn following the game turn of the German invasion of Switzerland, the Swiss receive one reserve unit per turn. This unit may appear in any friendly controlled city in Switzerland, regardless of enemy ZOCs. If there are no friendly controlled cities in Switzerland, the reserve unit may not enter play.

Reinforcements

Several British units are designated as reinforcements. These units enter play on the turn called for in the order of appearance chart; they may enter on any friendly controlled hex on the west map edge, paying 1 MP for the hex of entry.

A player may voluntarily delay the appearance of his reserves from his first impulse to his second impulse, if he so desires. Doing so does not gain the player any particular advantage, as the reserves must obey all rules pertaining to the second impulse as normal.

The French Swiss Border reserves may appear as regular reserves (i.e., at reserve gathering points) even if Switzerland is not invaded.

15. OPTIONAL UNITS

The German and French forces have certain optional units, marked Opt and with a dot to facilitate sorting, that may be brought into play.

German Panzer Corps. At the end of any friendly movement phase, the German player may bring the XXXIX Panzer Corps into play. This unit is brought into play by removing a stack of two armored divisions and

one motorized division from the map and placing the panzer corps in their place. The German player may remove this corps and return the three divisions to play at the start of any friendly movement phase.

German Mountain Corps
At the start of the game, the German player may substitute the Geb (mountain) Corps for any 4 or 5 strength point infantry corps. This corps may not attack or leave Germany except on or after the turn that Germany invades Switzerland. Note: The German player is not obligated to invade Switzerland if he chooses the mountain corps. He may choose this corps in an attempt to deceive the Allied player about his intentions. However, the corps may not be used unless Switzerland is invaded. Also note that the corps itself need not participate in the invasion of Switzerland, despite the inherent sense in doing so.

French Armored Corps
The Allied player has an armored corps which may be exchanged for two French armored divisions and one French motorized division in the same manner as the German panzer corps is brought into and removed from play.

16. PLANNING AND DEPLOYMENT

Prior to the start of the game, both the Allied and German players must secretly select their plans of campaign and assign armies to their army groups. Each side has three army groups, the boundaries of which are printed on the map.

Allies
The Allied player must choose which army group will meet the German assault, by writing on a piece of paper the number of the army group he chooses. During the attack turn (game turn 0), the units of this army group will be able to move (see Rule 18). Following this, the Allied player assigns his units to his army groups, writing the assignments on paper. All Allied units except those marked Res, Reinf, SR, or Opt are available for initial deployment. All units of an army must be assigned to one army group; units of one army may not be split between two or more army groups. Units without an army identification have free deployment (see below). The BEF must be assigned to the First Army Group. Each army group must have at least one army assigned to it.

Germans
The German player must select his campaign objective, writing it down. Briefly stated, he may choose to 1) clear the Maginot Line, 2) capture Paris, or 3) capture the northern French and Belgian cities and ports (see Rule 19, Victory, for greater detail on these objectives). Following this, he must select the army group that will launch the main attack. Finally, he assigns units to his army groups. Both the attacking army group and the army group assignments must be written down. All German units except those marked Res or Opt are available for initial deployment (the German mountain corps may be available, per rule 15). Armies must be assigned to army groups; units of an army may not be assigned to two or more army groups. All panzer corps must be assigned to the army group making the main attack. Airborne units are placed in an off-map pool. All other units without army identifications have free deployment (see below). Each army group must have at least one army assigned to it.

Deployment
The Allies deploy first. Units assigned to an army group must be deployed within their army group boundaries within two hexes of the French border. The free deployment unit may be placed anywhere inside France.

The Germans deploy after the Allies. Units assigned to an army group must be deployed anywhere within their army group boundaries. The free deployment units may be deployed anywhere within Germany. Note that the German player will be able to deploy these units after seeing the Allied dispositions.
All units must conform to the stacking limits during initial deployment.

Neutral Deployment
Since the neutrals do not start the game under either player's control, the players have no control on how to deploy the units of the neutrals. They must be deployed according to a set deployment.

Switzerland
Place a 1-6 infantry XX in Zurich, a 1-6 infantry XX in Basel and a 1-6 mountain XX in Berne. No Swiss reserves are deployed initially.

Holland
Place a 2-6 infantry XXX in hex 0111, a 3-6 infantry XXX in hex 0310, a 2-6 infantry XXX in hex 0409, a 2-6 infantry XXX in hex 0509, and a 1-8 infantry XX in hex 0709.

Belgium
Place a 2-6 infantry XXX in each of the following hexes: 0911, 0912, and 1010. Place a 3-6 infantry XXX in each of the following hexes: 0812, 0915, 1013, and 1211. Place the 2-8 infantry XXX in hex 1409.

17. COMMAND

French Command Restrictions. In general, once an army is assigned to an army group, it must remain with that army group. Units of armies assigned to army groups may not cross the army group boundaries. Once per turn, starting with game turn 1, the Allied player may release one French army from the above restriction: it may cross army group boundaries for the remainder of the game. For example, on turn 1 the Allied player chooses the 9th Army. On turn 2, he chooses the 2nd Army. Thus, on game turn 2, units of both the 9th and 2nd Armies may cross army group boundaries.

British Command Restrictions. The BEF must be assigned to the 1st Army Group. The BEF may cross the Allied army group boundaries, but only on turns after all French armies of the 1st Army Group have been allowed to do so (see above). Should any unit of the BEF be evacuated, then the British air point may not be used on any turn following the evacuation.

German Command Restrictions

On game turns 0 and 1, the German Panzer corps may attack only if they are in the army group of effort. Outside of Germany, this is defined as: AG B: on or north of hexrow 1200; AG A: from hexrow 1300 through hexrow 2000; AG C: on or south of hexrow 1800.

18. THE ATTACK (GAME TURN 0)

Game turn 0 has certain special rules due to its short nature (only 2 days instead of 5) and the start of the campaign. Neither player receives a second impulse on this turn. Units of invaded neutrals may not move at all on this turn. The only French and British units allowed to move on this turn are: 1) the units assigned to the army group chosen by the Allied player during his pre-game planning (see Rule 16) and 2) the Swiss Border Reserve (see Rule 14), if Switzerland is invaded. The Swiss Border Reserve units may move freely. All other Allied units may only move east (e.g. 1215 to 1214) and/or northeast (e.g., 1215 to 1115). They may not cross their army group boundaries. The Allied player is not required to move these units. All Allied units may attack. German units are under no special movement or combat restrictions.

19. VICTORY

Victory is determined through computation of losses and accomplishment of plans. It is determined at the end of the game. The game ends upon the completion of all activity of game turn 10.

Losses

The German player receives the following victory points (VPs):

3 VP per combat factor of British units eliminated;
2 VP per combat factor of French motorized units eliminated;
1 VP per combat factor of French non-motorized units eliminated;
O VP for any eliminated Belgian, Dutch, or Swiss units.

The Allied player receives VPs for the following:

5 VP per unit of German parachute or air landing units eliminated;
3 VP per combat factor of German motorized units eliminated;
2 VP per combat factor of German non-motorized units eliminated.

Plans

The German player must choose one of three plans of campaign before the start of the game (see Rule 16). The successful accomplishment of these plans is defined below. If the German player does not successfully accomplish his plan, then the Allied player has defeated the German plan.

1. **Clear the Maginot Line**. The Maginot Line is cleared if, at the end of the last game turn, there are no Allied units in any major fortifications in France.
2. **Capture Paris**. Paris is captured if all three Paris hexes are friendly territory (see Rule 5) for the German player.
3. **Capture the Northern French and Belgian Cities and Ports**. The German player must control (See Rule 5) all four ports, all Belgian cities, and the French city of Lille.

Holland

If the Germans invade Holland, then Holland must be forced to surrender. If Holland does not surrender, then this is counted as if the Allied player has defeated the German plan, regardless of the outcome of the actual German plan.

Victory Levels.

Allied Strategic Victory:
The Allied player must have more VPs than the German player, defeat the German plan, and capture two or more hexes of the Ruhr.

Allied Decisive Victory:
The Allied player must equal or have more VPs than the German player and defeat the German plan.

Allied Marginal Victory:
The Allied player must equal or have more VPs than the German player or defeat the German plan.

Draw:
The German player must have more VPs than the Allied player and successfully accomplish his plan.

German Marginal Victory:
The German player must have more VPs than the Allied player, successfully accomplish his plan, and accomplish either one of the two objectives not chosen at the start of the game.

German Decisive Victory:
The German player must have at least twice as many VPs as the Allied player, successfully accomplish his plan, and accomplish one of the two remaining objectives.

German Strategic Victory:
The German player must fulfill all requirements for a decisive victory and either eliminate 12 or more combat factors of British units or accomplish the third objective.

20. OPTIONS

The following sections provide optional variations to the game. Players may use these to provide variation or additional insight to their games. Each section is separate and, in general, should be used by itself. Both players must agree to an option before it may be used in a game.

The Mechelen Incident

In January 1940, a German major was flying to an important meeting, strayed off course, and accidently landed in Belgium. He was carrying the German plan of campaign; he and the plans were captured by the Belgians. The Belgians passed the plans to the French, who, believing the German assault was imminent, readied their units to meet the attack. The end result of this incident was that the Germans drew up a new plan of campaign, partially based upon the Allied plans as revealed by their incipient troop movements in January. In game terms, this means that the Allied player must tell the German player which Allied army group will be able to move on game turn 0. The German player may use this information when making his plans and troop assignments.

Belgian Late Alliance

After the Mechelen incident, evidence of the German intention to invade Belgium became overwhelming. However, Belgium adamantly refused to compromise its policy of strict neutrality. This option assumes that the Belgians decided, at a late date, to ally with France and Britain. In this option, Belgian units may be deployed anywhere inside Belgium by the Allied player. French and British units deploy as normal, but, immediately prior to game turn 0, units of the 1st and 2nd Army Groups may use up to one half their movement factors to move into Belgium. They may not cross army group boundaries. Following this, game turn 0 begins. Luxembourg remains neutral until game turn 0, when it joins the Allies.

French Air Force

A substantial portion of the French Air Force was deployed in southern France and never saw action. It has never been determined why it was not ordered into action. Supposing that it had, add another French air point to the Allies.

21. COLOR CODES

German Army
black on green

SS Units - German Army
white on black

French Army
black on blue

British Army
black on tan

Belgian Army
black on brown

Dutch Army
white on brown

Swiss Army
white on red

22. ORDER OF APPEARANCE CHART

British:

    Turn 2: 1st Armored XX (3-10)
    Turn 6: 2nd Armored XX (2-10)