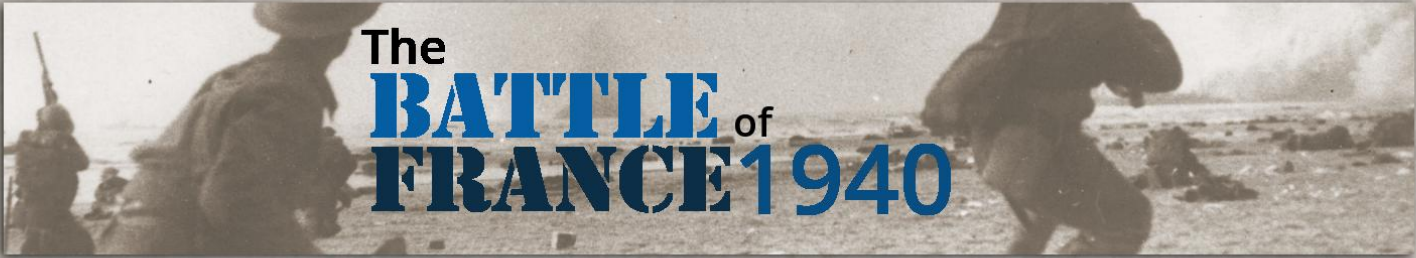


**A Strategy Board Game Based on the  
Invasion of France and the Lowlands in 1940**







The Battle of France was the first great tank battle, and perhaps the first major battle, of World War II. Of course, it was not called that at the time. People called it 'Hitler's War' or 'The Phoney War'. Perhaps it was Hitler's war, but it was far from phoney. It was, in fact, the complete opposite and the Wehrmacht was out to prove it. France was to be the proving grounds that Germany's Panzer tank divisions were to become feared on.

No one suspected a strategic pincer attack from the Ardennes forest, but rather through the Maginot Line. Nearly everyone believed that the Maginot Line would be the ultimate wall of defense against Germany. Heinz Guiderian was the exception. His ground breaking idea of mechanized warfare created World War II. Here is where he would show the world the strength of a concentrated attack force and how an entire nation could be brought to its knees by a swift, decisive strike.

In Battle of France 1940 you play the role of either Guiderian or Charles De Gaulle. You make the decisions; will you attack Dunkirk and cut off the British? Can you defend Paris against the ever growing German armies? Will your men continue to fight despite massive casualties and declining morale? How will you deal with supply shortages?

Battle of France 1940 is filled with factors beyond your control. However, the heart of the game is in how you position your forces so that the industry, morale and equipment of your opponent is destroyed, captured or commandeered.

Can you shape the fate of the world in a few short hours??

## HOW THE WAR IS WON

On the game map are nine cities. Several of these cities are considered 'major' cities (red) while the others are 'minor' cities (green).

Paris and London are the Allied forces capital cities and are both 'major' cities. The Allies also start with control of three minor cities; Amiens, Reims and Dunkirk. The German forces begin with the major cities of Luxembourg and Dusseldorf as well as the minor city of Mayence.

In order to win, the Allies must hold both of their capital cities and any third minor city by the end of round ten, OR capture and hold any one of the German original cities until the end of the round in which it was captured. For the German forces player to claim victory they must either capture a single Allied capital (major) city OR hold all three of the Allied minor cities by the end of round ten, in addition to maintaining control of both of their major cities.

## THE PLAYER POWERS

Two to three players may play the Battle of France 1940. For a two player game, one will take control of the Allied forces (France and Great Britain) and the other player will take control of the German forces. In a three player game, each player will take control of one of the three powers (France, Great Britain and Germany).

Each round, on your turn, you will build and deploy new units, maneuver and command your forces on land, air and sea. The more cities you capture and hold, the more income you will generate, allowing you to mobilize even greater numbers of units.



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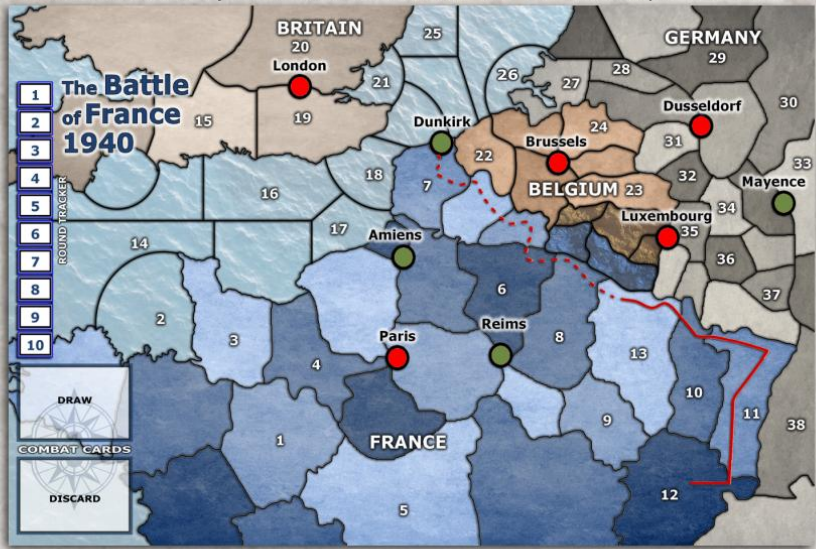
Winning the Game



COMPONENTS

Game Map

- The Game Map represents France and the Low Countries, circa 1940. The map contains the Maginot Line, Ardennes Forest and a number of major and minor cities. It is coded in colors, each representing a different player power;
- Grey represents the territories that begin the game in German control at the time of the offensive.
    - The two major German cities, Dusseldorf and Luxembourg, as well as the minor city of Mayence, are located in this area.
  - Blue represents the French territories.
    - The Maginot line is represented in this area by a solid and dotted red line in the lower right quarter of the map.
    - French starting defenses will be placed primarily in this area.
  - Tan represents the territories defended by the British Commonwealth and encompasses the British, Dutch and Belgian forces.



18 Combat Cards

Combat cards are variable effects that are drawn at the beginning of each round of play (starting at round two) and introduce both benefits and penalties for one, or more, of the player powers. These cards take effect immediately upon being drawn and the rules on them superseded any other other rules for the remainder of the round, until replaced by a new card.



Player Power Chits

Player Power Chits, showing each player powers color and national symbol, are used to determine turn order and to mark control of non-original territory.



6 Sided Dice (not supplied)



You will need several standard 6 sided dice of your choosing.

Draw Bag (not supplied)



Alternatively you can use a cup.



Force Multiplier Chips (not supplied)

Round plastic mini poker chips are used to save space on overcrowded portions of the game map. You will place these chips underneath a combat unit miniature to represent one *additional* unit (of the unit type placed on top of the chip) on that space.

Axis and Allies multiplier chips or any other mini poker chip are perfect for this use.

Combat Unit Miniatures (not supplied)

Each player will begin the game with a set of miniatures that are used to represent their forces.

Each power should be color coded;

- France is represented by blue pieces.
- Britain is represented by tan pieces.
- Germany is represented by black pieces.

These miniatures will be placed and moved on the game map to represent your armies.



Minimum Starting Combat Unit Miniatures

In order to be able to set up the game you will need the following combat unit miniatures;

|                   | FRANCE | BRITAIN | GERMANY |
|-------------------|--------|---------|---------|
| Infantry          | 26     | 11      | 15      |
| Mech Infantry     | 2      | 0       | 4       |
| Artillery         | 5      | 1       | 7       |
| Tank              | 4      | 1       | 5       |
| Fighter           | 1      | 2       | 1       |
| Bomber            | 0      | 0       | 1       |
| Transport         | 1      | 1       | 1       |
| Submarine         | 0      | 1       | 4       |
| Destroyer         | 0      | 3       | 0       |
| Cruiser           | 1      | 0       | 1       |
| Battleship        | 0      | 1       | 1       |
| Anti Aircraft Gun | 1      | 2       | 3       |

Axis and Allies pieces are perfect for use in this game.



# GAME SET UP

1. Place the game map centrally on the table, in reach of all players.
2. Each player will take their respective combat unit miniatures and player power chits.
3. Place each players combat unit miniatures on the game map according to their respective setup charts.
4. Shuffle and place the Combat Cards, face down, on the Combat Card Draw space on the game map.
5. Place the round marker on the first space of the round tracker, located on the left edge of the board.
6. Place one of each of the three player power chits into the draw bag.



# ORDER OF PLAY

Each round in a game of Battle of France 1940 is played in 4 steps;

1. (Starting in Round 2, through Round 10) Draw a Combat Card < Skip this step for the first round.
2. Determine Initiative
3. Movement and Conduct Combat  
Reapeate steps 2 and 3 until each player has taken their complete turn.
4. Build and Mobilize new units

## STEP 1: DRAW COMBAT CARD

Starting at the beginning of the second round a Combat Card will be drawn face up and read prior to continuing the round.

Take the top card from the combat card draw deck and place it face up on the combat card discard area.

Each combat card has a bonus or penalty for one, or more, player powers. The rule on these cards take effect immediately and will last for the remainder of the round until a new card is drawn to replace it in the next round.

Rules on these cards supersede any general rules that may contradict them. If a card states "for the remainder of the game" then be sure to place it beside the discard pile so it can be referenced from that point until the game ends.

## STEP 2: DETERMINE INITIATIVE

In the Battle of France 1940, Initiative is key! Initiative gives you the power to move and attack before anyone else. The player who has initiative completes their entire movement and combat phase before determining which player moves next.

To determine initiative, blindly draw one of the three player power chits from the draw bag. The chit that is drawn determines who may take their turn.

Repeat this step until all player powers have taken their full movement and conduct combat step.





## STEP 3: MOVEMENT AND CONDUCT COMBAT

The player with the current initiative can move their existing units and attack opposing armies during this phase.

### MOVEMENT

You may move your existing units from one territory or sea zone in to any connected territory or sea zone within range and, if any enemy units exist in that space, conduct combat with those enemy units. Units will be moved and combat resolved one group at a time before moving the next group of units. If you wish to attack an enemy location from multiple starting locations, each set of units moved will result in a separate combat.

Units that have completed their movement and/or conducted combat may not move again for the remainder of the round, except to adhere to stacking limits or to land air units.

### STACKING LIMIT

No more than 5 land or sea units may remain in any one space at the end of each movement and combat resolution. This restriction does not include air units.

### CAPTURING TERRITORY

When a land unit moves in to a vacant territory currently controlled by an opposing player power, that unit captures the territory without combat.

When a unit enters a territory occupied by opposing units, combat will ensue and must be resolved.

A player power captures a territory when all enemy units have been destroyed or retreat.

Place one of your Player Power Chits on the territory to denote control.

### LAND UNIT MOVEMENT

Land based units can move to and from adjacent land territories. Moving a land unit in to a hostile territory (occupied by an opposing player powers units) is considered a combat movement. Moving a land unit in to a friendly territory is considered a non-combat movement.

Infantry and Artillery may move up to two territories.  
Tanks and Mechanised Infantry may move up to three territories.  
All land units may, instead of a normal move, load on to or unload from a transport ship.

### AIR UNIT MOVEMENT

Air forces can move greater distances but are limited in other ways. Air units may not capture territories and they must end their turn in a territory that was controlled by their respective player power, or an ally at the beginning of the players turn. If they do not have a valid landing location air units are destroyed. You may not choose to sacrifice an air unit by intentionally moving to a territory where there is no valid landing territory.

Air units do not count towards the 5 unit stacking limit.

Fighters may move up to 4 territories.  
Bombers may move up to 6 territories.

### ANTI AIRCRAFT UNITS

Anti aircraft units may only be built in (and remain in) a city controlled by the purchasing player.

Anti aircraft units roll one defence roll against each enemy air unit attacking the city they are located in (they do not roll a defense against units flying over a city en route to another territory).

### SEA UNIT MOVEMENT AND SPECIAL ABILITIES

Sea units move like land units, except they must remain in sea zones. Sea units cannot capture territories however they can engage opposing sea units when they enter the same sea zone, with the exception of transport ships.

All sea units may move up to 2 sea zones per movement. Once damaged, Sea units may not be repaired.

#### BATTLESHIPS

Battleships take 3 hits before being destroyed.  
Battleships may conduct off-shore bombardments.

#### CRUISERS

Cruisers take two hits before being destroyed.  
Cruisers may conduct off-shore bombardments.

#### DESTROYERS

Destroyers negate submarines ability to submerge.

#### SUBMARINES

Submarines may submerge and move through hostile sea zones without stopping to engage in combat.

#### TRANSPORT SHIPS

Transports have no attack or defense capabilities.  
Transports may not move in to hostile sea zones alone.  
Transports may carry up to two land units.  
Units carried are considered cargo until offloaded.  
Units in cargo do not participate in combat.  
Units in cargo are destroyed if the transport is destroyed.  
Units in cargo may not be transferred between ships.  
Units in cargo may offload to an adjacent land space;  
If offloaded to a hostile space they are considered to be in an amphibious assault and a ground combat will ensue only AFTER the offloading sea zone is cleared.  
Transports may not ignore opposing submarines in order to offload units.  
May carry allied units (allied units board/unload on their controlling players turn).

### SPECIAL TERRITORIES

**The Ardennes Forest** is a dense forest near the border of Luxembourg, Belgium and France. It was used as cover to penetrate deep into French territory.

The Ardennes is depicted on the game map by a textured overlay on 5 territories below the border of Belgium (23) and to the left of Luxembourg and territory 35.

Units may only move one space when moving in to, through or out of the forest. Units attacking within the forest incur a -1 penalty on all die rolls. Air units may not land in these territories, nor can they attack units located within them.

**The Maginot Line** was an expansive line of defensive fortifications that was meant to keep invaders out of the French Homeland.

On the game map, the Maginot Line is located in the lower right quarter and represented by a red line near the German border, spanning territories 10 through 13.

**French units stationed in these territories may not move until round 4**, unless they are attacked by German forces. Additionally, no French units may **attack** forward beyond the Maginot Line position (including the dashed red line spanning territories 6 through 8, bordering Belgium) in to original German territory, but may non-combat move and/or attack in to Belgium.



# CONDUCT COMBAT

Combat occurs when your units share the same location as units belonging to one or more opposing player powers. When attacked, players must use all units present on that location to defend.

Attacking and defending units are considered to act at the same time, however, for ease of play dice rolls are conducted in sequence: the attacker will roll all attacking units dice first, then the defender will roll all defending units dice.

The number of hits scored by the attacker and the defender will determine the number of units each opposing player will remove from play as casualties. Casualties are removed after both the attacker and defender have rolled their dice.

After each round of combat (each player has rolled their dice and casualties have been removed) there are three options;

1. The attacker may break off the attack and retreat their remaining units back to their originating territory,
2. The defender may retreat their remaining units backwards (towards their original starting territories) one space to any friendly territory,
  - a) Any retreating units must maintain the stacking limit of 5 units per territory. If there will be more than 5 units in the territory after a retreat, those units may not retreat.
3. The attacker and defender may remain in the embattled territory and continue their combat.

## COMBAT SEQUENCE

1. **Attacking units fire;**
  - The attacker will roll for all of their units attacks, rolling one die for each unit, and keep track of the number of hits scored.
  - Submarines may either roll to attack, or submerge.
2. **Defending units fire;**
  - As with the attacker, the defender rolls one die for each defending unit and keeps track of hits scored.
  - Submarines may either roll to defend or submerge.
3. **Remove casualties;**
  - Remove defending players units equal to the number of hits scored by the attacker.
  - Remove attacking players units equal to the number of hits scored by the defender.
  - Warships are removed before transport ships. If no warships remain, ALL transport ships (and any units in cargo) are automatically removed.
  - Attacker and defender otherwise choose which of their own units to remove as casualties.
4. **Ending combat;**
  - If all units on either the attacking or defending side are eliminated the side with units remaining takes (or retains) control of the territory;
    - Place a player power chit on the territory to indicate control (except for original territories).
    - If more than 5 land units remain the player must move any units above the limit to a neighboring, friendly, space.
  - If all units from both sides are eliminated, the player who originally controlled the territory retains control.

## OFF SHORE BOMBARDMENT

When a battleship or cruiser chooses to attack an adjacent hostile land territory it is called an off-shore bombardment. Each battleship and cruiser in the sea zone adjacent to the territory may make a single attack roll against opposing land units in that territory.

- Battleships will score a hit on any roll of 3 or less.
- Cruisers will score a hit on any roll of 2 or less.
- Any units destroyed by an off-shore bombardment are immediately removed from play and may not retaliate.
- If a battleship or cruiser was engaged in a sea combat that ship may not perform a bombardment in the same round.

## UNIQUE ATTACK RULES

### BLITZKRIEG

The Germans demonstrated the effectiveness of powerful, lightning fast attacks made by mechanised divisions. To simulate the nature of these attacks, players may attack territories sequentially.

Captured territories (including those captured earlier on a players turn) may be used as a gateway to further attacks. As such, a player may conduct and resolve combat for their first combat movement, and then, if successful, the player may move units through the newly cleared and captured territory to conduct combat on the next adjacent territory with a different group of units.

### DIVISIONAL SINGULARITY

Battle divisions are often unable to work perfectly with one another, often causing one division to fight alone where extra support would be advantageous. To simulate this lack of divisional communication, units from multiple territories may not attack a single territory collectively. Instead, the attacks must be conducted sequentially, with one set of units concluding their combat first and then, if needed, the next set of units may attack any remaining opposition as a new combat movement.

Additional friendly units may non-combat move to reinforce a territory that has been captured.

Air units are the exception to this rule and may be 'called in' for air support to aid an attack from another territory.

### GERMAN TANK SUPERIORITY

Germany used two unique methods to give their tanks a competitive advantage; the use of radio communications and an extra crew member. Both of these provided the German armies with a better equipped armored force.

To simulate this, allied tanks defend on a roll of 2 or less, while German tanks defend on a roll of 3 or less.

### ARDENNES SURPRISE ATTACK

To simulate the surprise and speed with which Germany attacked through the Ardennes forest, after initial setup and before the start of the German player's first turn the German player may choose any one territory they control and transfer some, or all, of the units from that territory in to any territory contained by the Ardennes forest..



STEP 4: BUILD AND MOBILIZE NEW UNITS

First, check if any victory conditions are met and the game ends. If not, in this phase, each player power simultaneously collects a number of National Production Units (NPU's) corresponding to the number of cities, both major and minor, it controls. Players will use that income to purchase and immediately mobilize new units to the game map.

National Production Units are generated exclusively by cities controlled by a Player Power. NPU's generated by each city are immediately available to the player power that controls it. not be carried over to subsequent build phases.

- Each major city (Paris, London, Brussels, Luxembourg and Dusseldorf) generates 7 NPU for the player power currently in control.
- Each minor city (Dunkirk, Amiens, Reims and Mayence) generates 4 NPU for the player power currently in control.
- New units are purchased using these NPU's and may be mobilized in any city or cities controlled by the player power.
- NPU's are spent only in the round that they are generated and may not be carried over to subsequent build phases.
- Each major city can mobilize any type of land or airunit.
- Each minor city may only mobilize infantry and artillery units.
- Sea units may be mobilized in sea zone 21 (British), 26 (German) and 2 (French).
- If a sea zone is occupied by enemy units, new sea units are immediately considered to be in combat in the next round.
- All newly mobilized units must obey the stacking limit. If you cannot place new units as a result of the stacking limit, any units above the limit may not be placed and are lost.

UNITS, COSTS, MOVEMENT AND COMBAT VALUES

| COMBAT UNIT   | NPU COST | MOVEMENT | ATTACK | DEFEND |
|---|----------|----------|--------|--------|
| Infantry  | 3        | 2        | 1      | 2      |
| Artillery   | 4        | 2        | 2      | 2      |
| Tank  | 5        | 3        | 3      | 2(3)   |
| Mechanized (May transport up to 2 Infantry)         | 4        | 3        | 0      | 1      |
| Bomber  | 7        | 6        | 4      | 1      |
| Fighter   | 6        | 4        | 3      | 4      |
| Battleship  | 10       | 2        | 4      | 4      |
| Cruiser   | 6        | 2        | 3      | 3      |
| Destroyer   | 6        | 2        | 2      | 3      |
| Submarine   | 4        | 2        | 2      | 2      |
| Transport Ship                                      | 5        | 2        | 0      | 0      |
| Anti-Aircraft (* Do not count towards stack limits) | 3        | 0        | 0      | 1*     |

\* Only defend against attacking air units.

SETUP CHARTS

| FRANCE    |   | GERMANY    |  |
|-----------|---|------------|--|
| TERRITORY | UNITS                                       | TERRITORY  | UNITS  |
| 1         | 1 infantry                                  | 25         | 2 submarine  |
| 2         | 1 transport ship, 1 cruiser                 | 26         | 1 battleship, 1 cruiser, 2 submarine, 1 transport ship |
| 3         | 1 infantry                                  | 27         | 1 infantry, 2 artillery, 1 tank                        |
| 4         | 1 tank                                      | 28         | 2 infantry   |
| 5         | 1 infantry, 1 artillery                     | 29         | 1 mechanized, 1 infantry                               |
| 6         | 2 infantry, 1 artillery                     | 30         | 2 infantry, 1 tank                                     |
| 7         | 2 infantry                                  | 31         | 1 infantry, 1 artillery                                |
| 8         | 1 infantry                                  | 32         | 1 tank   |
| 9         | 2 mechanized, 1 artillery                   | 33         | 1 mechanized   |
| 10        | 3 infantry, 1 artillery                     | 34         | 2 infantry, 2 artillery                                |
| 11        | 2 infantry                                  | 35         | 2 infantry, 2 mechanized                               |
| 12        | 3 infantry, 1 artillery                     | 36         | 2 infantry, 1 artillery                                |
| 13        | 1 tank                                      | 37         | 1 tank   |
| 14        | 2 infantry, 1 transport                     | 38         | 1 infantry, 1 artillery, 1 tank                        |
| 15        | 1 infantry, 1 tank                          | Dusseldorf | 1 bomber, 1 anti-aircraft                              |
| Paris     | 2 infantry, 1 tank, 1 fighter               | Mayence    | 1 infantry, 1 anti-aircraft                            |
| Amiens    | 1 infantry                                  | Luxembourg | 1 fighter, 1 anti-aircraft                             |
| Reims     | 2 infantry, 1 anti-aircraft                 |            |  |
| BRITAIN   |   |            |  |
| 16        | 1 battleship, 1 destroyer, 1 transport ship | 22         | 1 infantry   |
| 17        | 1 submarine                                 | 23         | 1 infantry   |
| 18        | 1 destroyer                                 | 24         | 1 infantry   |
| 19        | 2 infantry, 1 tank, 1 fighter               | London     | 1 infantry, 1 fighter, 1 anti-aircraft                 |
| 20        | 2 infantry                                  | Dunkirk    | 2 infantry, 1 anti-aircraft                            |
| 21        | 1 destroyer                                 | Brussels   | 1 infantry, 1 artillery                                |

WINNING THE GAME

The game will end on no later than the tenth round, regardless of any other conditions.

There are four ways in which the game may end;

1. Germany wins by capturing either of the Allied capital cities (London or Paris) AND maintaining control until the end of the round.
2. Germany wins by capturing all three minor Allied cities (Amiens, Reims and Dunkirk) and maintaining control until the end of the round.
3. The Allies win if, combined, they retain control of both of their capital cities AND any one minor city at the end of round 10.
4. The Allies win if they capture and maintain control of any original German city (Luxembourg, Dusseldorf or Mayence) until the end of the round in which the city is captured.



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Revision and Development by James J Campbell



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