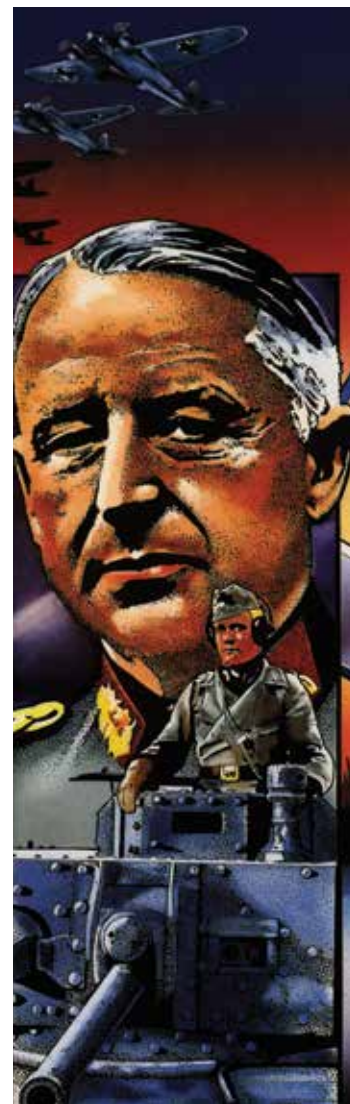


# NO RETREAT!

## THE FRENCH & POLISH FRONTS



By Rodger B. MacGowan ©2018

# PLAY BOOK

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*This is the "Living Play Book" document for the game. It includes errata and clarifications to the original Play Book. To aid readability, errata is indicated in blue text.*

## French Front Setup

Each of the three *French Front* Campaign Games uses the standard Victory Conditions (12.0). The *Operation Dynamo* Scenario uses its own special Victory Conditions.

### A. Regular Campaign Game



The *French Front Regular Campaign Game* uses all the *Secret Plan* cards (5.7). The *Preparation of the game* is a little bit involved, so just follow the instructions in order, one-by-one; you don't have to read it all beforehand.

### Components Preparation

#### 1. Map

Properly arrange the France/Benelux mapboard between the two players. The German player should sit on the East side, and the Allied on the West, facing each other.

#### 2. Markers

-  Put the Turn marker face up on the “Turn 1” “10/11May” turn track box.
-  Put the British Stance marker, face up, in the French Command box of the Stance track.



- Put the Event Points, Map Points and VP Total markers, German-side up, in the zero box of the Victory Point Track.
-  Put the 20 German Initiative markers (IMs) in a draw cup.
-  Put the 20 Allied IMs in a second draw cup.
-  The German player places next to him on the table the five gray-green Target/Counterblow markers he has available for use.
-  The Allied player places next to him on the table the three light blue Target/Counterblow markers (French units only) and the two brown Target markers (for the non-French units' use only) he has available for use. The lone Allied dark blue “Initiative Target Marker” is made available by special card or game events (19.3).

#### 3. Unit Counters

- Put all counters pictured on the setup card for the *French Front* game on the setup card for easy access as play proceeds.
- Put the square counters with a turn-number entry info in the corresponding turn box on the turn track (2.3.4).
- The counters with letter entry info are brought into play by special events; put these to the side.

#### 4. Event Cards

- Shuffle the 36 *French Front* Event cards together into one face-down draw pile.
- Shuffle the five German Secret Plan cards together into one face-down draw pile.
- Shuffle the five French Secret Plan cards together into one face-down draw pile.

#### 5. Leader Cards

- The German player puts his Main Leader card, BRAUCHITSCH IN COMMAND, face up in front of him.
- The Allied player puts his Main Leader card, GAMELIN IN COMMAND, face up in front of him.

### Pre-Game Secret Plan Card Draw

#### 1. German Player

- The German player randomly draws a Secret Plan card and puts it *face up* on the game table so that the Allied player may see the details of the card. When the Allied player has finished examining the Secret Plan card, the German player puts it into his hand.
- The German player randomly draws a second Secret Plan card and put it into his hand, *without showing it to the Allied player*.
- The German player then freely selects *one* of these two Secret Plan cards to keep as his active Secret Plan, and discards the other card back into the remaining Secret Plan deck and puts that deck to the side. The Allied player may not inspect this deck for the remainder of the game.

#### 2. Allied Player

- The Allied player randomly draws a Secret Plan card from amongst the five French Secret Plan cards and puts it into his hand, *without showing it to the German player*.

#### First Plan Card Drawn

If the first card drawn is the FRENCH INITIATIVE Secret Plan card, *he may show it* to the German, thus activating the TANK DOCTRINE event on the card (24.2).

- If the card *is* shown to the German player, it is shuffled back into the Secret Plan card deck, and then a second Secret Plan card is drawn.

- If the card *is not* shown to the German player, the Allied player keeps this Secret Plan card as his active Secret Plan.

### Second Plan Card Drawn

If the Allied player has shown the German player the FRENCH INITIATIVE Secret Plan card and shuffled it back into the Secret Plan card deck, and then draws the same Secret Plan card again, *he may show it* a second time to the German player, activating the “Initiative” event on the card (24.2).

- If the Secret Plan card *is* shown again to the German player, it is shuffled back into the Secret Plan card deck, and the French player then chooses *any* of the five Secret Plan cards as his new Secret Plan.
- If the Secret Plan card *is not* shown, the French player keeps the FRENCH INITIATIVE Secret Plan card as his active Secret Plan.

*Thus, the Allied player will know one of the German Secret Plan cards drawn, but will not know if it is the chosen German plan. This simulates the German initial plan historically falling into the Allies’ hands, Hitler then deciding to change it completely. The Allied player will also be able to push his luck if able to redraw the French Initiative cards multiple times, getting some game advantage, at the expense of perhaps drawing a different, weaker, Secret Plan card.*

### Pre-Game Event Card Draw

**1. German Player:** The German player randomly draws ten Event cards from the deck, and puts four of them into his hand. Any German red-text “Must Play” cards are discarded without effect and are redrawn. He discards the rest and reshuffles the deck & discard pile together.

**2. Allied Player:** The Allied player randomly draws two Event Cards from the deck into his hand, any Allied red-text “Must Play” cards are discarded without effect and redrawn.

**3. Final Reshuffle:** The deck and discard piles are reshuffled together to form one face-down draw pile.

### Pre-Game IM Draw



**1. German Player:** The German player randomly draws *four* of his OKH IMs and puts them face-down in front of him.



**2. Allied Player:** The Allied player randomly draws *three* of his GQG IMs and puts them face-down in front of him.

### Pre-Game Map Setup

**1. Allied Player:** The Allied player’s units (including neutral countries) are set up first, as per the areas on the board designated in the **French Front** setup map. No more than one square unit plus *one* hex-shaped unit can be set up on each map hex.

**2. German Player:** The German units are set up second, as per the areas on the board designated in the **French Front** setup map, using normal stacking limits (13.3.1-13.3.4). Only “Mobile” type units can be set up in Reserve, but any number can be put there, even if it goes over the normal game limit of three units (10.0.D).

### Start the Game!

Start the game, following the sequence of play. Note that the Allied player might go first in this turn, because of the PLANNED MOVES Secret Plan card event (24.2).

*In the Regular Campaign Game, you could get a setup moderately different from what happened in history, especially if the Allied player get his “French Initiative” plan once or twice in a row, and the German player is stuck with a lesser plan without the “Ardennes Surprise” advantage. This could lead to a Campaign very different from what happened in 1940. Despite the global German Army superiority in tactics, experience and speed, much was dependent on the initial battle plans.*

## B. Historical Campaign Game

*The Historical Campaign Game uses only two of the Secret Plan cards (5.7). Follow the same setup sequence as the **French Front Regular Campaign Game**, except for the Pre-Game Secret Plan Card Draw.*

### Historical Game Pre-Game Secret Plan Card Draw

**1. German Player:** The German player randomly selects his Secret Plan card from only *three* cards: #43, AUFMARSCH 3, #45, AUFMARSH 4, and #46, FALL GELB. This draw is final.

**2. Allied Player:** The Allied player randomly selects his Secret Plan card from only *two* cards: #37, PLAN DYLE A, and #38, PLAN DYLE B. This draw is final.

## C. Dunkirk Scenario



This scenario uses half of the **French Front** map and only some of the game's units. It starts right after the Germans have implemented their "Sickle Cut" plan, and are poised to surround the elite of the Allies armies with their backs to the sea. The game lasts 6 turns, starting on Turn 4 and ending on Turn 9.

### Components Preparation

#### 1. Map

Only the northern half of the map is in use; you can fold it along its natural crease. Half-hexes are not playable. The only exit/supply zone is the blue-colored West board edge, but the Allied player may draw supply from the uncolored south edge of the map.

#### 2. Markers


-  Put the Turn marker face up on the Turn 4, "16-19 May" turn track box.
-  Put the British Stance marker in the "Careful Tactics" box of the Stance track, with the "Careful Tactics" side face up.



- Put the Event Points marker in the #4 box, the Map Points marker in the #5 box, and VP Total marker in the #9 box, of the Victory Point Track (all these markers start German-side up). **Note:** 1 VP Map Point is coming from the Luxemburg city hex off-map to the south.
-  Put one French "Surrender!" marker in Amsterdam.
-  Put the remaining 19 Allied IMs in a draw cup.
-  Put the 20 German IMs in a draw cup.
- The German player places next to him the five gray-green Target/Counterblow markers he has available for use.
-  The Allied player places next to him on the table the three light blue Target/Counterblow markers (French units only) and the two brown Target markers (for the non-French units' use only) he has available for use. The lone Allied dark blue

"Initiative Target Marker" is made available by special card or game events (19.3).

#### 3. Unit Counters

- Put all the counters pictured on the setup map (found on the bottom of page 5) on the game board as indicated.
- The square counters with turn-number entry info (to be received as reinforcements) are also shown. Put them in the corresponding turn box on the turn track.
-  **Note:** The French 4th Army unit arrives as a Reinforcement on Turn 5.
- These are the *only* square counters used in the scenario setup; all others are unavailable.



**Exception:** The two French 2-3 GQG tanks and the Dynamo counter may appear during play due to game Events.

#### 4. Event Cards

Shuffle the 30 **French Front** Event cards together into one face-down draw pile.

#### 5. Leader Cards

- The German player puts in front of him his Main Leader card, BRAUCHITSCH IN COMMAND, face up.
- The Allied player puts in front of him his Main Leader card, GAMELIN IN COMMAND, face up.

#### Pre-Game Secret Plan Card Draw

Secret Plan cards are not used in this scenario, as the victory conditions differ from the Campaign game.

#### Pre-Game Event Card Draw

**1. German Player:** The German player randomly draws *four* Event cards from the deck, and puts *two* into in his hand. Any German red-text "Must Play" cards are discarded without effect and redrawn. The German player discards the two *unselected* Event cards, and reshuffles the deck and discard pile together.

**2. Allied Player:** The Allied player draws no cards.

**Reshuffle:** The deck and discard piles are reshuffled together to form one face-down draw pile.

#### Pre-Game IM Draw


**1. German Player:** The German player *freely selects four* of his IMs and puts them face-down in front of him; the remainder are put back into the German player's draw cup.

**2. Allied Player:** The Allied player *randomly draws four* of his IMs and puts face-down in front of him.

## Pre-Game Map Setup

- 1. Allied Player:** The Allied player's units (including neutral countries) are set up first, as per the areas on the board designated in the *Dunkirk* scenario map below.
- 2. German Player:** The German units are set up second, as per the areas on the board designated in the *Dunkirk* scenario map below.
- 3. Reserves:** There are no units of either side in Reserve.
- 4. Eliminated Units:** There are no units of either side in the Surrendered and Destroyed unit's boxes.

## Special Scenario Rules

- In the Event Phase of the first turn (Turn 4) of the game, the Allied side automatically suffers a missed "Sudden Death" Check. Immediately implement case 17.6.B: "Main Leader not yet Replaced."
- Each Paris city hex requires a "Surrender" marker (instead of using a single marker for all three hexes, per 19.8, first bullet).
-  The "Surrender" markers stay on the map during the entire game, even during the end game Victory Phase.
- Players *may not* Improve or Rebuild units during the Organization Phase on the first turn of the scenario.

This means that Minor City hexes with "Surrender" markers will never score points for the Germans, and Major Cities hexes will score only 1 VP. It also means that the French Leader card will be flipped to its replacement side at the start of Turn 5.

## Victory Scoring and Conditions

The *Dunkirk* scenario uses special Victory Conditions.

### Victory Point Score

- Players score Victory points for *all* conditions listed on the Victory Point Scoring and End Game Victory Points tables at all times during the game; i.e., the End Game VP table scores points during the regular turns.
- Secret Plan cards are not used in this scenario.

**Exception:** The "British Stance Table" VPs are scored only at the end of the game.

### Victory Conditions

Add the negative VP score from the British Stance Track to the Total VP score. If the Total VP Score is **22 VP** or more, the Germans player wins, otherwise the Allied player wins.

### Start the Game!

Start the game on Turn 4, following the sequence of play. The game ends after Turn 9 is completed (six turns).



## D. Hypothetical 1939 Campaign Game

The *Hypothetical 1939 Campaign Game* does not use the *Secret Plan* cards (5.7). Follow the same setup sequence and rules as for the **French Front Regular Campaign Game**, except for the *Pre-Game Secret Plan Draw*, the setup of some units, the *Event Cards* and *IM Draw*.

### Game Counter Setup

#### 1. German Player

- The German player uses the counters of the **Polish Front** game instead of those of the **French Front** game.



**Exception:** The five round German Airborne counters (shown above) are used and put into the Reserve.

- None of the German counters have two steps; they all have one step only. All two-step German units start with their weaker side face-up; they may not be flipped back to their stronger side during the game unless an *Event card* allows it.
- Each counter must be set up anywhere in Germany, and must be set up adjacent to, or in the same hex as, a counter of the same Group Name (2.3.1), if such a counter exists.
- Up to eight square counters may be set up in the Reserve.

#### 2. Allied Player

- None of the Allied counters have two steps; they all are one step only. All two-step Allied units start with their weaker side face-up (including the Maginot Forts, the Belgian, English, Swiss and Netherland troops); they may not be flipped back to their stronger side during the game unless an *Event card* allows it.
- Set up all the counters as indicated on the setup sheet of the **French Front** game.



**Exception:** The two “7th Army” counters (shown above) are put into the Reserve.

### Pre-Game Secret Plan Card Draw

Secret Plan cards are not used in this scenario.

### Pre-Game Event Card Draw

- German Player:** The German player randomly draws four *Event cards* from the deck, and puts two into his hand. Any German red-text “Must Play” cards are dis-

carded without effect and redrawn. The German player discards the two *unselected* cards, and reshuffles the deck and discard pile together.

- Allied Player:** The Allied player randomly draws four *Event Cards* from the deck and puts two into his hand. Any Allied red-text “Must Play” cards are discarded without effect and redrawn. The Allied player discards the two *unselected* cards, and reshuffles the deck and discard pile together.

**Final Reshuffle:** The deck and discard piles are reshuffled together to form one face-down draw pile.

### Pre-Game IM Draw



- German Player:** The German player randomly draws four of his **OKW** IMs and puts them face-down in front of him.



The seven-dark green **OKH** IMs are not used in this game; put them aside.



- Allied Player:** The Allied player randomly draws three of his **GHQ** IMs and puts them face-down in front of him.



The seven-dark blue **GQG** IMs are not used in this game; put them aside.

### Special Rules

- The German player is not considered at war with any of the minor countries at the start of the game (Belgium/Luxemburg, Holland and Switzerland). He can move/attack into those countries, thus declaring war against any of them, during the *Event Phase* of any turn. The Allied player can still move these minor countries’ units within their home country if that minor country is not at war with Germany.
- Do not check “Sudden Death” during the game.
- Each Paris city hex requires a “Surrender” marker (instead of using a single marker for all three hexes, per 19.8, first bullet; the markers may be placed on different turns).

*This campaign supposes that Hitler decided to attack France—as he initially planned—in late 1939, and that the winter was pretty mild compared to what happened historically. Thus, both sides have not had time to fully organize their forces (as they did during the “Phony War” lull), or to produce the extra weapons they did during that time. Conversely, the Allies will not suffer debilitating effects of a long period of inaction, and the Germans will not be able to complete the training of their army. As for the Game turns, instead of May/June, read November/December.*

## Polish Front Setup

Each of the three *Polish Front* Campaign Games uses the standard Victory Conditions (17.0). The Short Scenario uses its own Victory Conditions.

### A. Regular Campaign Game



The *Polish Front Regular Campaign Game* uses all Alternate Events on the Event Cards (21.0). The Preparation of the game is a little bit involved, so just follow the instructions in order, one-by-one. You don't have to read it all beforehand.

### Components Preparation

#### 1. Map

Properly arrange the Poland mapboard between the two players. The German player should sit on the West side; and the Allied player on the East side, facing each other.

#### 2. Markers

-  Put the Turn marker face up on the “Turn 1” “1/2 Sept” turn track box.
-  Put the Soviet Stance marker, face up, in the “Molotov-Ribbentrop Pact” box of the Stance track.



- Put the Event Points, Map Points and VP Total markers, face up in the zero box of the Victory Point Track.
-   Put the 20 German IMs in a draw cup.
-   Put the 20 Allied IMs in a draw cup.
-   The German player places next to him the five gray-green Target/Counterblow markers *and* the two brown Target markers (for the non-German units' use only) he has available for use.
-  The Allied player places next to him the three light blue Target/Counterblow markers he has available for use.
-  The lone Allied dark blue “Initiative Target Marker” is made available by special card or game events (19.3).

#### 3. Unit Counters

- Put all the counters pictured on the setup card for the *Polish Front* game on the setup card for easy access as play proceeds.
- Put the square counters with turn-number entry info in the corresponding turn box on the turn track (2.3.4).
- The counters with letter entry info are bought into play by special Events; put these to the side.

#### 4. Event Cards

Shuffle the 29 *Polish Front* Event cards together into one facedown draw pile.

#### 5. Leader Cards

- The German player puts his Main Leader card, RUNDSTEDT IN COMMAND, face up in front of him.
- The Allied player puts his Main Leader card, RYDZ-SMIGLY IN COMMAND, face up in front of him.

### Pre-Game Event Cards Draw

**1. German Player:** The German player randomly draws *four* cards from the deck and puts them into his hand. Any German red-text “Must Play” cards are discarded without effect and are redrawn. He discards the rest and reshuffles the deck and discard pile together.

**2. Allied Player:** The Allied player randomly draws *two* Event Cards from the deck into his hand, any Allied red-text “Must Play” cards are discarded without effect and redrawn.

**3. Final Reshuffle:** The deck and discard piles are reshuffled together to form one face-down draw pile.

### Pre-Game IM Draw

**1. German Player:** The German player randomly draws *four* of his IMs and puts them face-down in front of him.

**2. Allied Player:** The Allied player randomly draws *three* of his IMs and puts them face-down in front of him.

### Pre-Game Map Setup

**1. Allied Player:** The Allied player's units are set up first, as per the areas on the board designated on the *Polish Front* setup map. No more than *one* square or round unit (total), *plus* one hex-shaped unit, may be set up in each map hex. No units are set up in the Reserve.

**2. German Player:** The German units are set up second, as per the areas on the board designated in the *Polish Front* setup map, using normal stacking limits. No units are set up in the Reserve.

## Start the Game!

Start the game on Turn 1, following the sequence of play.

*In the Polish Front Regular Campaign game, you could get a setup moderately different from what happened in history, because of the Alternate Events (21.0), especially if the Allied player gets the CZECHOSLOVAKIA NOT INVADED Event.*

## B. Historical Campaign Game

The Historical Campaign Game uses the same rules as the **Polish Front Regular Campaign Game** except for the Alternate Events (21.0). Follow the same setup sequence as the **Polish Front Regular Campaign Game**.

The card Events identified by an **Alt Event** caption in the upper left corner cannot be played for their Event text during the game. They can be played as normal discards.

*Thus, the game follows the exact happenstances as the historical campaign. No surprises!*

## C. Warsaw Scenario

This scenario uses half of the map and only some of the game's units. It ends when the Soviets historically decided to invade Poland, right after the Germans have surrounded Warsaw. The Game lasts 6 turns.

### Components Preparation

#### 1. Map

Only the Western half of the map is in use; you can fold it along its natural crease. Half-hexes are not playable. Consider that the Polish exit/supply zone is the Eastern map edge. The Allied player can draw full supply from that uncolored east edge of the map and can also exit units along that edge, following the regular Evacuation rules (11.0).

#### 2. Unit Counters

- Put all the counters pictured on the Campaign setup map on the game board as indicated.
- The counters that are pictured as outside the Western half-map are not used.
- The reinforcements appear normally.
- The Soviet units are not used in this scenario.



The Polish “Tarnow” and “Kutnow” GHQ units (shown above) appear as Reinforcements on Turn 2.



The German 2-3 Brand and the 4-4 Wodig (shown above) are not used in this campaign game and are removed from play.

### Rest of the Procedures

Follow the same other setup procedures as the **Polish Front Regular Campaign Game**.

### Special Rules

- The Soviet units are not used in the Scenario, but the Soviet Stance Table is still in play (it will affect the end game VP totals).

### Victory Scoring and Conditions

The Warsaw Scenario uses special Victory Conditions and Victory Point count.

#### Victory Point Score

Players score Victory points for *all* conditions listed on the Victory Point Scoring and End Game Victory Points tables at all times during the game; i.e., the End Game VP table scores points during the regular turns. **Exception:** The “Soviet Stance Table” VPs are scored only at the end of the game.

#### Victory Conditions

Add the negative VP score of the Soviet Stance track to the Total VP score. If the Total VP Score is 22 VP or more, the Germans player wins, otherwise the Allied player wins.

### Start the Game!

Start the game on Turn 1, following the sequence of play. The game ends after Turn 6 is completed (six turns).

*This short scenario is a perfect way of learning the game's rules and concepts.*



## D. Comintern Campaign Game


This hypothetical Campaign Game follows the same setup sequence and rules as the **Polish Front Regular Campaign Game**, except for the control and setup of the Soviet units and some Event card play.

### Special Rules

#### 1. Soviet Units

- The Allied player has control of the Soviet units; the Soviets are considered an Allied Minor Ally and the German player can attack them. Therefore, use rule (18.5), replacing “German” by “Allied”
- Only Soviet *Mechanized* and *Cavalry* units may exit the USSR; Soviet *Infantry* units may *not* exit the USSR.
- Soviet units cannot capture a German-controlled city or minor city for the Polish player. If a Soviet unit moves through such a hex, it is considered uncontrolled by either side.

#### 2. Markers

-  The Allied player gets the two brown Target markers for the Soviet units' use.
- Set up all the counters as indicated on the setup sheet of the *Polish Front* game.

#### 3. Stance Card Events #53 and #55

Allied Event card #53 (SOVIETS STALL) and German Event card #55 (REALPOLITIK) are treated as red-text “Play Immediately” cards. They must each be played in the next Strategic Phase, and give a free card draw.

#### 4. USSR Border

- German units may cross the Poland-USSR border.
- Polish units cannot move normally across the USSR border; if they retreat across it, they are put in the Destroyed units box.

#### 5. Allied USSR Supply

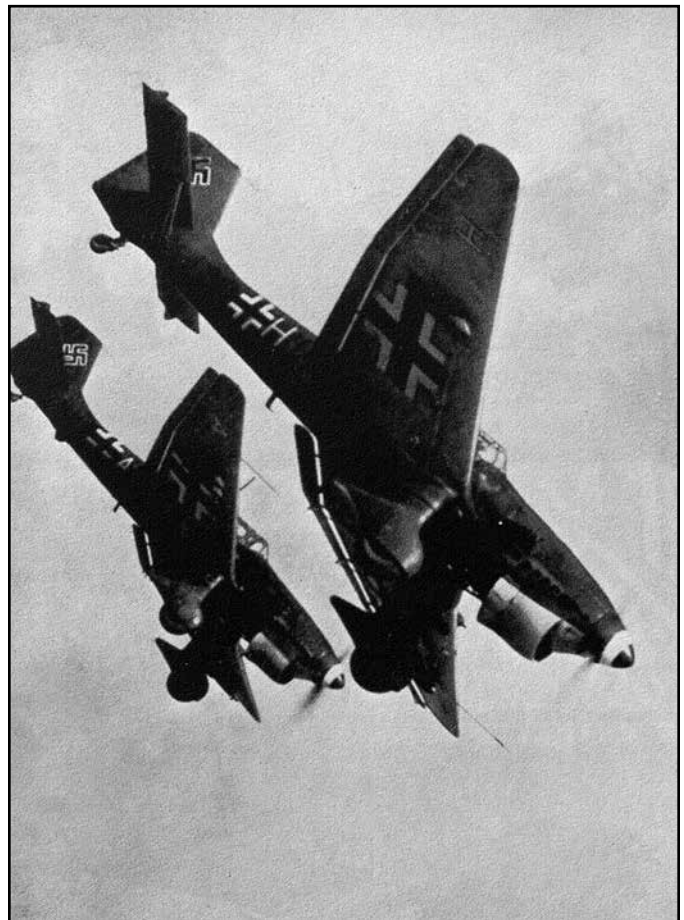
- Treat the Poland-USSR border as a white map border for all game purposes.
- The USSR border is considered a Partial Supply Source (12.3) for Polish units; they may draw limited supply and may evacuate (11.0) through it.

### Victory Conditions

The Comintern Campaign Game uses a slightly modified set of Game End Victory Conditions. Increase the Game End Victory result (17.7.2) one level in favor of the German player. If the VP total is ever 0 VPs or less, it becomes an “Allied Major Victory”.

*Example:* The final VP total is 20 VP, which would normally be an “Allied Operational Victory”. This instead becomes a “German Operational Victory”.

*This campaign supposes that Stalin did not trust Hitler to fulfill his part of their pact. It presumes Stalin decides to partially intervene on the side of the Poles, and hedges his bets for the Allies to win quickly against Germany. But he does so short of declaring war, so only “rogue” elements of Soviets troops are coming to the help of the embattled Poles. It’s a slightly far-fetched alternative history, but it makes for an interesting game.*



## Examples of Play

### Dunkirk Scenario

It's the start of the first game turn of the *Dunkirk* scenario (Game Turn 4). This uses the scenario setup instructions and map found on pages 4-5 of this manual.

*I played this scenario without tweaking anything. I drew the cards, the markers and rolled the dice "as is". Feel free to set up your game to follow the action and perhaps continue the scenario by yourself.*

**Starting Cards:** After drawing and discarding cards as per scenario instructions, the German player has two cards in his hand: #11, OPERATIONAL FEINT, and #23, AUFROLLEN TACTICS. Note that having these cards in hand also gives him some intel about the Events the Allied player will not be able to play on him (the Allied Event portion of the cards). The Allied player draws no cards.

**Starting Initiative Markers:** The German player may *freely select* any four of his IMs. Planning to do a large advance after having hopefully broken the enemy front, he selects one "Blitz!" and three "Blitzkrieg!" IMs (they stay hidden from view from the opposing player).



The Allied player *randomly* draw four IMs, and thusly draws one "Combat VP!", one "Halt! Hitler" and two "Hold!" IMs. The two "Hold!" markers are unplayable for their event right now because of the French leader Gamelin (the "Obsolete Methods" unique leader; rule 22.1), and the "Halt! Hitler" IM is playable only with the use of Event card #17 (see 19.9), so not a very useful draw.



The *Dunkirk* scenario starts, as per the Sequence of Play, on **Turn 4**.



**Game Turn Event & Check Phases:** The gray "British Stance" event is acted upon since the German VP Total score (9 VP) is more than the British Stance Threshold limit of 8 VP on the Victory Point Track (7.4). The British

stance marker, currently in the "Careful Tactics" box, face down, is now flipped face up (see 20.2.1, second bullet).

The Secret Plan Events are not acted upon in this scenario; in the Regular/Historical Campaign games both players would check their Secret Plan cards for possible scoring (20.3).



Since there is a "Sudden Death" icon in the Turn box, Sudden Death is checked. The Allied player misses his check by two points, as the

Total VP score is in the 9 VP box, and the Turn 4 Allied Sudden Death limits is 7 VP on the Victory Point track. Conditions are not yet met for a Sudden Death victory (17.5) and it is not used in the scenario anyway, but the French "Gamelin" Leader will be Replaced next turn (5.6). A "No Actions" marker is put on the card to indicate this fact. This has other effects (see 17.6.B):

- The Allied player may not draw IMs this turn.
- The German player rolls two dice and puts that number of "No Actions" markers on his opponent's hexes occupied by units!

The die rolls are **1** and **5** = 6 hexes. Note that all units in a hex are affected by a "No Actions" marker placed on them (2.7).

*This simulates the Allied army's confusion following an unexpectedly bad turn of events on the front, and the delays caused by the change of command.*

**Strategic Phase:** Each player draws four cards, plus a number of IMs as indicated on the turn track for that turn. It would normally be ten for the Germans and eight for the Allies, but since the Allied Leader is being replaced, the Allies draw no markers. The German player ends up with 14 markers (he already had the four IMs he selected at scenario start). Since this is higher than his leader's command limit of eight, he must discard six IMs of his choice. He chooses to keep the four IMs he initially selected, then adds the following IMs:



**Card Draws and Mandatory Play:** The last card drawn by the German player was #33, STRAFING ATTACKS. It is a "Play Immediately" card, so it must be played, and its event acted upon if possible. One more "No Actions" marker is put on the board, and the Allied player randomly discards one "Hold!" marker.

*German planes attack military and refugee columns, creating some extra confusion on the ground.*

The first card the Allied player drew was #15, KING LEOPOLD III—another red-text Event card that must be acted upon immediately. He flips one Belgian unit to its front side and all the Belgian units are considered to have black combat factors this game turn.

*In front of the unprovoked Nazi aggression, the Belgian King rallies his brave troops for a possible counterattack.*

The cards each player has in their hands are the following (both are within their Leader’s Event card command limit):

**Allied Hand:** Cards #12- 21- 25



**German Hand:** Cards #23-11-32-19-28



**Card Play Step:** The Allies play Event card #21, WINSTON CHURCHILL, for its effect. He must return two IMs to the cup to pay for the card, and selects the “Halt! Hitler” and “Hold!” IMs. The British Stance marker is moved one box to the left—to the “British Control” box. The British units can now evacuate the map, but can no longer attack with the French.

*With the French command structure crumbling, the British prepare for a possible evacuation.*

The German player then plays card #32, OKH GENERAL STAFF to score a “Combat VP!” IM. The “Event Point” marker is moved to the 5 VP box, and the “VP Total” to the 10 VP box. The “Combat VP!” IM goes back to the cup. Both players consecutively pass, so the phase is over.

*The German player decides not to use card #32 for additional marker draws as he is confident that he already has enough resources to reach his aim of breaking the front this turn and can afford this “luxury” VP. He also decides not to use his Leader’s unique rules which would allow him to discard and redraw a card or marker.*

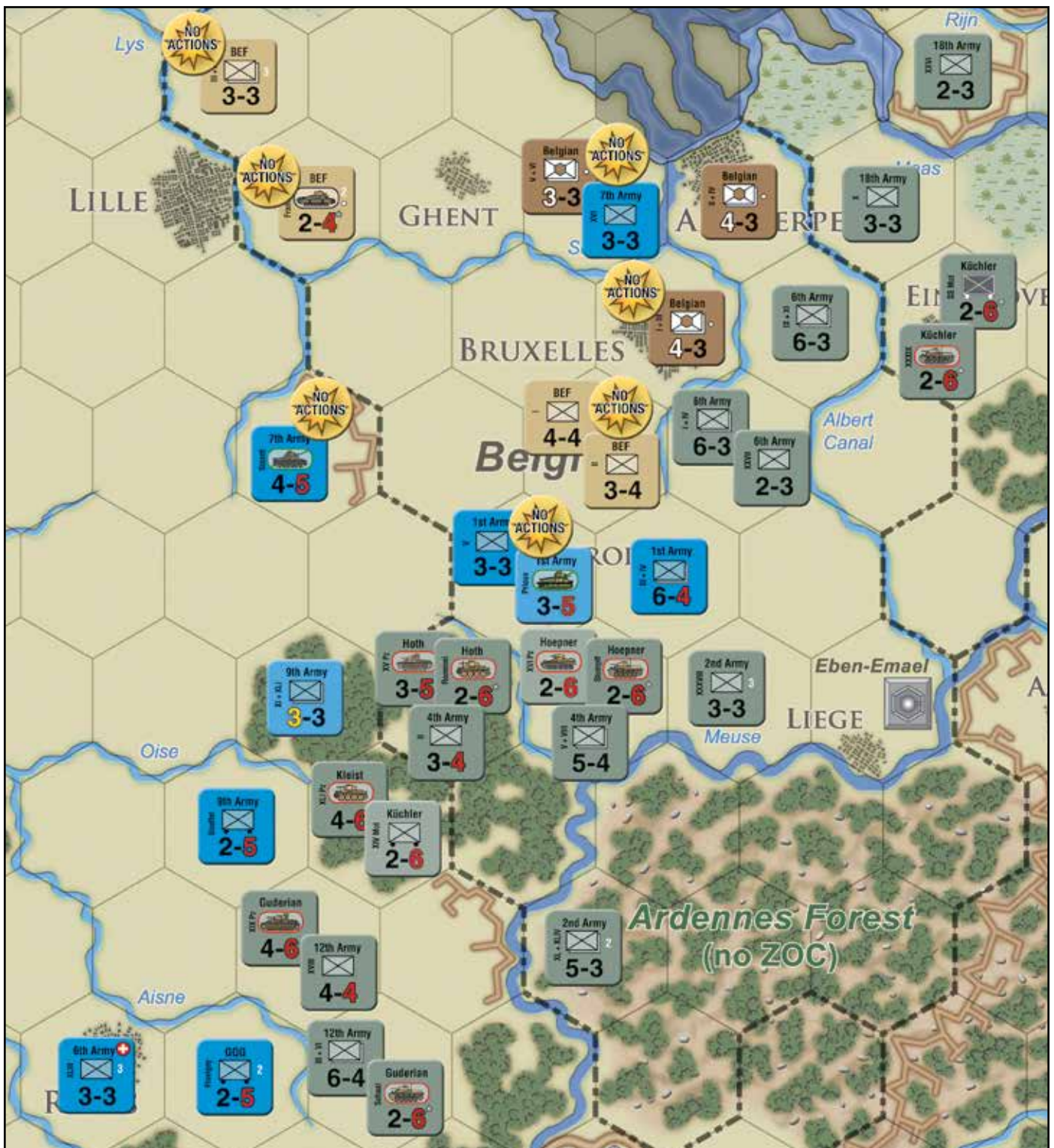
**Organization Phase:** As per the scenario’s special rules, no units can be Improved or Replaced on the first turn. Both players place their allotted reinforcements (the three units shown below) in their Reserve (some convenient place on the game table, such as on a *Polish Front* Event card).



**Deployment Phase:** Neither player decides to send any of his on-map units to the Reserve this turn. The Allied player would have loved to put the British III Corps in the Reserve, but only French units are allowed (10.0.A). No units are in position to be Evacuated either (the unit must be adjacent to a blue map border, or in an Evacuation Zone; i.e., a sea hex with a ship icon).

*Note that some Allied Event cards allow evacuation outside the Deployment phase or without rolling for the outcome, like cards #24, OPERATION ARIEL, or #33, OPERATION DYNAMO.*

**German Supply Phase:** The German player, having the Initiative, does his turn first. All units of both sides are in supply right now. Contrary to the other games in the series, the supply paths can be of any length.



The above illustration shows the situation at the start of the German Movement Phase.

Note that all the units with a “No Actions” marker in their hex are unable to move more than one hex during their Movement Phase, and cannot Attack or get a Counterblow marker (14.1.2).

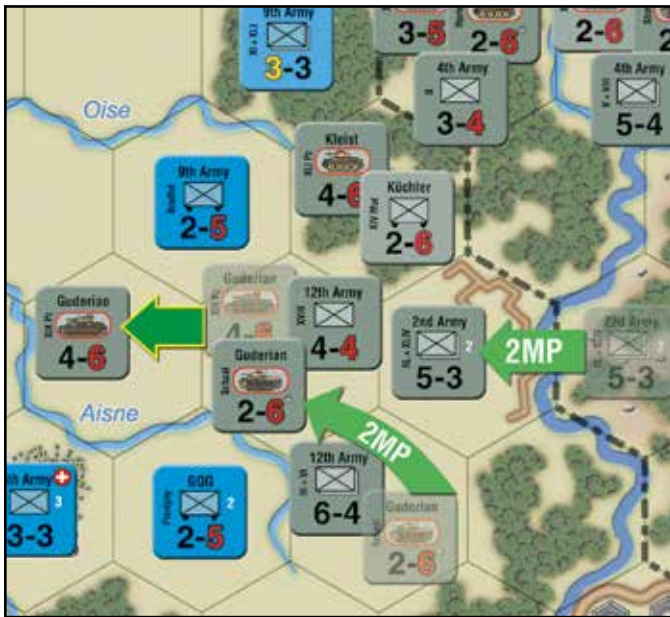
**German Movement Phase:** Most of the German player’s units are already in good position for what he intends to

do this turn, so only a few rear-area units are brought to the front line.

*When moving, do not forget that stacking limits do not apply, that there is a +1 Movement Point cost when you enter a hex that is in an Enemy Zone of Control (EZOC), and that one \*-type unit can stack for free.*



Note here that the Guderian panzer unit moved from an EZOC directly to another; an infantry-type unit could not do that (13.4.2).



**End of the Movement Phase:**

The German player uses card #23, AUFROLLEN TACTICS, to advance Guderian's XIX Panzer from one

EZOC into another EZOC without the benefit of a friendly unit being present. The card has a German cross icon in the upper right, so an IM marker must be used to pay for the Event. He chooses the "Shock-Counterblow" IM since there is little chance of a serious Allied attack during their player turn.



**German Combat Phase:** The German player has five "Target" IMs and will initiate that many attacks during this Combat Phase; but the "Shock-Target" IMs allow one extra attack.

Most of the Battles are against the weak French 9th Army, plus a few spoiling attacks on the flanks and an assault against the 1st Army's infantry. The strong British Expeditionary Force is left alone and untouched. The Allies place no Counterblow IMs.

*The Allied player has little opportunity for placing Counterblow IMs as almost all the units adjacent to Germans are under "No Actions" markers (14.1.2, third bullet), and he wants to keep for later his two cards and one IM marker.*

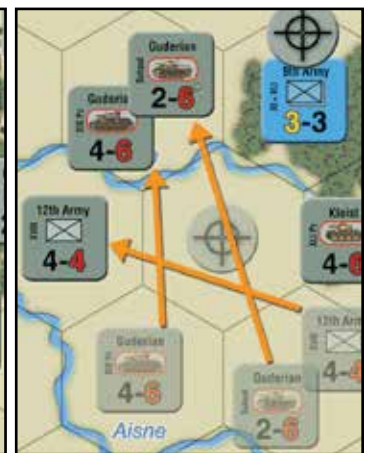
**First German Attack:** Guderian Corps and supporting 12th Army Infantry attacks the 9th Army Motorized unit. At 10 SPs vs 2 SPs the initial odds are 5:1. Armor is attacking an infantry-type unit in "clear" terrain, which gives a one CRT shift right (14.6.5). The Allied player does not use any cards or markers.

*The Allied player always goes first when committing cards or IMs in Combat (14.5.3).*

Final odds are a whopping 6:1 on the German Mobile Combat table (all the attackers but one are Mobile units, in allowable terrain). The Allied player cringes. The die roll is 3, resulting in a "DS" (Defender Shattered) result. Defending units are retreated three hexes and put under a "No Actions" marker. The closest supply source is any of the three Ports on the map; it retreats towards Dieppe (14.7.5). The attackers can advance two hexes as they are Mobile units (14.8.1). The first hex of the advance must be the defender's hex; they then advance a second hex to surround the 9th Army infantry with their ZOCs. Note that EZOCs do not affect Advance After Combat (14.8).



The first German attack.



Advances after the first attack.

**Second German Attack:** More of a “spoiling” attack, one unit of the 12th Army attacks the “Flavigny” GQG unit. At 6 SPs vs 2 SPs the initial odds are 2:1. The Minor River hexside shifts the CRT one column to the left in favor of the defender. Not willing to waste remaining resources on this sideshow, nobody plays any cards or markers. Final odds are 3:2 on the Prepared Combat table. The roll is **4**, resulting in a “CR” (Counterattack Required). Not willing to give up an inch of French soil, the GQG unit counterattacks!



*The second German attack.*



**Allied Counterattack:** This is treated exactly like a normal attack, except no terrain modifiers are used (14.7.3), Final odds are 1:3. No cards or markers are played. The roll is **5**, resulting in a “CB” (Counterblow) result. The German Target marker is turned over and put on the 12th Army. The Allied player must attack the German units in the Counterblow marker hex during the Allied Combat Phase with at least one of his adjacent units, or move away. The French line holds!

*A “CB” battle result always places the marker on the Phasing player’s units (here the German), even if they are not attacking per se, in this case a Counterattack.*

**Third German Attack:** A large assault by five attackers. The Kleist and Hoth panzer corps, plus some supporting infantry, attack the reduced French 9th Army infantry unit. At 14 SPs vs 3 SPs, the initial odds are 4:1. The forest gives a one-column CRT shift left, but this is cancelled by the German armor bonus allowing one-column CRT shift right. The German player thinks this may not be enough and commits a “Blitz!” IM. Final odds are 5:1 on the Mobile Combat table. The Allied player does not have any markers or cards he can use.

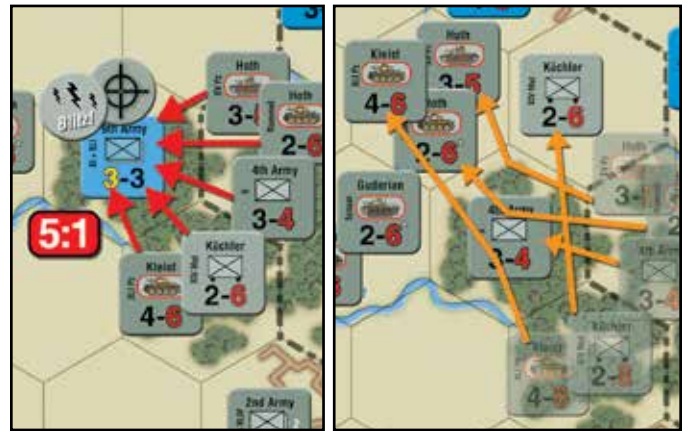


Not wanting to leave anything to chance, the German now plays card #28, LUTFLOTTE 3, to add another two column shifts right on the CRT, up to a maximum of 6:1 odds. He discards one of his precious “Blitzkrieg” IMs to pay for the event.



The Allied player does not want to have his troops hacked to pieces again, so he reacts with card #12 RAF, FIGHTERS, using his last remaining IM, thus cancelling the German card!

*Hermann Göring is not amused. Who said the skies were empty of Allied planes in 1940? Note that the weather is “Clear”. If the Weather had been “Bad” neither card could have been played since they both display the black “Air Force” icon (13.2.4).*



*The third German attack.*

*Advances after the third attack.*

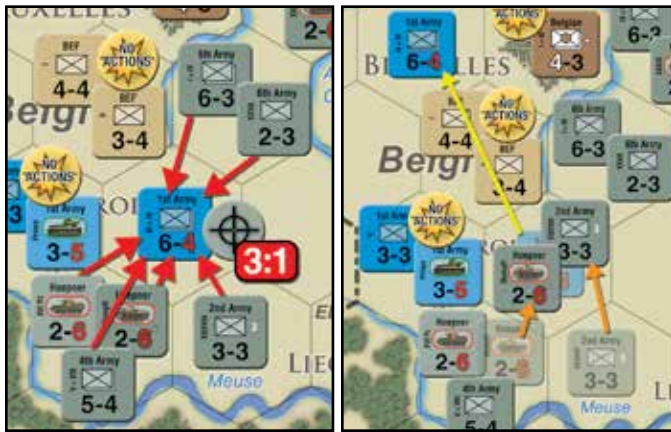
The roll is **6**, resulting in a “DE” (Defender Eliminated) result. Since the French unit is surrounded by EZOCs, there are no adjacent units over which it could retreat, so it is put in the Surrendered Units box. It can’t be rebuilt and gives the German player one Event VP (14.7.1). The mobile attackers can advance two hexes as they are not crossing blocking terrain.

*The panzers barrel into the gaping hole, aiming for the English Channel, or perhaps Paris?*



*The situation in the south after the first three German attacks.*

**Fourth German Attack:** Another big assault by six attackers. The Hoepner Corps, 6th Army and 4th Army are aiming for the French 1st Army large Infantry unit. At 20 SPs vs 6 SPs, the initial odds are 3:1 on the Prepared Combat Table (the Mobile table cannot be used as there is more than one non-mobile unit participating in the attack). The German player does *not* get a one column shift right on the CRT for his “Blitzkrieg” panzers as this is not a Mobile or Blitzkrieg attack (2.13), so the final odds are still 3:1. No cards or IMs are played by either side. The roll is a 4, resulting in a “D” (Defender Falls Back). The 1st Army unit retreats two hexes towards Ghent (the EZOCs are negated by the friendly BEF units). Two of the attackers units advance into the defender’s hex.



The fourth German attack. Advances after the fourth attack.



The situation in the north after the fifth German attack.

As you can see the Mobile Combat Table leads to more results with Advances, whereas the Prepared Combat Table gives more static, WWI-like results, and more casualties. Now let’s see what happens in the “Blitzkrieg” phase.



The fifth German attack.

**Fifth German Attack:**

The Kuchler Corps and the 18th Army are attacking the Belgians in Antwerp. At 15 SPs vs 4 SPs the initial odds are 3:1 on the Prepared Combat Table. The Minor River CRT shift is not used as not all attacker are assaulting across, but the Major City gives a two-column shift to the left bonus for the defenders. The German player thus uses his last “Blitz!” IM; there is no Armor bonus because of the City. The final odds are 2:1. The roll is 6, resulting in a “D1” (Defender Attrition). The Belgian unit is flipped (again) to its weaker side. There are no advances or retreats.

The German player still has two Event cards (#11, OPERATIONAL FEINT, and #19, ERWIN ROMMEL), plus one “Blitz!” and two “Blitzkrieg!” IMs. The latter will be used this phase. The last IM will be kept to pay for the OPERATIONAL FEINT card during the French player turn. The Allied player has but one card (#25, GEORGES BLANCHARD), but will not be able to use it for lack of an IM.

**German Blitzkrieg Assault Phase:** The German player still has two Event cards (#11, OPERATIONAL FEINT, and #19, ERWIN ROMMEL), plus one “Blitz!” and two “Blitzkrieg!” IMs. The latter will be used this phase. The last IM will be kept to pay for the OPERATIONAL FEINT card during the French player turn. The Allied player has but one card (#25, GEORGES BLANCHARD), but will not be able to use it for lack of an IM.

One “Blitzkrieg!” IM is put on the Guderian panzer stack, the other on the Hoth/Kleist panzer stack next to it; any non-panzer units in the stacks would be put atop the marker and would not be affected by it.

The two Guderian panzers advance and split out (see illustration on next page). Since they are now in different hexes, only one can keep the “Blitzkrieg!” IM, the other loses it. The Hoth/Kleist panzer stack has two choices: Blitzkrieg Advance or Assault. When doing a Blitzkrieg Assault stacks must attack their target separately. The only unit that can be attacked is the 7th Army Tank unit next to it. The initial odds would be 2:1. The “Blitzkrieg!” IM would give a one-column shift left to 3:1, the last “Blitz!” IM could also be used, (pushing the odds to 4:1 which are pretty good on the Blitzkrieg Assault Table), as the 3:1 odds have only a 50/50 chance of success. However, the German player decides to Blitzkrieg Advance instead of Blitzkrieg Assault, keeping his “Blitz!” IM marker for later use.



The German Blitzkrieg advances.

**German Reserve & Marker Removal Phases:** No units are deployed from the Reserve to the map; no markers need to be removed from the map.

Since the German-controlled cities are very far to the east (you must set up from the Reserve in or adjacent to one (16.1), “walking up” the infantry corps in reserve to the Front line would take way too much time for now.

**Situation at the End of the German Player-Turn:** The Allies are in a bad situation; their front-line is broken, and most of their units are under “No Actions” markers at the start of their player turn. Such units will not be able to attack and may only move one hex (13.1). But there are still some units available for a counterattack.



The Allied player regrets having spent his IMs to play the CHURCHILL card, as card #25, GEORGES BLANCHARD, would have allowed him to make a strong attack on the lead German panzer units, even if they are under a “Blitzkrieg” IM! Normally only mobile combat is allowed against these units (19.6) and because of the Allied Leader special rule (22.1), mobile combat is not allowed (this will change next turn with the Leader change in progress).

**Allied Supply Phase:** All units are still in supply.

**Allied Movement Phase:** The few good-order French units in the south prepare an attack on the infantry holding the flanks of the German breakthrough. The two 1st Army units take the British place in the line, and the one good-order Belgian unit rushes south to shore up the front, but the line is fully reformed.

Remember that units under “No Actions” markers can only move one hex. The French 1st Army units could temporarily move on the same hex as the British units, even if they are not allowed to stack with them (13.3.2), as stacking limits are enforced only at the end of the Movement Phase (13.3.4).



The Allied Movement Phase.

Note also that if the Belgian “II+IV” unit (starting in Antwerp) had enough MPs to move adjacent to the “Küchler” motorized infantry (it needs 4 MPs) it would have been put under a “No Actions” marker since the move is more than one hex and into an EZOC (13.4.1).



**German Card Play:** Discarding his last IM to pay for the Event, the German player plays card #11, OPERATIONAL FEINT. This allows him to normally move up to three German units not in an EZOC up to two hexes each. This move could prove to be devastating. The 12th Army is moved next to Reims, and two mobile units are advanced towards the English Channel. They will soon cut off the Allied Armies in Belgium from map-edge supply (12.2). The bottled-up French and English units will then be Port-supplied only (2.14); if they are eliminated they can only be rebuilt in or adjacent to the Port City supplying them.





German moves from play of the OPERATIONAL FEINT card.

Note that the Counterblow IM on the 12th Army does not move; Target and Counterblow IMs are placed in hexes, not on units. This is a pretty rare event.

**Allied Combat Phase:** The Allied player places only one Target marker, as the German units under Blitz IMs can only be attacked by mobile combat (see 14.0; combat not allowed), and the French Leader unique rules “Obsolete Methods” (22.1) forbids them from using the Mobile Combat Table. The French 1st Army stays put; the panzers are just too fast for them!

**Only Allied Attack:** The DeGaulle tank unit and supporting infantry attacks the German 12th Army. Since players are now “Out of Gas” (i.e., initiative markers), no cards or markers are played.

German card #19, ERWIN ROMMEL, does not need an IM marker (no German Cross symbol on the card), but it does require the Rommel panzer unit to be attacking for the card to be played for its Event.

At 7 SPs vs 4 SPs, the initial odds are 3:2 on the Prepared Combat Table; the Mobile table cannot be used even if there is not more than one non-mobile unit participating because of the French Leader’s “Obsolete Methods” rule. The river CRT modifier is not used as not all attackers are attacking across the river. Final odds are 2:1, as the Allies get a shift right on the CRT for their “regular” tank unit (2.13). The roll is 4, resulting in an “EX” (Exchange). The German 12st Army and the French 6th Army each lose one step. Since both units have only one step they are

put in the Destroyed Units Box. Although the defending unit’s hex is now empty, an advance cannot be made due to the “EX” result (14.7).



The only Allied attack.

...and after the attack.

Note that each player decides which of his units takes the combat step loss.

The German “Counterblow” IM is removed from the map without having any effect.

**Allied Reserve Phase:** The Allied player has two units in his Reserve. He places them near Dieppe and Calais so as to plug the gaping holes in his line. Neither can be set up in German Zones of Control.

**Allied Final Marker Removal Phase:** All the “No Actions” markers are removed from the Allied units, as are the Blitzkrieg IMs from the German units. Play now proceeds to the next Game Turn.



The two French Reserve units are placed in Calais and near Dieppe.

In retrospect, it would have been better for the Allied player to have moved both his BEF “III+Ter” and “Frankforce” units into Lille, but he did not anticipate that the German player would pull a fast one on him with the OPERATIONAL FEINT card. Without that card’s Event, he could have deployed his two reserve units along the Somme River near Amiens, plugging the gap with their ZOCs, stopping the German panzer movement next turn (see the map below). He also probably overreacted when placing the French GQG “3-4” unit in Calais; the better move might have been to put the 6th Mountain Army unit there.



With the right cards, good planning and a little luck, the situation on the ground can dramatically change in just one turn as shown in Turn 4. Now let’s see if the Allies can somehow get out of this mess!

**Game Turn Phase:** The turn marker is advanced to Turn 5. There is no Automatic victory as the scenario has special victory conditions.



The French Leader is flipped to its “Replacement” side. The Allied player breathes a sigh of relief as Weygand takes command.

Immediately, the Event Points marker and the German VP Total markers are adjusted by –2 VP each because of the Leader’s appearance in play (5.51).

Adjusted Leader’s Command Limits (5.5.3 & 5.5.4) are higher, and his unique rules (5.5.5) much better.



**Game Turn Event & Check Phases:** The Event is “British Stance”, like in the previous turn. Since the German VP Total score (10 VP) is over the Stance Threshold (8 VP), the British stance marker—currently in the “British Control” box—is moved into the “Operation Dynamo” box. The “Dynamo” unit is immediately put into the Reserve.

The Allies units will soon be able to evacuate more easily once the “Dynamo” unit is ashore (see 18.10).

**Strategic Phase:** New Event cards and IMs are drawn. For Turn 5, the respective IM draws are eight for the Germans and six for the Allies, as indicated on the Turn track. Neither player will exceed his Leader’s Command or Event cards limits as each has only one card left from the previous turn.

The Allied player drew, in order:

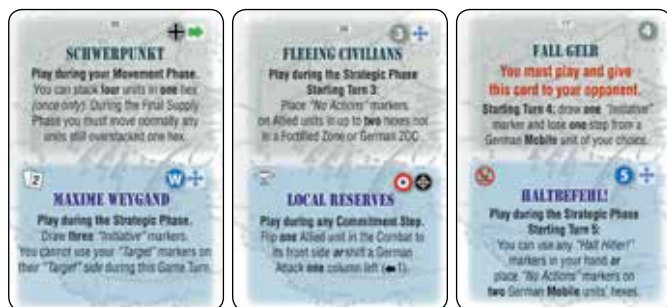
- **Card #03, VIVE LA FRANCE!:** It is a red-text “Must Play” card, so it is acted upon immediately. One IM is drawn as instructed by the event (a “Hold!”), and the card given to the German player.
- **Card #13, FRENCH 75’S:** An excellent card, as it costs no IM marker to play. Note the “W” Icon in the upper left, meaning the event can only be played if Weygand is in command (5.1.2).
- **Card #36, HITLER’S ORDERS:** Another red-text card that must be played. The condition for the Event to happen is met (Turn 5 or later). The German player must discard his two cards (#19, ERWIN ROMMEL, and #03, SCREAMING STUKAS), to the delight of the Allied player, and draws one card, #18, FLAK/PAK Guns.
- **Card #27, CORPS D’ARTILLERIE:** Another good combat card.

Also in the hand, card #25, GEORGES BLANCHARD, remaining from last turn’s card hand.

**Allied Hand:** Cards #03-13-36-27-25



**German Hand:** Cards #05-26-17-08-18



*The Allied player is left with only three cards, but they are all excellent combat cards, and the German lost two big cards: ROMMEL and the STUKAS. Not bad!*

The German player drew, in order:

- **Card #05, SCHWERPUNKT:** A useful card if the player wants to put pressure on a strong defensive line.
- **Card #26, FLEEING CIVILIANS:** A very nice card for the upcoming turn, "No Actions" markers will be put to good use soon, as we shall see.
- **Card #17, FALL GELB:** A red-text card that must be played. The German player draws one IM (a "Combat VP"), loses one Mobile unit step (flips a Hoth panzer unit to its weaker side), and—with a look of dread—gives the card to the Allied player. The Allied portion of the card is the HALTBEFEHL! Event, which allows the play of the "Halt! Hitler" markers (19.9)—just in time to help the Allies!
- **Card #08, GERD VON RUNDSTEDT:** This is a "damned if you do, damned if you don't" card. You get big advantages, but it'll slow down your advance as no Mobile Attacks are allowed on the turn it's played.

Also in the hand, **card #18, FLAK/PAK GUNS**, acquired recently, due to Allied play of card #36, HITLER'S ORDERS.

*The draw was uncannily historical this turn: Hitler is starting to put some sand in the Blitzkrieg's gears, Marshall Von Rundstedt advises caution, and the French Army is starting to reorganize. But is it too late?*

**Allied player IM markers after the draw:** Very good draw for the French, but alas no "Halt! Hitler" markers.



**German player IM markers after the draw:** Not a good offensive draw! There are nine markers total in the German player's hand now, which is one over the Command limit of the Leader. One "Hold" marker is put back into the cup.



*Note that the German player will be able to discard and redraw one IM and one card at the end of this phase as per his Leader's unique rules (22.3).*

**Card Play Step:** The Allied player plays card #17, HALTBEFEHL!. No "Halt! Hitler" markers are available, but the situation is critical. The Allied player places "No Actions" markers on two German Mobile units' hexes, blunting the panzers' advance in the nick of time.



*Note the red-barred "Death's Head" in the upper left of the French half of card #17. The presence of this icon means that the Event cannot be cancelled (5.1.3).*

The German player lays down card #26, FLEEING CIVILIANS. Two more "No Actions" markers are placed, on Allied units in hexes not in a German ZOC. The German places them on two BEF units.

Both players then pass, ending the card step.

*The German player could use his card #08, GERD VON RUNDSTEDT, but even if there will be few Mobile Attack opportunities this turn, he decides to keep it for later use.*

**Allied IM Step:** One “Surrender” IM is played on the city of Charleroi, denying the Map VP gain if it is captured by the Germans (19.8).

**End of the Strategic Phase:** The German player uses the two unique rules of his Leader:

- **Staff Work:** He discards card #18, FLAK/PAK GUNS, and draws a new card, #31, SIGNAL CORPS—a better card for the situation on the map.
- **Auftragstaktik:** He then discards a “Combat VP” IM, and draws a “Blitzkrieg” IM—again a better marker.

*As you can see, the German Leader has very powerful abilities that help getting superior cards and IMs. The French replacement Leader also has a similar card redraw ability, but only later in the turn (Combat Phase).*

**Organization Phase:** The Allied player, then the German, can improve units (9.1), then rebuild units (9.2) then get reinforcements, which are placed in the Reserve. Neither player decides to replace his losses; they each prefer to keep their Event cards for use as events. The reinforcements this turn, put in Reserve, are:



*The Allied player is getting much-needed units, but they are in Reserve so will be deployed only at the end of his turn, as could be the “Dynamo” unit, already placed in the Reserve.*

**Deployment Phase:** No units are moved from the map to the Reserve or evacuated.

**Supply Phase:** Every unit is in supply, although a lot of Allied troops can only draw Port supply (2.14).



**German Movement Phase:** The German player continues pushing his units forward (shown by green arrows on the map on page 21), but is limited to one hex for units under “No Actions” markers. Therefore, the German advance is not as strong as expected, forming a narrow and vulnerable corridor, which also limits the German’s attack options.

**Final Situation Map Discussion:** The German supply line between the German spearhead near Calais and the map’s eastern board edge (depicted by the thick pink line) is tenuous at best (the supply source is in Germany). This could be a problem during the Allied turn. If the perimeter can be held, next turn might see a tighter ring around the surrounded units in Belgium.



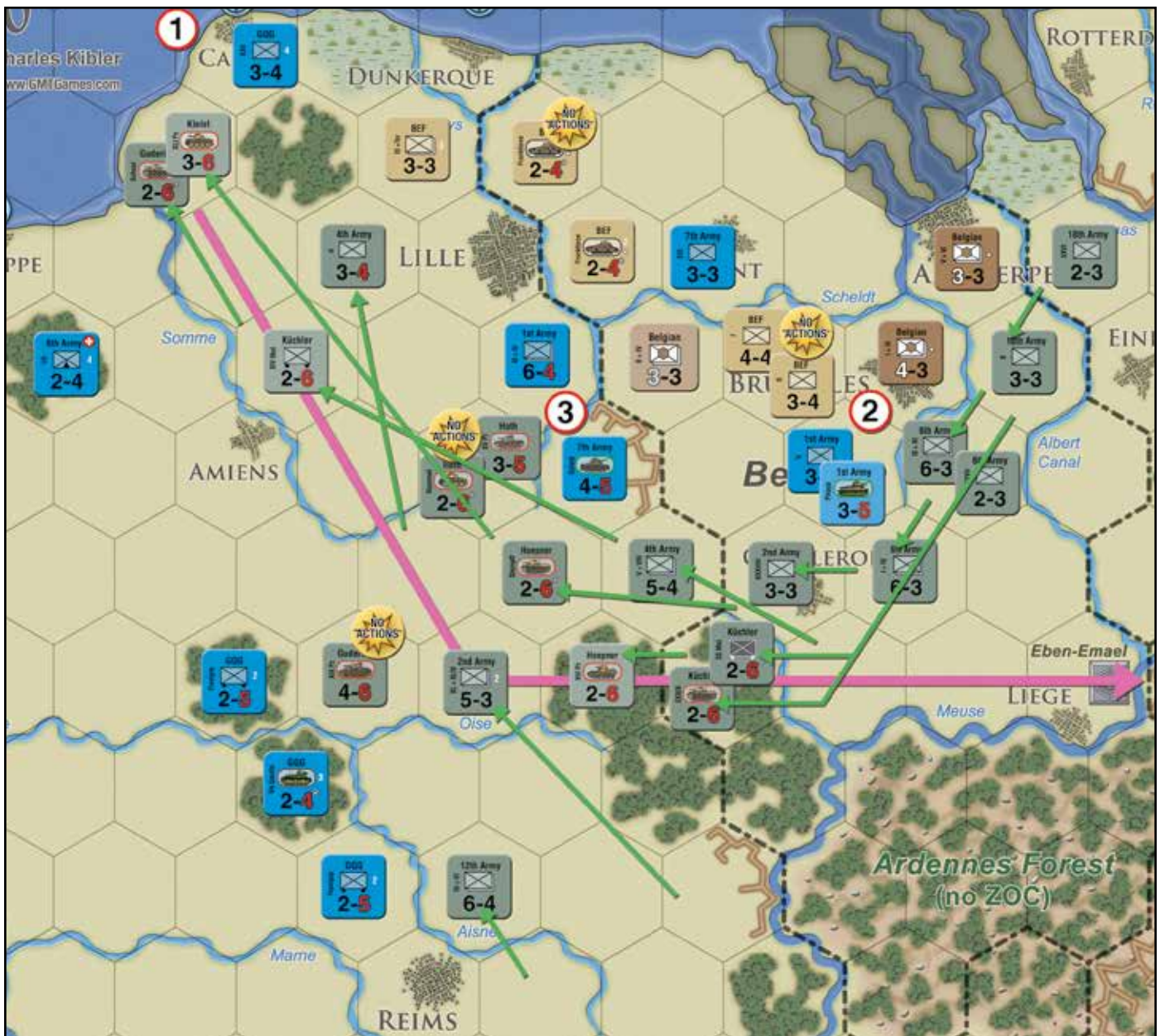
**Area ①:** Calais will be a difficult nut to crack this turn, as the minor city cancels the panzer CRT bonus and gives a one-column shift in defense. Only a few attackers are adjacent to it, and with the play of card #13, FRENCH 75 GUNS, and a “Hold” IM, the Allied “XXV” GQG unit will probably hold its ground. Let’s do the math: the two panzers have 5 SPs, vs the 3-SP French infantry; starting odds are therefore 3:2. The Allies plays card #13, doubling the defenders’; odds are now 5 SPs vs 6 SPs, thus 1:2 odds. The play of a “Hold” IM would lower this to 1:3.



The German player could use a “Blitz” IM (one shift right), plus he could play his “Shock-Target” IM (another shift right) to raise the odds back to 1:1, but it would cost him one extra step loss if the Defender does not retreat (14.7.2). This is lowered again one column left because of the city. Final odds would be 1:2. Pretty bad! On the Mobile CRT, only a die roll of 5 or 6 would be good.

**Area ②:** In this area the German player will try to pin the Allies in place, probably attacking the Belgian unit in Bruxelles, hoping for an advance into the hex. Even 2:1 odds on the Prepared Combat table could lead to success (the Allies cannot use the strong card #27, CORPS D’ARTILLERIE, in the combat, as only Belgian units are involved).

**Area ③:** This is a weak section of the German line, as there are strong Allied units here and the German panzers under the “No Actions” marker cannot attack—but neither can the BEF units under another “No Actions” marker. Not that it matters much, since the British cannot attack in the same combat as the French anyway due to the British Stance Table limitations (British Control, see 20.2.1).



Map depicts final situation, after German second turn movements.

**Conclusion:** All is not lost for the Allies. The Dynamo marker is coming up. This will help the evacuation immensely if needed. Reinforcements are coming up, too. The German High Command is getting nervous. The advantage can dramatically switch from one side to the next in this game, so be careful, plan ahead, and husband your resources!

*If you have been playing along, I strongly encourage you to continue the game by yourself, from the German Combat Phase of Turn 5 on, and see if the Allies can free their armies from the Wehrmacht's stranglehold. No Retreat!*

## Warsaw Scenario

It's the start of the first game turn of the Warsaw scenario (Game Turn 1), we use only a small portion of the Front to show some game concepts, including non-phasing player's Counterblows—the details of each player's cards, markers and the initial Phases of the turn are not discussed.

**German Movement Phase:** The German player moves his mobile troops all together in one big stack past the enemy cavalry unit guarding the frontier. The units do not have to stop when moving next to the cavalry, as it has a Weak ZOC (13.4.5); they still have to pay 1MP to enter that ZOC, though.



*The three German “AG North” border units have the same Weak ZOC, signified by the white hexagon in the middle of their unit type symbol.*

*The three mobile units can stack together since one of them is “free stacking”, denoted by the asterisk on the counter (13.3.3).*

**German Combat Phase:** Having only five “Target” markers plus perhaps just one randomly drawn “Shock-Target” IM, the German player decides to focus his attacks and uses two Target markers, keeping the rest for better use on the southern part of the front.

The plan is for Guderian's three mobile units to attack the 2-3 Pomorze Drapella Corps across the Fortified hexsides at 10 SPs vs 2 SPs, for 4:1 odds (no panzer bonus, and one column shift left due to the fortified hexside). The German increases this to 5:1 on the Mobile Combat table with the use of a “Blitz” IM.

The other attack would be 2:1 odds against the 3-3 “Pomorze” unit by the two “4th Army Corps”.



Not wanting to sit idle while the enemy attacks his troops, the Polish player plays card #64, NO SURRENDER! and puts two “Counterblow” IMs on of his units; he also uses the “Shock-Target” IM he has.



*Note that card #26 counts as two cards when discarded, as indicated by the double-card icon in its upper left, thus allowing the use of two Counterblow IMs.*

This play changes the situation a lot! The German player must now attack five hexes instead of two, which could be disastrous, even if defensive terrain shifts do not count when under a Counterblow (14.1.2).

The German player can decide to keep the same two “Target” attacks as-is; not wanting to change his initial plans, using the 2-3 AG North\I Frontier and the 5-3 3rd Army units to take care of the three Polish “Counterblow” markers.

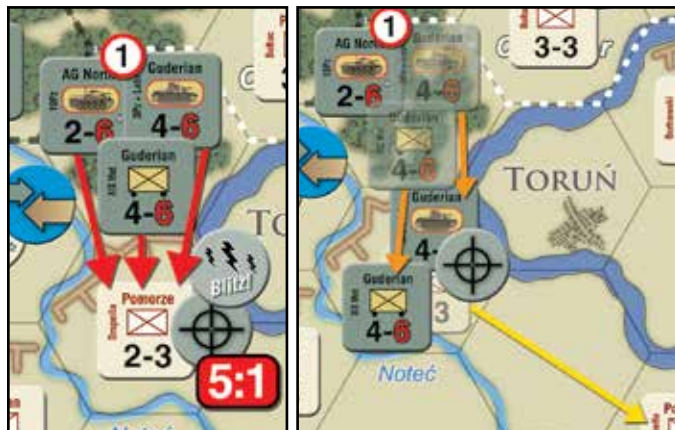
The “AG North” against the 2-5 cavalry would be at 1SP vs 2 SPs, so 1:2 odds on the Prepared Combat table, as units with yellow values suffer “Weak Attack” penalties (14.6.9), which subtracts 1SP from their strength when attacking. Not good odds.

The “5th Army” attack against the infantry and the cavalry would be at 5 SPs vs 5 SPs, no terrain modifiers in a Counterblow attack, but one of the markers is a “Shock-Counterblow”, which gives a one-column CRT shift left. Final odds are again 1:2. Also not good.

Both players could use Event cards and IMs to affect these odds. With luck the Polish player could put some sand in the German war machine. Let's assume that no more cards or IMs are used in these Battles. We'll roll the dice and see what happens.

*We assume here that all the remaining German “Target” markers are in use elsewhere on the map and unavailable; this will be important in the Combat as we'll see later.*

**First German Attack:** Guderian’s three motorized units attack the Polish Pomorze\Drappella 2-3 unit, 5:1 Mobile Combat, die = 2, DR result. The Pomorze unit retreats two hexes and gets a “No Actions” marker. The panzers can only advance one hex as they are crossing a Fortified hexside (see TEC, “Stops Advance?” = YES).



The first German attack.

Advances after the first attack.

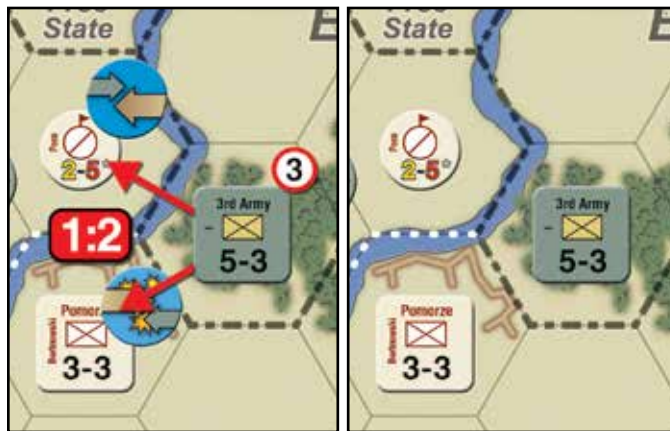
**Second German Attack:** This attack involves the German AG North\I Frontier 2-3 unit vs the Polish Wie cavalry 2-5 unit. The odds are 1:2 on the Prepared Combat table. The die roll of 4 gives a “CB” result. The German flips his available “Target” marker (from attack #1) to its “Counterblow” side, and puts it on his unit. The Polish Counterblow marker is removed.



The second German attack.

The map after the second attack.

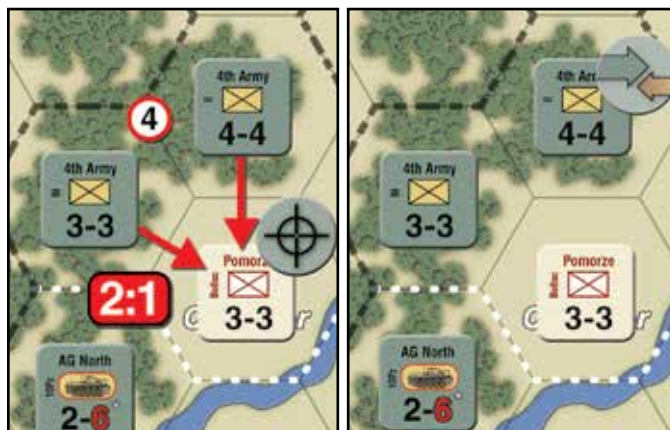
**Third German Attack:** The German 3rd Army 5-3 unit attacks the Polish 3-3 Pomorze\Bortnowski and 2-5 Pom cavalry. The odds are 1:2 on the Prepared Combat table. The die roll of 4 gives a “CB” result. Since there are no available German “Target” markers to flip, the result is considered a “–“ No Effect, and no marker is put on the map. The Polish “Shock-Counterblow” marker does not cause a step loss to the Polish units as the defenders did not retreat (14.7.2).



The third German attack.

The map after the third attack.

**Fourth German Attack:** This final German attack features two 4th Army units vs the Polish Pomorze\Boltuc 3-3 infantry unit at 2:1 odds. Using the Prepared Combat table, the die roll of 2 results in another “CB”! The German “Target” marker is flipped and put on the German 4-4 infantry unit.



The fourth German attack.

The map after the fourth attack.

The combat Phase is over.

As you can see the Polish were able to defend successfully along most of the front, but the Germans were able to punch through in one area. The German player will now attempt to exploit the situation with the use of his “Blitzkrieg” IM.

**German Blitzkrieg Phase:** The German player puts his one available “Blitzkrieg” IM on the stack of two Guderian units that advanced after the first Battle. Only the Guderian 4-6 panzer—which is a *mobile panzer* unit—can be put under the marker—not the motorized infantry unit (see 15.0, Blitzkrieg Marker Placement).

That panzer unit can now either attack (alone) one of the two adjacent Polish hexes, as a unit can only attack one hex in Blitzkrieg Assault (15.3) (but the Battle odds would not be good against either defender), or it can advance one hex (even from one EZOC into another). The German player chooses the latter option, advancing the Guderian 3Pz + Lehr panzer into the city of Torun, which cuts the supply line of three Polish units with the panzer’s ZOC in the next Supply Phase!



*Blitzkrieg advance of Guderian’s 4-6 panzer unit.*

*The German Blitzkrieg is turning what would have been a close-fought battle into a critical Polish situation, with many Polish units suddenly pinned and surrounded. We’ll stop the example here, but you might want to try playing this situation out one more player turn, using only the units and map area shown below—no IM markers, no Event cards, two “Target” markers available for the Polish player, and one “Counterblow” marker available to the German player. Good luck!*



*The advance of Guderian’s panzer into Torun puts three Polish units in a low supply predicament.*







## Designer's Notes

### What? Another “No Retreat!” Game?

This is the fourth game in my *No Retreat! (NR!)* series, which premiered with the *The Russian Front*, my favorite WWII topic. That game was followed by the *North African Front* (1940-43) game. The third was about the *Italian Front: 1943-45*. Currently on the GMT's P500 per-order system (and thus yet-to-be-released) is the fifth, about the Western Front in 1944-45. My initial goal was to make just the first *NR!* game, but things evolved and I was somehow goaded into adding more titles to the list. My goal right now is to make five WW2 games total, and then go on to explore other eras. The *NR!* series is a tribute to the following Avalon Hill classics: *The Russian Campaign*, *Afrika Korps*, *France 40*, *Anzio*, and *D-Day*.

This game was a big design challenge: how to show and simulate the reasons for the sudden Allied collapse in France without going into too many “gimmicky” rules, and leave the player as much leeway as possible to make his/her own strategies? I firmly believe that, given different and not too far-fetched circumstances, the Allies could have prevailed—or at least stalemated the battle, as did happen in 1914. Per division, per day, the Germans lost as many soldiers in the Battle for France as they lost in 1941 in Russia, and many more AFVs. After the front lines stabilized in June the French fought savagely, but it was too late. This game shows this, and why.

I added in the 1939 Polish campaign as I had the box space and was very intrigued about gaming that campaign using my *NR!* rules. It was an unexpected discovery: not only does it work well, but the play of this neglected battle is very exciting, and shows well why the fight dragged on as long as it did and why it was not a cakewalk for the German *Wehrmacht*.

Hopefully you'll find that I have succeeded in making this duo of games fun, relatively fast, full of interesting options, surprises and history.

*“They shall not pass!”*

*WWI French war cry*

### Inner Workings

This is the first game of the series that does not use the full extent of the *NR!* “Initiative” system. Given the short length of both historical campaigns, and their outcomes, the initiative will not switch from one player to the next in middle game: it stays firmly in the German camp. The short time simulated by each game turn—days instead of weeks or months—forced me to design a new set of initiative rules. The new Initiative markers (IM) are there for that purpose: they allow for more granularity than the original system, with each player's resources varying from one turn to the next. The more IMs you have, the more “in control” of the battle you will be, as you can pay for more of the powerful Event cards, or use the markers' backs for their special abilities. The so-called “Dummy” IMs also allowed me to simulate the initial performance (or lack there of) of the two largely unbloodied armies during the Polish Campaign.

The relatively short historical time frame of the games allowed me also to revert to the original *NR!* game's turns: you don't have routines splitting the turns into smaller sub-turn routines, which makes the game system simpler to manage. The unit count and stacking limits are still low, a trademark of the *NR!* series. However, given the way both campaigns started and evolved, there are way more counters at game start than in the other games of the series, perhaps making this *The French & Polish Fronts* edition a bit harder to tackle at first for the newbie.

The combat system is similar to that of the first game, *The Russian Front*, but with notable differences in many of the combat results. I have spiced things up, adding more options into the Combat Tables; I also added a distinction between the ponderous WWI-type combat (used by most of the Allied formations), the speedy Mobile and Blitzkrieg tactics (that the motorized units can use), and the assaults against strong fortified lines like the Maginot line, and the differences between armored units (Blitzkrieg, Regular or Light). Yet, despite the notable differences, if you have ever played any of the other *NR!* games, you should feel right at home.

*“We lost because the Germans had grouped their tanks in 3 packs of 1000, while we had 1000 packs of 3!”*

*Général Keller*



## Pick a Card, Draw a Marker

The Event-card/IM engine is the very heart of the game. A player simply never know what sneaky combination of card and IM play could make short work of his best-laid plans. For example, can you afford to temporarily weaken part of your front line, or will your adversary be able to play a card allowing him to react to this immediately, or follow-up a successful attack with a Blitzkrieg advance behind your lines? The Playbook's examples of play show what could happen!

The Event cards are an excellent indicator of the tactical and strategic resources a player has at his disposal. If you start your turn with a large card hand and lots of IMs—and your opponent has few or none—then things are potentially very good for you! The cards you have in reserve represent energy you can spend, not only when using the cards' Events (their main purpose)—but also their all-important alternate uses: paying for replacements, Counterblows, Reserve moves, evacuations etc. With a low card count, your options are limited. Sure, one can still get by while holding only a card or two and no IMs, but the game's battle advantage is probably being held by the player who is holding more.

*"In the west armies were too big for the land; in the east, the land was too big for the armies."*

*Winston Churchill*

## Follow the Leader, Follow the Plan

When the NR3 game system was laid out I foresaw using a new type of card: the "Secret Plan" cards. With these, each player draws a special card at the game start, giving him specific High Command goals to achieve at set times in the campaign, earning extra VPs. Each player is being put in a "straightjacket" of sorts; nothing stops him from devising his own plan, but he is under pressure

to perform as per his higher HQ's wishes (earning him precious Victory Points). The Secret Plan cards could be mostly ignored, but if victory is not swiftly acquired, the game could be lost if it lasts until the bitter end, per the "End of Game" victory conditions, where the Secret Plan cards score. Most of these plans represent actual WW2 plans that were at one time considered or put into use by both sides (one of the German plans actually fell into the hands of the Allies, forcing Hitler to change strategies!).

As with *NR: The Italian Front*, I put a lot of emphasis on the senior military commanders, their abilities, and influence on the overall situation, also making for some fun "what if" variations (e.g., what if Hitler took complete control of the operations in France?). Each leader also has his own unique abilities, affecting gameplay, card and IM draws, and the vagaries and chaos of a sudden change of command in the middle of a hectic battle.

*"Mon Général, I am greater than you!"*

*"You are not greater, mon ami, you are taller."*

*Général De Gaulle to 6'5" Reporter*

## Assault and Combat

Speaking of battle, the Combat and Assault tables are a bit unusual. As an attacker, the Combat tables, even at lower odds, do not make you suffer many losses (save for the occasional EX result), but you could get a CA or CR result, and that opens some interesting possibilities. It gives your opponent the option/obligation of counterattacking and possibly upsetting your position—thus making it easier for him to charge at you during his upcoming Player Turn. Or, on a CA result, your opponent might simply "pass" on the opportunity to counterattack and opt to simply play it safe and stay on the defensive. Mobile combat represents rapid attacks of mechanized forces; prepared combat a more WWI-type set-piece engagement. Fortress combat and blitzkrieg assault are more a series of "all of nothing" decisive duels, where more casualties will be suffered compared to the other ways of attacking.

Upon study of the two odds-based Mobile Combat Tables, you might notice that the great German CRT results superiority in some the other games in the series is not yet as strong, as the *Wehrmacht* is still learning its trade!

*"You are too fast, way too fast for us, that's all!"*

*Captured French Officer to Rommel*



### Counter-Blows: Messing with the Enemy

What does the counterblow rule represent? I wanted players to have some say and influence during their opponent's turn and to reward careful management of the precious Event cards. Players need to plan their Counterblows' use for local spoiling counterattacks or moves launched in reaction to enemy offensives. I did not go so far as to allow an actual attack by the defender (this is what players should do on their own turns), but it's close. And because your troops are leaving their positions to engage the enemy, they lose their defensive terrain benefits—thus, some risk is involved in launching a counterblow. It is a good idea to use this rule to quickly wipe out pockets of surrounded enemy units, and to allow your units a chance to advance during your opponent's turn (if a CA result is rolled, and followed up with a successful counterattack of your own). You can also use it to put pressure on your enemy's hard-to-take terrain and/or fortifications—lowering their defensive advantages—or even as an end-run advance. This result can also happen by a CRT result, to be resolved next turn, representing a drawn-out engagement. There are myriad possibilities for a well-timed counterblow, but alas all of this fancy footwork often has a cost in Event cards, and you never have enough of those!

*"We will win because we are the strongest!"*

*French WWII propaganda poster*

### All Quiet on the Western Front

I strongly recommend trying at least once both the **French Front** "Hypothetical" 1939 scenario (showing what would possibly have happened if the Germans launched their attack against France early in 1939), and the **Polish Front** "Comintern" 1939 scenario (simulating the possible event of a Soviet complete reversal of policies). These make for games where both sides are more evenly matched in their global capability to do harm.

*"We're going to hang out the washing on the Siegfried Line, if the Siegfried line is still there!"*

*Popular British War Song*

### To the Victor, the Laurels

You should carefully read and make sure that you understand game rule section 17.0, "How to Win". While two scenarios have their own, separate victory conditions, this rule explains how to win the Campaign Game. There are many roads to victory, and they are all important.

The **Automatic Victory** is straightforward and works as most traditional wargamers might expect: capture a lot of key cities and kill lots of enemy units fast and you might dramatically win the game quickly.

The **Sudden Death Victory** is subtler and keeps players paying closer attention to the current VP score. Here is how it works: about every fourth Game Turn this victory condition is checked against the sum of VPs that the German player currently owns. If that player has sufficient VPs at that moment, and the opponent's Leader was replaced, the game is over and that player wins outright—if the enemy capital was taken (Germans) or units are in Germany proper (Allies); if not the game continues. So you'll have one more chance to get the victory's pendulum swinging to your side if you did not lose your Main Leader, or if you hold the all-important capital. A sufficient sum of VPs for Sudden Death to occur is not that easy to get—but not impossibly hard to obtain either. This fact will stop your opponent from becoming complacent; i.e., from knowing in advance what the historical outcome of the war was.

Sudden Death can ironically be at the same time a *boon*—giving you a new, possibly better, Leader plus some VPs—or it can be a *bust*—putting many of your units under "No Actions" markers and forbidding IM draws this turn.

Finally, there is the **End Game Victory**. If things go that far without an Automatic or Sudden Death winner, then the more Secret Plan score conditions each player has fulfilled, the better his chances of salvaging a victory out of a bad situation or of winning a resounding victory! If the German player was timid and didn't attack as aggressively as possible, allowing a lot of Allied units to escape by Evacuation, or was too cocky and suffered too many losses, chances are he will not win via this condition. Or perhaps he could win if the Allied player has been equally timid and did not hold his lines and recover from a possible change of leaders fast enough. But one thing is sure: if the Allied player can stay in the game until the very last game-turn, he has at least won of moral victory of sorts. Better luck next time!

*"Today we rule Germany, tomorrow, the world."*

*Adolf Hitler*



## It's with Counters that one Makes War

For a relatively small set of wargames, a huge amount of historical research was involved. I studied the actual performance and locations of all the major units of both campaigns, and this in four-day steps (one game turn). Within the rigid low counter limits of the *NR!* series, a simulation engine of the relative strengths and weaknesses of the two sides was created. Having a good, complete OOB, especially for the French and Polish troops late in the game, was doubly difficult because of the chaos reigning by that time in Allied ranks. Most of the time I was able to portray the great majority of the formations that fought in 1939-40 with reasonable accuracy. The Polish Army was more of a challenge as it had a different type of army formation without a rigid corps structure; I had to improvise many times, using commanding leaders for most sub-units' names. The Soviet Order of Battle was also pretty hard to get right, as little good info of that Russian time period is available. You should still be able to represent most historical situations of the campaign with a reasonable degree of accuracy using the game pieces included, despite the minor fudging that had to be done.

You may have noticed that for many units the strength on a counter's reverse side is not much lower than its full-strength side. Why? While most of the fighting strength of the divisions was spread over many arms (infantry, artillery, engineers, armor), the "poor bloody infantry"—which comprised only around 15% of the strength—suffered 90% of the casualties! This means that a division could suffer lots of losses and still conserve a good portion of its fighting strength. But at one point the losses in foot soldiers will make the unit unable to fight effectively, so the unit is eliminated in the game, while in reality the majority of the troops are alive and well.

*"This is not a peace. It is an armistice for 20 years."*

*Ferdinand Foch on the Treaty of Versailles, 1919*

## Strange Defeats

Here is not the place for me to explain in full detail these riveting campaigns—there are excellent books out there that do it better justice—but here are some historical facts that I think stand out and show what happened and why, and illustrate that both campaigns were very hard-fought.

- Attacked by the Nazis, stabbed in the back by the Soviets, without direct support from the Allies, the hapless Poles were bound to lose the conflict. Especially since they were caught in the middle of their Army mobilization process, the French having asked the delay for fear of "provoking" Hitler! Yet after the shock of the first surprise had passed, the brave Poles fought a very hard battle and inflicted a lot of casualties on the invading *Wehrmacht* troops. In fact, the Germans started the French campaign with less panzers than they had in the Polish invasion.
- If the Polish campaign had lasted much longer, the German army would have run out of ammunition. The actual usage was much higher than planned, especially when resistance stiffened later in the campaign. The *Wehrmacht* needed to use overwhelming force and were much superior in air support, firepower (a typical German division had about twice the firepower of a Polish one) and mobility.
- A substantial number of Polish troops were able to flee through neighboring neutral countries, to continue the fight. The Polish government never officially surrendered, but moved to London. One wonders what could have happened if the Soviets had given them minimum support.
- The French, British and their allies had about the same number of tanks, soldiers and airplanes as the Germans, much more guns, more vehicles, and a much better strategic posture, with the vaunted Maginot line covering a good portion of the front. Yet they lost, badly. They were fighting at "WWI Tempo" while the Germans were fighting a far more modern "Lightning War", and were able to concentrate their forces, maneuver and defeat the enemy in detail before it had the time to react. The Allies lost the C3 war (Command, Control and Communications), and thus the campaign.
- As previously stated, the Allies had more equipment than the Germans, and most of it was of superior or near-equal quality. But they planned for a long-winded set-piece battle and were caught unawares. For example, the *Luftwaffe* planes easily did three times more "sorties" than Allied aircraft, which magnified their efficiency a lot. The Germans also had sensible ground communications and an excellent battle doctrine, with over half their troops having Polish campaign

experience. This proved decisive. Ah yes, the Allies also had a bad plan, no real reserves to react with, and no alternate plan if things went awry.

- The French campaign was not a “military promenade” either. In fact, per division per day, the *Wehrmacht* endured as many losses as during the invasion of the Soviet Union in 1941! There was one major difference: the French had nowhere to run to and recuperate, so surrendered in the end. The British on the other hand quickly “bugged out” of the continent, did not fight much at all, so didn’t suffer much casualties either, and were able to live to fight another day.
- If you want to see what could have happened given a far more conservative German approach, play the game without using the “Mobile” combat tables, without the Secret Plan cards, and make it so the special effect of the “Blitzkrieg” IMs can only be used if called by Event card play. How different is the situation now?
- This game will help you find out how and why things happened the way they did in 1939-40, and explore what might have happened if the generals in charge had acted differently, or had chosen different war plans; the French campaign was not a foregone conclusion, and could have been a near-run thing, with an ending similar to what happened in 1914 and the “Miracle of the Marne”. To paraphrase a famous Avalon Hill game’s box blurb: “Now you command in this realistic WW2 Campaign Game”. Even if your armies are crumbling, troops deserting, higher command panicking, hang on commander, as there is *No Retreat!*

*We must be very careful not to assign to this deliverance the attributes of a victory. Wars are not won by evacuations.”*

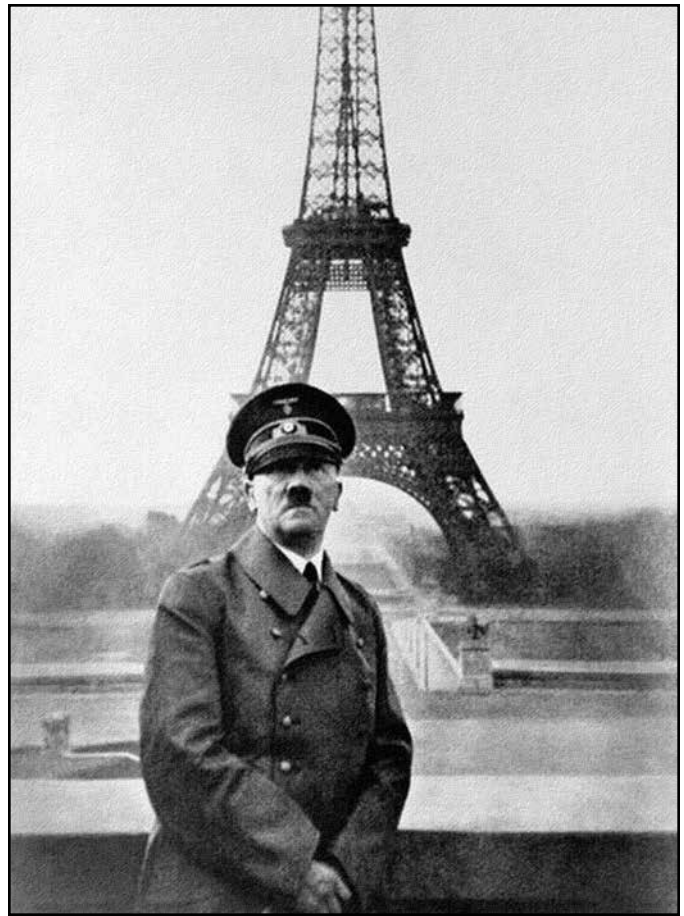
*Winston Churchill*

## Play the Game, not the Game System

I hope you have fun playing this deluxe version of *No Retreat! The French & Polish Fronts*, and that this duo of intense little games give you some insight on what transpired during these tragic campaigns. Following these notes are some more basic tips for both players. I am looking forward to your comments, suggestions and replays on the game’s discussion folder at [www.boardgamegeek.com](http://www.boardgamegeek.com).

*“Despite the major tactical errors of the Allied command, the soldiers put up an obstinate resistance with a spirit of sacrifice worthy of the poilus (French soldiers) of 1916.”*

*Heinz Guderian*



## Player’s Notes

Here are a few rough guidelines on strategy and tactics. The game is a bit harder to learn than the first of the series, but is not otherwise complicated for seasoned NR gamers.

### German Wehrmacht Directives (Springtime for Hitler)

- Make a plan, and stick to it. Think at least two turns in advance, and hoard your resources (cards and IMs) until you can use them in a decisive and concentrated blow to take and keep the battle initiative. Their good use is pivotal for your success.
- Blitzkrieg markers are your friend. Even just a few can do wonders in punching through a stubborn frontline with your panzers, or advancing so far and so fast that the enemy will not be able to catch you.
- Keep a close eye on your casualties! Your elite units cost double to flip back to their high-strength side. Careless usage will put you on the losing side of an attrition war. If you attack with them, do it decisively, quickly, using high odds if at all possible and try to make your losses count.

- Do not play the Allies' game! Do not attack all along the Front WWI-style, but perhaps for the first few turns in Poland. Try to overwhelm the enemy while he's not yet organized. Usually you will not have a huge advantage in apparent strength, but this can be misleading as you can create some very strong Event card and IM combinations.
- Do not disparage the French and Polish fortifications, as these can "put the brakes" on your victorious blitzkrieg. If you decide to assault these be prepared to use overwhelming force and plan to fight for quite a while before you succeed. They will slow your advance, at least for a time.
- For the **French Front** game, depending on what Secret Plan you got, you will not often go wrong by trying to pull off the same stunt the Germans did and surround a large chunk of the Allied armies in Belgium. Defeat these in detail, then go for Paris.
- Always keep some troops in Reserve, if possible, to quickly reinforce threatened areas, plug unforeseen holes in your frontline, or send fresh units where you are making progress.
- Again, have a goal, and pay attention to what the Allies are doing, but keep the battle tempo firmly entrenched in your camp: you want them to react to *your* attacks and be always one step behind *your* moves.
- In the first few turns of the game, try to get as many VPs as you can to collapse the enemy and make them suffer a "Sudden Death" defeat. This means a change of leaders, which is good for them, but during the change of command interim turn their army will be badly disorganized (lots of "No Actions" markers on units). If you can time this with a breakthrough on part of their line, it will make for a murderous "one-two punch" that they will be unable to react to fast enough. Conversely, you do not want to have a change of your leaders—especially Hitler—in the **French Front** game.
- Your army will inevitably dwindle in effectiveness in the latter stages of the game. You'll have less cards and less IMs—your troops are getting tired! Do not hesitate to regroup and spend a precious turn amassing more resources to renew the offensive, but do not be complacent and let the Allies goad you into a "Trench War", dragging the game longer and longer. You must win as fast as possible; make them fight on *your* terms, not theirs!

- Pay attention to the Stance Track scores. These will help your cause immensely: the British track in making those pesky "Tommys" quit the fight early (probably winning you an easy ride to Paris), and the Soviet track having Stalin and his cronies put the final (Proletarian) nail in the Polish army's coffin.

*"We no longer demand anything, we want war."*

*Germany's foreign minister*



### Allied Armies Directives (Winter for Poland and France)

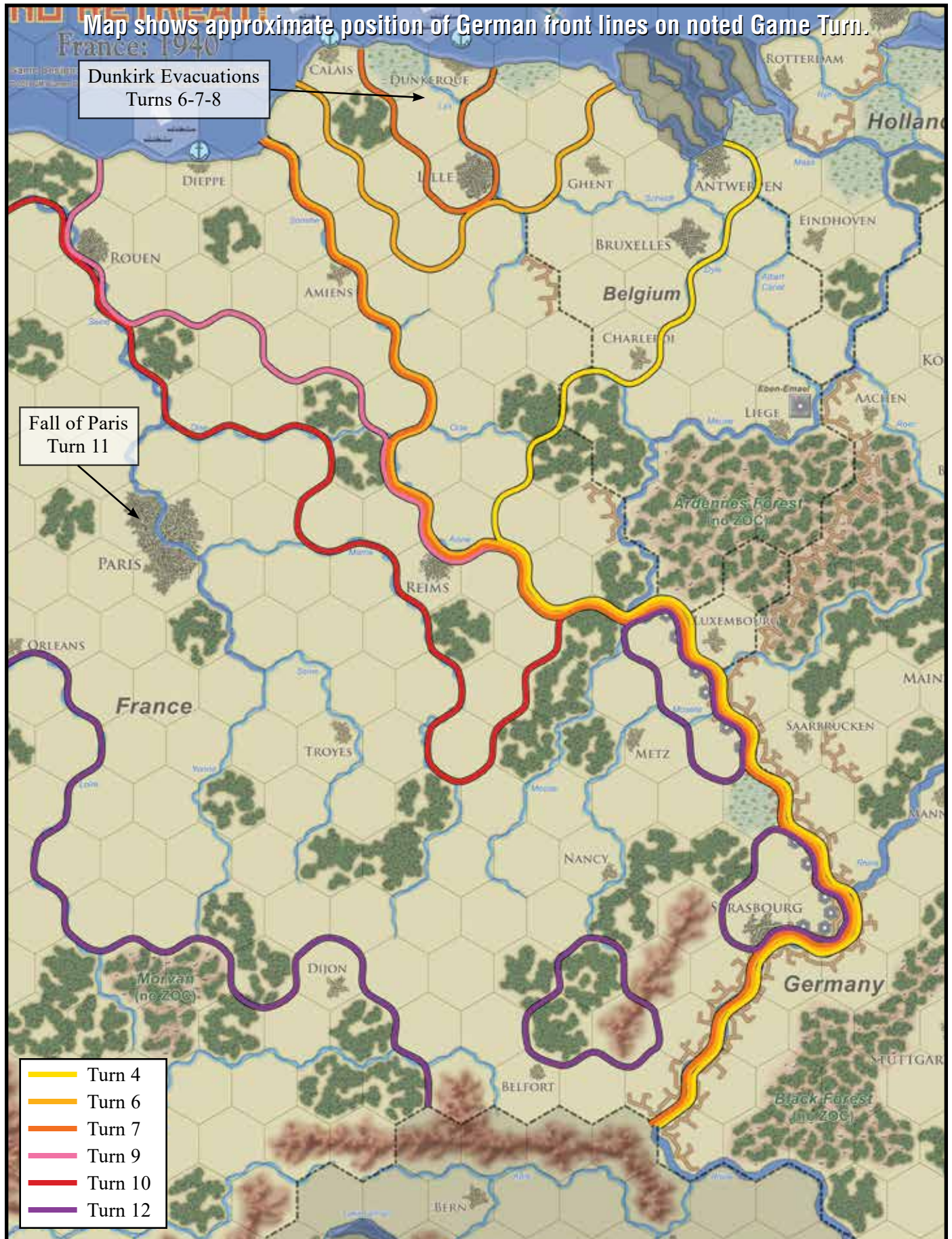
- The use of Counterblows—forcing the enemy units to counterattack during their owner's player turn—can be very effective against a complacent German player, especially since your "Target" markers are low in number and the opportunities to use them effectively will not be many. You saved enough IMs and have the extra Event cards to pay for these, right?
- Always keep some units in Reserve for plugging an unexpected breakthrough.
- You will not be able to defend effectively and attack at the same time; you lack resources to do both. Make the "Huns" fight on your own terms—try to goad them into a defensive battle where your numerous units can make the difference. But if there is a weak point in the German lines, pound it mercilessly! Take any opportunity to cause your foe as many losses on his precious panzer units as you can; these are his main assault weapons.

- Make no mistake: the *Wehrmacht* is fast, deadly and can react to any threat quickly. You will probably end up reacting to attacks rather than doing your own victorious offensives, so try to plan ahead as much as possible. Strive at all costs not to be in the situation shown in the first example of play of this playbook: low on cards, low on markers, low on fresh units (e.g., not marked by “No Actions” markers) and low on ideas.
- The German panzers are brittle; if you can stop them from making their “Ballet of Death” through your lines, it’ll go a long way towards helping your cause. This will be a difficult task, but you do have some strong elite mobile units that can withstand their assaults surprisingly well if correctly supported.
- The German Air Force (represented in part by the “Blitz!” markers) will pound you. Nothing you can do about that but hunker in your trenches and wait for the maelstrom to subside. Tough luck chap, “*c’est la guerre!*”
- Your opponent is blessed with more Event cards and IMs than you, but this advantage will get less and less severe as the game advances. Don’t despair! If you can keep your forces in relatively good shape, the late turns can see the German war machine’s effectiveness erode drastically and may allow you to pull out an End Game Victory, your best bet for a win.
- If things go even the least bit awry, the British Expeditionary Force will probably “bug out” of the continent, courtesy of the Royal Navy. Plan for it. This will happen. And get a victory (of sorts) at Dunkirk. After the campaign, blame your defeat on the traitorous English.
- The Maginot Line and other fortifications are your friends. You want the Germans to attack there. Alas, they probably won’t, except where they can’t possibly do otherwise. But always be on the lookout for a possible surprise spoiling offensive.
- Speaking of fortifications, as the Polish commander, you’ll be badly outmaneuvered and in a dire situation from the start. But the *Wehrmacht*’s resources in 1939 are not unlimited. You have good cavalry units that will be valuable in racing around to plug holes in your lines. Use them carefully!
- Grimly defend each inch of Poland. You really have no choice—the Soviets are coming and you won’t have anywhere to retreat to. Therefore, plan to defend Warsaw and the adjacent locales with as much force as you can muster. Here you can make the hated foe fight you on even terms. Who knows, if Stalin decides to intervene late or never, you might even have some parts of your army still on the map at the end of the game: consider this a job well done!
- This might sound anticlimactic, but do try to have a strong frontline and make the game a boring WWI-like contest. You cannot beat the panzers at their own game; you do not have the military doctrine. Lead them to fight in the “No Man’s Land” if you can!

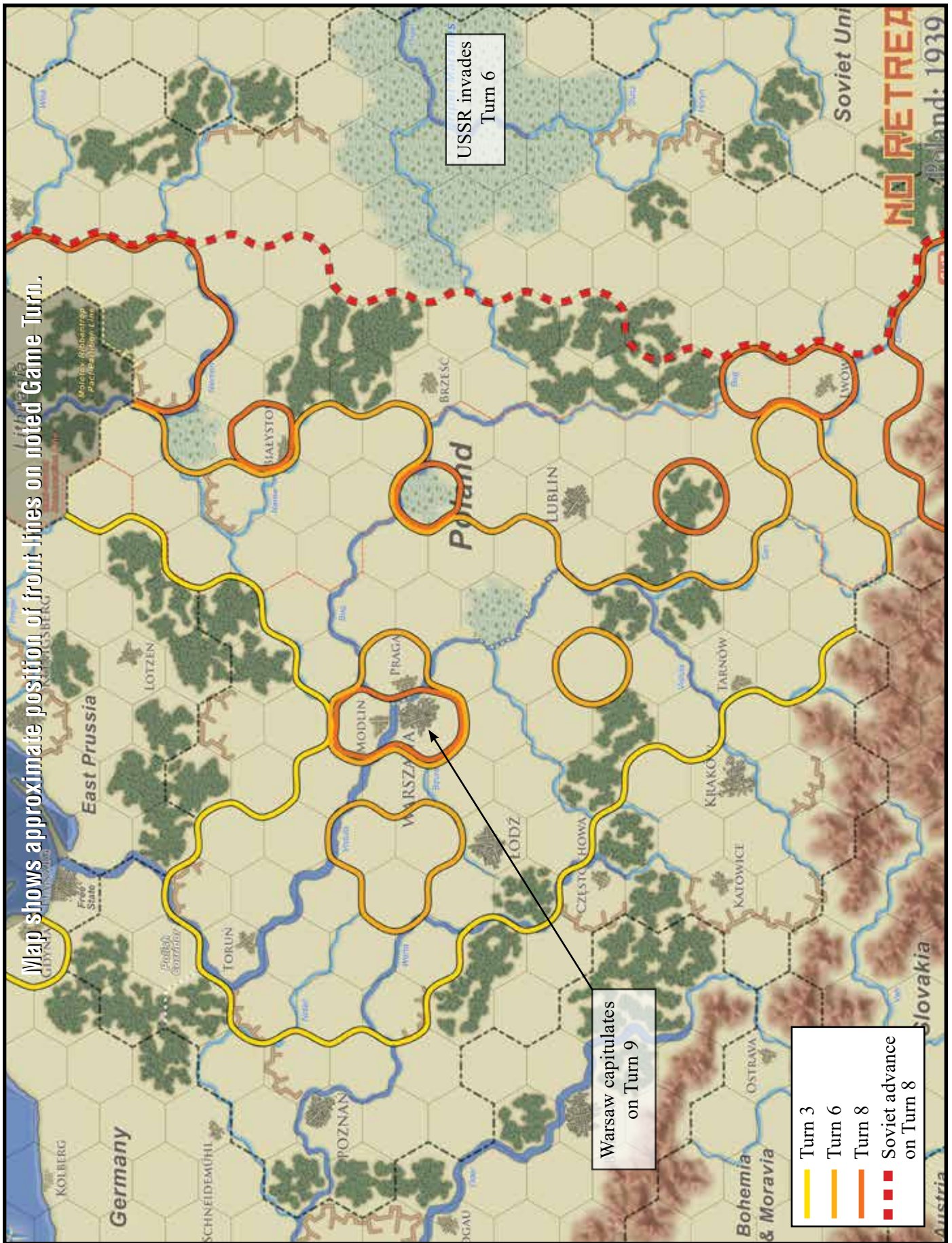
*“France has lost a Battle! But France has not lost the war!”*

*Général De Gaulle*









**No Retreat! 3: The French Front** Sheet #1—Front Side

Counters by Carl Paradis & Charles Kibler

Polish Front German Counters © 2019 GMT Games, LLC

**No Retreat! The French Front** Sheet #1—Back Side

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**No Retreat! 3: The Polish Front** Sheet #3—Front Side

Counters by Carl Paradis & Charles Kibler

No Retreat! The Italian Front - Alternate Counters · © 2019 GMT Games, LLC

**No Retreat! 3: The Polish Front** Sheet #3—Back Side

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**No Retreat! The French & Polish Fronts** Sheet #2—Front Side

Polish Front Cavalry (White)

This sheet contains various game components for the Polish Front Cavalry (White). It includes:

- Polish Front Cavalry (White) units: 2-5, 2-6, 2-7, 2-8, 2-9, 2-10.
- NO ACTIONS markers.
- OKH (OK) markers.
- OKW (OK) markers.
- GHD (GH) markers.
- GOG (GO) markers.
- Drop! markers.
- Glider markers.
- Mines (M) markers.
- Polish Front Forts (White) markers.

No Retreat! The North African Front - Erata Counters - Polish Front Forts (White) © 2018 GMT Games, LLC

**No Retreat! The French & Polish Fronts** Sheet #2—Back Side

This sheet contains various game components for the Polish Front Cavalry (White), including:

- Weak ZOC markers.
- NO Supply markers.
- LOW Supply markers.
- Lands on Fortress center markers.
- Range 6 Weak ZOC in Hex markers.
- PLAN A, DUMMY, PLAN B, PLAN C markers.
- Hold! markers.
- Shoot! markers.
- Eden Email Weak ZOC markers.
- SOVD markers.
- Combat VP! markers.
- Intuitive Target Marker.
- GDYNA, TORUN, MOULIN, LWOW, BRZESC, WARSZAWA markers.

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