

NO RETREAT!

French & Polish Fronts



RULE BOOK

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

[0.0] Using These Rules

The instructions for this game are organized into major rules sections (as shown in a large olive-green font), and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game's components, procedures for play, the game's core mechanics, how to set it up, and how to win.

With each rule, there can be “cases” that further explain a general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and sub-cases) are an extension of a rule shown in the way that they are numbered.

Important information is in *italics* text.

Text in shaded boxes like this provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a rule or a case.

Common Abbreviations

Common Abbreviations	
CRT	Combat Results Table
EZOC	Enemy Zone of Control
EZ	Evacuation Zone
MP	Movement Point
IM	Initiative Marker
SP	Strength Point
TEC	Terrain Effects Chart
VP	Victory Point
ZOC	Zone of Control

[1.0] Introduction

No Retreat! The French & Polish Fronts 1939-40 is a pair of two-player operational-level wargames depicting the struggle between the Germans and the Allies in Europe during World War II. One covers the May-June 1940 German attack on France, Belgium & Holland and the other the Sept-Oct 1939 German-Soviet attack on Poland.

Counter Errata

The *back* of the 4-6 and 3-6 “Kleist” German counters in the France Game are mistakenly labelled “Küchler”; they should instead both display “Kleist” (as shown below).



[2.0] Game Equipment

Parts Inventory:

- One 17” x 22” two-sided map
- Five two-sided 8½” x 11” player aid cards:
 - Two Combat/Terrain Tables
 - One Player Mat
 - One **French Front** setup card
 - One **Polish Front** setup card
- Two sheets with 88 square counters each
- One sheet with 88 round and 24 hex counters
- Two booklets: Rulebook & Playbook
- 76 Event cards & 4 Leader cards (80 total)
- Two 6-sided dice

Also, included in the counter mix are some errata Fort/Mine markers for No Retreat! The African Front and optional square units replacing the round-shaped ones for No Retreat! The Italian Front: they are considered square units for all rules and purposes in that game.

[2.1] Game Map and Scale

The game map represents the areas in Europe where the operations took place, one side featuring France, the other Poland. A hexagonal grid is superimposed on the maps to regulate the movement and location of the playing pieces. Explanations of the terrain features are found on the Terrain Effects Chart (TEC) play aid card.

Each hexagon, called a hex, represents an area roughly 18 miles (30 km) from side to side. Each completed Game Turn represents two to four days of real time.

The Player's Mat “Holding Boxes”:

- The Destroyed and Surrendered Units boxes are used to hold units that are combat casualties.
- The Evacuated Units Box is used to hold units that exit the map by the Evacuation processes.
- The Secret Plans and Battle Experience boxes are used to hold “Plan” markers and “Dummy” IMs.
- Contrary to some of the other games in the series, there is no Reserve Holding box; units held in Reserve are kept in any convenient location next to the game board.

You can use as your Reserve “Holding Box” an unused event card from the second game, back side showing.

[2.2] Game Charts and Tables

These summarize and illustrate certain game functions. They include the CRTs, the TEC, the Game Turn Tracks, the Sequence of Play, and the setup maps.

[2.3] Playing Pieces

Most pieces with one or more large digits along their bottom edge are called units. These represent the actual military formations that fought in this campaign.

The German player controls the German (gray-green), Slovakian (light blue), and Soviet (dark red/brown) units. The Allied player controls the Polish (white), French (blue), British (tan), Belgian (brown), Dutch (orange) and Swiss (red) units.

Most of the round pieces without numbers along their bottom edge are called markers. They provide the players with game and unit status information during play.

Note: German units used in the **Polish front** game are identified by a yellow unit type symbol.

You will need to provide two draw cups: one for the round Allied "Initiative" markers, and one for the German's.

Unit Size & Designation

All units generally represent divisions or corps of 10,000 to 30,000 men and their equipment. A few smaller brigades, forts, and larger multi-corps units are also included.

[2.3.1] Group Name/Unit ID: On the top is the unit higher echelon Group Name; on the left side is the unit historical identification or commander.

[2.3.2] Combat Strength: The number on the bottom left of the counter represents a unit's value in battle, expressed in Strength Points (SP).

- A white strength value indicates that the unit cannot *Voluntarily Attack* (14.1.1).
- A yellow strength value indicates that the unit has the *Weak Attack* disadvantage (14.6.9).
- A strength value in parenthesis indicates that the unit has *no ZOC* (13.4.5)

[2.3.3] Movement Allowance: The number on the bottom right of the counter indicates how far a unit can move each turn, spending up to this many MPs to enter map hexes.

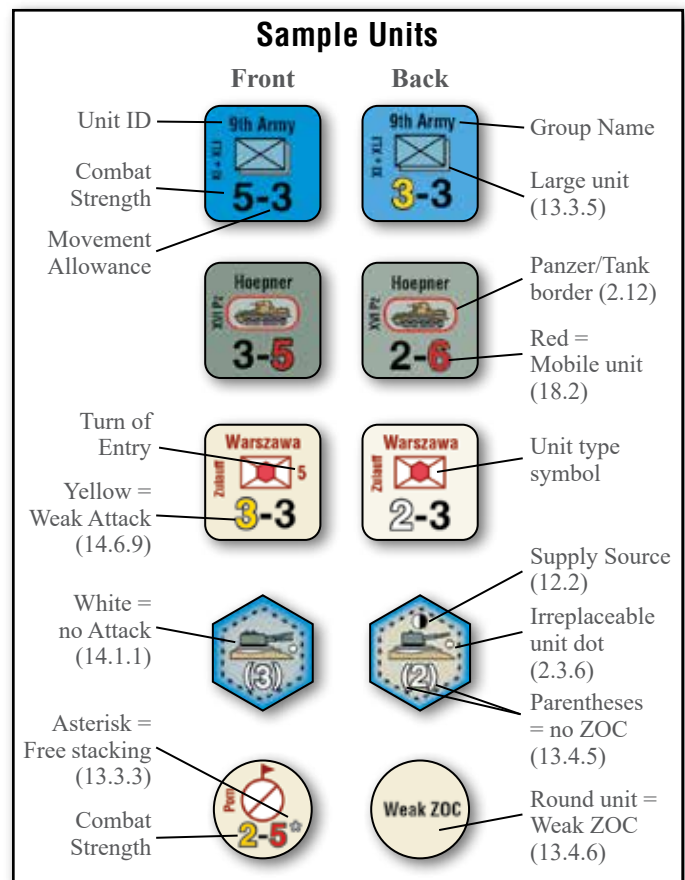
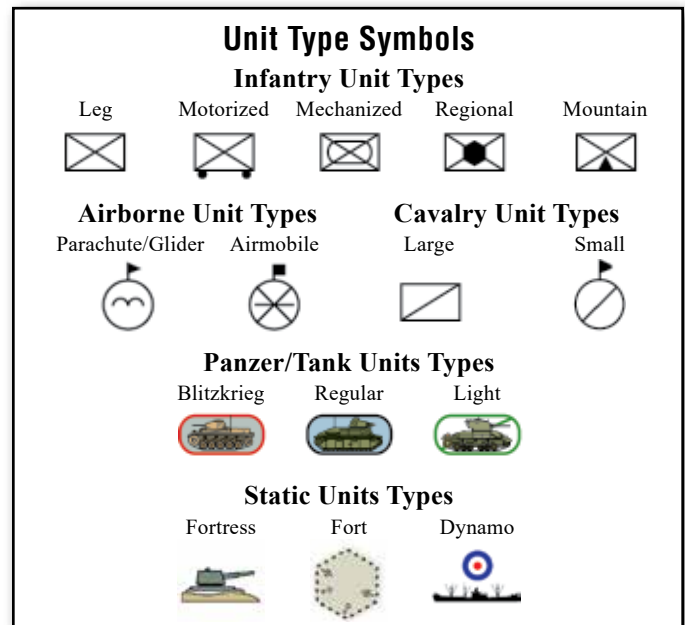
- Hex-shaped Forts & Fortresses cannot move/retreat.
- Round-shaped Airborne units cannot move/retreat.
- A *red* MP allowance indicates the unit is *Mobile* and has special abilities (18.2).

[2.3.4] Turn of Entry: A number at the right of the unit's type indicates the turn a unit enters the game; if it is a letter it indicates the unit is deployed by special rules.

[2.3.5] Number of Steps: Most units have two steps each; Full-Strength on their front side (darker-colored) and Reduced-Strength on their reverse side. Smaller formations have only one step.

[2.3.6] Irreplaceable Unit Dot: Some units have a white dot to the right of their unit type indicating that the counter side cannot be Improved (9.1) or Rebuilt (9.2).

[2.3.7] Unit Type Symbols: All unit counters have a military identification symbol.



KEY CONCEPTS

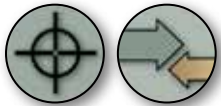
Certain global concepts tie the key systems of this game together. These include:

[2.4] German Strategic Advantage

Contrary to other games in the series, the German player has the Strategic Advantage for the duration of the game.

Thus, only the German player has his total VPs computed. The Allied player's VPs are subtracted from the German player's total.

[2.5] Target/Counterblow Markers



Target/Counterblow markers are used to declare attacks and counterblows.

- You use them on their Target side during your Player Turn to *voluntarily* attack (14.1.1) and on their Counterblow side during the opponent's turn to force him to *involuntarily* attack you (14.1.2).
- The German player starts the game with five gray-green "Target/Counterblow" markers; they are used by any of the German player's units.
- The Allied player starts the game with three blue "Target/Counterblow" markers; they are used by any of the Allied player's units.
- The two *brown* "Target/Counterblow" markers are used exclusively by the non-French Allies (*French Front*), or Slovak & Soviets units (*Polish Front*) (see rule 19.5). No French or German units can participate in battles involving those markers.

The same Target/Counterblow marker can be used twice in a turn: once on each of its sides. Some Counterblows are on the back of Initiative markers (IMs): these do not need a card discard and can be used for free.

[2.6] Initiative Markers (IMs)



Initiative markers (IMs) are used to pay for activating initiative Events on some cards (5.2.3), or for their reverse side's special ability (see 19.0).

- Each player puts all his IMs in a draw cup; after use, the IMs immediately go back into the cup.
- The IMs are picked randomly at the start of a Game Turn, or by Event card play.

All IMs are in play in both games, but some might not be useable in certain situations; in this case, they are considered Dummy IMs (5.8.3).

[2.7] No Actions Markers



The "No Actions" markers are used to indicate units that are limited in their ability to move (see TEC), attack, Counterblow (14.1.2) and use Blitzkrieg IMs.

- "No Actions" markers are gained during Movement (13.4.1), Combat Results (14.7) or by Events, and removed during the player's Reserve Phase.
- *All units* in a hex with a "No Actions" marker will suffer the effects, and are placed underneath it.

[2.8] Supply Markers



There are two types:

- "Low Supply" markers are mainly a warning state and have little adverse effect besides limiting movement (12.4).
- "No Supply" markers are more serious and impede a unit's combat power (12.4).
- They are both gained/removed in the Supply Check Phase.

The number of these "Supply/No-Actions" markers is not a game limit. You can use similar markers in the rare instance you don't have enough in the counter mix.

[2.9] Blitzkrieg Markers



The "Blitzkrieg" markers give the German player's units' special abilities (19.6):

- Use of the "Blitzkrieg" Assault Combat table (15.0).
- Immunity from most Allied Prepared Attacks (14.0).
- A Combat Bonus for Panzer units (15.3).

[2.10] Hex Range

When the game states a hex range, you count the target hex but not the starting hex. You cannot trace range over impassable Shaded/Sea hexes or Lake/Sea hexsides.

Thus, "a city in a four-hex range of a unit" means that there are three intervening hexes between it and the unit.

[2.11] Hex Control

The last player to move a unit into a hex controls that hex. At the start of the Campaign Game the German player has control of all hexes in Germany, East Prussia, Slovakia, Austria, Bohemia/Moravia (all considered part of “Germany” in the game) & Soviet Union, and the Allied all others. Hexes controlled by your side are considered “Friendly”.

Exception: German “Drop!” markers also temporarily Control a hex if they are alone in it (19.10).

Note that cities captured by Soviet units are added to the German VP total.

[2.12] Map Objectives

Major and Minor Cities are the Map Objectives, and their control awards Map Victory Points (20.1).

There are no control markers in this game; feel free to use some from another NR! game if you need a map reminder.

[2.13] Panzer/Tank Units



There are three types of armored units, differentiated by the color of their tank symbol's border.

- The “**Blitzkrieg**” Panzer units' border is *red*; these units have an attack bonus column shift on the CRT when using Mobile Combat or Blitzkrieg Assault (15.3).
- The “**Regular**” Panzer/Tank units' border is *black*; these units have an attack bonus column shift on the CRT when using Prepared Combat (14.0).
- The “**Light**” Panzer/Tank units' border is *green*; these units have no column shift on the CRT (see 14.6.5).
- Any defending Panzer/Tank cancels this column shift on the CRT (14.6.5).

[2.14] Port-Supplied Units (French Front)



In the *French Front* game, just-Eliminated units that can trace their supply line *only* to a Port City are placed in a single stack under a “Low Supply” marker in a Sea hex adjacent to that Port to show their status. They can only be rebuilt in or adjacent to that Port (see 9.2).

IMPORTANT! At the end of the game any units in sea hexes are moved to the Surrendered Units Holding Box.

This mechanic will be used if Allied units are surrounded, their backs to the sea, awaiting evacuation.

[3.0] Setting up the Game

Refer to the separate Playbook, choose a scenario, and follow its set-up and special rules. There are two Campaign Game setup sheets included in the game box. Place the scenario's maps between the two players, with the Turn/VP track adjacent to the game map.

The 36 (*French Front*) or 30 (*Polish Front*) Event cards are shuffled and placed facedown to form the Draw Pile. Each player also takes a CRT/TEC and a Sequence of Play card.

The Leader and Secret Plan cards are never shuffled into the deck, and are picked following scenarios' instructions.

[4.0] Sequence of Play

How the Turns Work: Each Game Turn consists of Housekeeping and Operational Preparation; then a German Player Turn, followed by an Allied Player Turn

Player Turn Phases: During each Player Turn, several phases are conducted in strict sequence (e.g., Supply, Movement, Combat, Blitzkrieg and Reserve Phases).

My Turn, Your Turn: The player currently conducting his Player Turn is called the *Phasing* player. His opponent is known as the *non-Phasing* player.

Exception: A “Planned Moves” Plan Instruction in the *French Front* game will reverse the play order (see 24.2).

Procedure:

I. New Turn Housekeeping

1. **Game Turn Phase:** Advance the Game Turn marker on the Game Turn Track. If the 14th turn was just completed or a “Game Ends” Event terminates play, the game ends and the winner is determined (20.1.7).

This phase is skipped on the first turn of a game.

2. **Game Turn Event Phase:** If there is a gray or yellow Event name in the box on the Game Turn Track for the current turn, note it and apply its effects at the appropriate time (see 6.0 and 20.0).

3. Game Turn Checks Phase:

- Sudden Death (17.6) (on turns denoted by a Death's Head icon) and Automatic Victory (17.5) are checked.
- Secret Plans scoring is checked on turns denoted by a yellow “PLAN” Event (20.3).
- Any change in status of the British Stance track (*French Front*) or the Soviet Stance track (*Polish Front*) is immediately applied (20.2).

II. Operational Preparation

- Strategic Phase:** Each player draws *four* cards, plus his allocated number of IMs, indicated on the Game Turn track for the turn. At the end of the Draw/Discard step there can't be more cards or IMs in a player's hand than his Leader Command Limit (5.5.3 and 5.5.4). Cards and IMs may now be used.
- Organization Phase:** Each player completes the following, in exact order: Improve units, Rebuild eliminated units, receive Reinforcements.
- Deployment Phase:** Both players move units to the Reserve and Evacuated Units box. The German player may make Airdrops (10.0).

III. German Player Turn

- Supply Phase:** “Low Supply” and “No Supply” markers are placed on the *Phasing* player's units that cannot trace a valid Supply Line; unsupplied units might be eliminated.
- Movement Phase:** The Phasing player may move his units on the map.
- Combat Phase:** All Target and Counterblow battles are declared and resolved as per the Battle Sequence, in any order the Phasing player desires.
- Blitzkrieg Assault Phase:** All of German units under each “Blitzkrieg” marker can attack one adjacent enemy hex, or advance one hex (15.0).
- Reserve Phase:** The Phasing player may deploy units from the Reserve to the map, and removes markers (16.0).

IV. Allied Player Turn

The Allied player becomes the Phasing player and repeats the above Phases (*Exception: The Allied player does not perform the Blitzkrieg Assault Phase; this is a German Player Turn Phase only.*)

Note that besides Player Turn order, the Allied player will usually go first in most of the game's joint routines.


[5.0] Cards/Initiative Markers

During the Strategic Phase Event cards are drawn, *one by one*, from the top of the Draw Pile. That pile is re-shuffled when there is only one card left in it (*that card is not drawn!*) or when instructed by the play of certain Event cards.

- Cards are a resource that can be used for many purposes, including their Event text effects.
- After their use, played cards are placed *face-up* in a Discard Pile next to the Draw Pile.
- The Discard Pile cannot be inspected.



The IMs are drawn during the Strategic Phase from each player's Draw Cup.

- The IMs are a resource that can be used for many purposes, represented by their backside symbols, and to pay for Card Initiative Events.
- After their use, played IMs are placed back in their player's draw cup, unless the rules state otherwise.
-  Each player keeps his own IMs' back-side identity secret unless when used for their special ability, but must display their front sides always for his opponent to see.
- The Draw Cups cannot be inspected.

These Initiative markers and Event cards represent superior training, doctrine, tactics, leadership, plus airpower, logistical support, artillery concentrations, political events etc.

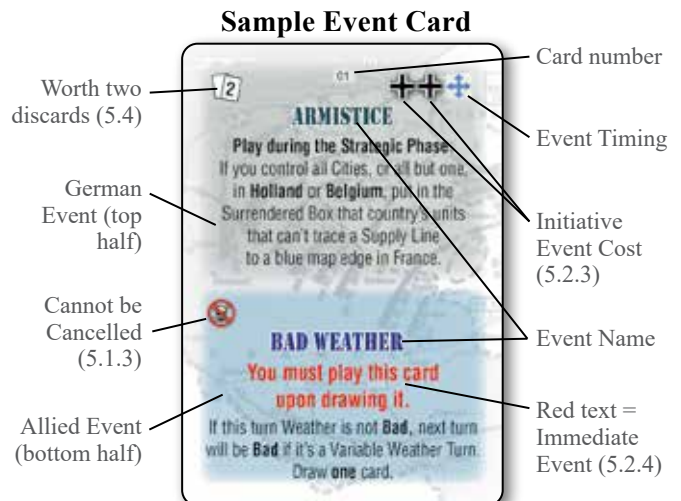
[5.1] Appropriate Timing

Card Events are played as indicated on each card, usually during a Phase in the Sequence of Play (4.0) or Game Turn, as indicated by the Timing icons at the upper right of the card's two boxes and by the card's Event text.
















Card play itself is *sequential*; that is, cards are resolved in the order that they were played unless they conflict, in which case the card played *last* takes precedence.

If both players play a card at the *same* time, the player with the Strategic Advantage decides the order in which the two cards are resolved (i.e., always the German player in this game).

[5.1.1] Once is Enough: The exact same-named Event cannot occur twice during a single *Player Turn* (necessary because cards can be retrieved from the Discard Pile and reused).



Event Card Icons

	Event play costs one German Initiative marker; 5.2.3
	Event play costs one Allied Initiative marker; 5.2.3
	Event play costs one Allied Initiative marker; 5.2.3
	Event play costs one Allied Initiative marker; 5.2.3
	Play is valid starting on Turn #; 5.1.2
	Play is not valid that turn and after; 5.1.2
	Play is valid only if Weygand leader is in Command; 5.1.2
	Play is valid only if Weygand leader is <i>not</i> in Command; 5.1.2
	Play is valid only in the Strategic Phase
	Play is valid only in the Movement Phase
	Play is valid only in the Combat Phase
	May play this card during any phase
	Play cannot be cancelled; 5.1.3
	Counts as two card discards; 5.4
	Air Force Event (if black, no use in bad weather); 5.1.4

[5.1.2] Turn of Play Restrictions: Some Event cards can only be played for their Black Events on specific turns, as per the list below.

NOTE: An Event card's *red* text is always executed *immediately*, at the time the card is drawn.

- **Circled Number:** Playable that turn and after.
- **Barred Number:** *Not* playable that turn and after.
- **Circled "W":** Playable if the Weygand French Replacement Leader is in Command.
- **Barred "W":** *Not* playable if the Weygand French Replacement Leader is in Command.

[5.1.3] Death Head's Immunity: Some cards have a barred "Death's Head" icon; these cards cannot be cancelled by the play of other cards, unless the cancelling card's Event specifies that exact card to be blocked despite the presence of the icon.

[5.1.4] Air Force Events: Some cards have a white or black Aircraft profile. These are affected by "Air Force" card Events; cards containing a black aircraft icon are also affected by Bad Weather (19.11).

[5.2] Named Events

Each Event card is divided into an upper box and a lower box. The texts in each Event card's two boxes are the named Events. The gray-green box on each card's upper half is the German Event (playable only by the German player); while the blue or light brown box on the bottom half of a card is the Allied Event (playable only by the Allied player). Once played, cards are discarded.

Thus, the effect of each card is different depending upon who has it in his hand, German player or Allied player.

[5.2.1] Event Effects: The exact timing and use of the Events are described on the cards themselves.

[5.2.2] Event Precedence: When there is a conflict between Event text and these rules, the Event text takes precedence.

[5.2.3] Initiative Events Cost:

- Events on a card portion with a German "1939 Kreuz" or "Balkenkreuz" icons are "Initiative Events", and can only be played if an IM with the same icon displayed is discarded.
- Events on a card portion with a Polish or French icon are "Initiative Events" and can only be played if an IM with the same icon displayed is discarded.
- Events without icons on the cards are "Non-Initiative" Events that can be played without paying any IM.

The "1939 Kreuz" was taken from the recognition symbol painted on the German AFVs in the Polish Campaign. Initially it was a plain white cross, but these were rapidly found to be excellent aiming points for the enemy gunners and were partly painted in yellow, then in black.

[5.2.4] Special Instructions: When drawn, you must *immediately* play a card with *red* Event text, even if limited by a round Event turn number restriction. *Both* the red and black instructions on your portion of the card must be followed if possible; if none can be followed the card is just discarded without effect.

[5.2.5] Alternate Events: Six Event cards in the *Polish Front* game sport the caption "Alt Event". These Events are explained in rules 21.1 and 25.1.

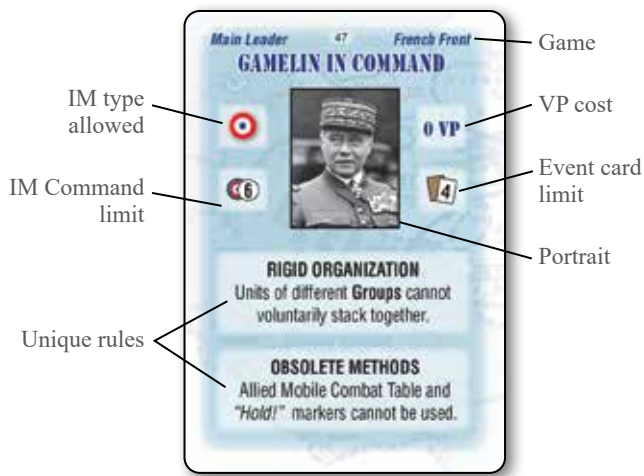
[5.3] Other Card Uses

Besides Events, cards may be discarded to pay to Improve units (9.1), Rebuild units (9.2), Counterblows (14.1.2) and moving units to the Reserve (10.0) or Evacuation box (11.0).

[5.4] Double Discards

Cards with an icon representing two superposed cards are worth *two* cards when discarded.

Example: *The discard of one such "double" card allows you to move two units from the Eliminated Units Box to your Reserve. This would normally cost you two card discards.*



[5.5] Leader Cards

At the start of the game each player is assigned one Leader card (see Scenario booklet). This Leader is referred to as the Main Leader of that side. He represents that side's army commander, and each has special abilities. This Leader is considered to be In Command at the start of the game. Certain game situations could result in the Leader being replaced (5.6), at which point the replacement Leader would be In Command.

[5.5.1] VP Cost: The box upper right is the Event VP cost paid when that Leader is your army commander.

[5.5.2] Initiative Marker Type Allowed: The box upper left indicates the type of IM that can be used for its special abilities when that Leader is in command (19.0). IMs that don't have that symbol displayed on their front side are not useable and are treated as "dummies" (5.8.3).

[5.5.3] Initiative Marker Command Limit: The box lower left of the Leader's picture defines the maximum number of IMs that the player can keep in his hand at the end of the Draw phase (8.1) when that Leader is In Command.

[5.5.4] Event Card Command Limit: The box lower right of the Leader's picture defines the maximum number of Event cards that the player can keep in his hand at the end of the Draw phase (8.1) when that Leader is In Command.

[5.5.5] Unique Leader Rules: The two rectangular boxes on the bottom half of the card indicate special rules that are in use always when that Leader is in Command (22.0).

[5.5.6] Card Type: The Main Leader is on the front side of the card; the Replacement Leader is on the backside.

Some of the rules allow you to "Redraw" a card/marker: first, discard the card/marker, and then draw a new one.

[5.6] Leader Card Replacement



During a Sudden Death Turn (i.e., a turn with a Death's Head icon) the Main Leader, if in play, could be replaced.

SUDDEN DEATH TURN

- Main Leader in Play:** If a player misses his Sudden Death threshold for the first time (17.6) his Leader is replaced.
- Replacement Leader in Play:** If a player has already lost his Main Leader, then no Leader replacement happens.
- Leader Replaced:** If a Main Leader is replaced, put a "No Actions" marker on the Leader card. *At the start of the next Game Turn* flip the card to its Replacement Leader side (removing the marker); the Replacement Leader will then be in command for the rest of the game.
- Leader Replacement Cost:** Adjust the Event VP marker by the value of your Replacement Leader VP Cost.



[5.7] Secret Plan Cards (French Front)

At the start of each regular *French Front* campaign game players are each assigned one Secret Plan card (see Scenario booklet for instructions of use). It represents pre-campaign preparations and objectives (e.g., "Ardennes Surprise").

- Each Secret Plan card has special Campaign instructions, written in red, above the Plan Scoring boxes (24.0).
- Each Secret Plan Scoring Instruction that is successfully fulfilled during the "PLAN" Event turns will score VPs during the End Game Victory (20.3).
- German Secret Plan cards have a gray-green background; French Secret Plan cards a light blue background.

[5.8] Initiative Markers



At the beginning of the **Game**, players put all of their Initiative Markers into their draw cup. Next, **during the Strategic Phase**, the players draw IMs from their cup, per the number indicated on the Game Turn track (see 8.1). After use or when discarded the IMs immediately go back to their draw cup (but see 5.8.3).

[5.8.1] Paying for Initiative Events: IMs can be used to pay for an Initiative Event on a card if the IM’s front side has the same symbol as on the card (5.2.3). For some Events two markers must be paid; these show two “Initiative” symbols on the Event card instead of one.

[5.8.2] IMs’ Special Abilities: IMs can also be used for their special ability; an icon on the back of the marker depicts these abilities (see 19.0).

The IMs represent superior training, doctrine, morale, tactics, leadership, airpower, communications, artillery, logistical support, etc...

[5.8.3] Dummy IMs (Polish Front): The IMs that do not have the same symbol as the one on their Leader’s card “IM Type allowed” (5.5.2) *cannot* be used for the two above purposes (i.e., Initiative Events or Special Abilities). Some card Events can get rid of them (e.g., they will be put in the Battle Experience box).

Thus, dummy IMs appear only in the Polish Front game. They represent the lower performance of the largely un-bloodied armies.

This means that in the Polish Front all the IMs without a Polish red/white icon or a German yellow “1939 Kreuz” cannot be used for initiative events or their special ability on the back of the counters.

[6.0] Game Turn Event Phase

If the new Game Turn has a gray-text Event displayed in its box on the Game Turn Track, note it and apply its effects. Each has its own special rule (see 20.0).

3	14-15 May	4	16-19 May	5	20-23 May	6	24-27 May
(6)	(10)	(8)	(10)	(6)	(8)	(8)	(10)
No Deployment		PLAN A British Stance		British Stance		British Stance	

[7.0] Game Turn Checks Phase

During this Phase, the following Steps must be performed in order:

- A. Automatic Victory Check:** On all turns, check if a player wins by Automatic Victory (7.1).
- B. Sudden Death Check:** On turns denoted by a “Death’s Head” icon, check if a player is affected by Sudden Death (7.2).
- C. Secret Plan Check:** On turns denoted by a “Plan” Event (20.2), check if a player’s Secret Plan instruction for the turn is successful or not (*French Front*) (7.3).
- D. British/Soviet Stance Check:** On turns denoted by a “Stance” Event, the Stance Threshold is checked for a possible British or Soviet war status change (7.4).

[7.1] Automatic Victory Check

The German player checks if the “Total VP” marker is high enough for them to win the game automatically (17.5).

[7.2] Sudden Death Check

Both players check if the “Total VP” marker is high or low enough for them to suffer game penalties, or even win the game outright (17.6).

[7.3] Secret Plan Check (French Front)



On a Secret Plan event turn of the *French Front* game, both players check if they fulfill the corresponding named Plan condition on their Secret Plan card, and record this fact with their Secret Plan markers.

- If the condition on the card for that Plan is met, put the “Plan” marker showing the same Plan ID letter, facedown, in the Secret Plans Box.
- If the condition is not met, you either: do not put a marker in the box, or use your “Dummy” marker.

Example: It is Turn 4, the French Plan Card is #38 PLAN DYLE B, and the Turn Event is “Plan A”. On the “A” line of the Plan Card it states, “Control at least six cities in Belgium or Holland”. If this condition is met, the Allied player will put, facedown, his “Plan A” marker in the Secret Plans Holding box. If he controls less cities, he could either put no marker in the box, or use his “Dummy” Plan marker to hide the fact he didn’t score.

[7.4] British/Soviet Stance Event Check



When a “British Stance” (*French Front*) or “Soviet Stance” (*Polish Front*) Turn Event happens check if the “Total VP” marker is high or low enough

on the Victory Point Track to allow movement of the respective (British or Soviet) “Stance” marker. Each time the Total VP marker is placed into a box on the Victory Point Track, the Stance Event named on the Game Turn Track will be checked for its game effect (see 20.2); this can also happen with the play of some card Events. At the start of a game the Stance marker will be assigned to a box on the Stance Track—this Event is active.

- If the “Total VP” marker is in a VP box *higher than* the Stance Threshold box (i.e., to the right), move the “Stance” marker one square *down* (to the left) on the Stance Track.
- If the “Total VP” marker is in a VP box *lower than* the Stance Threshold box (i.e., to the left) the “Stance” marker does not move.
- If the “Total VP” marker is *in* the Stance Threshold box, the “Stance” marker (again) does not move.

Exception: See the “Careful Tactics” and “Stalin Hesitates” Stance Events; for these a move delay might happen as the “Stance” marker could be flipped instead of moving when in these squares (20.2.1-2).

[7.4.1] Increasing the Stance Marker: When instructed by a rule or a card event to increase (move up) the Stance marker, move it to the *right* on the stance track (i.e., towards a larger-numbered square.).

[7.4.2] Lowering the Stance Marker: When instructed by a rule or a card event to lower (move down) the Stance marker, move it to the *left* on the stance track (i.e., towards a smaller-numbered square).

The Track is used to indicate the political & military mood of Britain/USSR vs. the ongoing war. Some Stance events might happen only once, even if the marker moves on the same square a second time (see rule 20.2).

[8.0] Strategic Phase

During the Strategic Phase, the following Card/Initiative marker Steps (A-E) must be performed in order:

A. Allied Draw/Discard Step: The Allied player does his Card and IM draws and discards (8.1).

B. German Draw/Discard Step: The German player does his Card and IM draws and discards (8.1).

C. Allied Card Play Step: The Allied player must:

1. Play one Event card for its Event, or...
2. Pass.

D. German Card Play Step: The German player must:

1. Play one Event card for its Event, or...
2. Pass

E. Ending the Card Step: Continue to repeat C and D Card Steps until both players consecutively pass.

F. Allied IM Step: The Allied player can play “Surrender” or “Halt! Hitler” IMs (19.8 & 19.9).

Example: *The Allied player plays an Event card and the German player passes; then the Allied player passes. That means both players have passed consecutively, so the Card Step ends immediately.*

[8.1] Strategic Phase Draws and Discards

This step begins by drawing and discarding cards and IMs.

- Each player draws *four* cards from the Draw Pile (one by one, playing red-text cards immediately). If the total number of cards in his hand exceeds his Leader’s Event Card Command Limit (5.5.4), he must immediately *discard* the extras, his choice of which.



Each player draws the number of IMs indicated on his portion of the Turn Track for the current turn: Left side for the Allied player, right side for the German player. If the total number of IMs in his hand exceeds his Leader’s Initiative Marker Command Limit (5.5.3), he must immediately *discard* the extras, his choice of which.

Exception: *If a player’s leader was Replaced (5.6) this turn he does not draw any IMs for that turn.*

On the Turn 2 Box above, the Allied player would draw eight IMs, and the German player 12 IMs.

[8.2] Strategic Phase Card Plays

In this step each player will play an event card.

- Each card must be playable during the Strategic Phase (see 5.1).
- At the end of this Phase, “Surrender” or “Halt! Hitler” IMs can be played by the Allied player (see 19.9).

[9.0] Organization Phase

During this Phase, the Allied player performs steps (A-C) in order, followed by the German player:

- A. Improve Units:** Discard cards to flip eligible units on the map or in Reserve to their stronger side (9.1).
- B. Rebuild Eliminated Units:** Discard cards to move units from the Destroyed Units Box to your Reserve. Two units may be rebuilt per player per turn, maximum (9.2).
- C. Reinforcements:** Move this turn's unit reinforcements to your Reserve (9.3). Remember that, unlike some of the other games in the series, there is no Reserve Holding box in this game. Units held in Reserve are kept in any convenient location next to the game board.

[9.1] Improve Units

Two-step units on the map that can trace Map Edge Supply (see 12.2, first bullet), or in Reserve, can be flipped back to their higher-strength side at the cost of *two* card discards.

Yes, it costs more to Improve a unit than to rebuild one. For the Polish troops, not having Map-Edge Supply represents the strategic implications of the country being surrounded by its enemies.

[9.2] Rebuild Eliminated Units

Eliminated units can be rebuilt these ways:

- A unit in the Destroyed Units Box can be moved to its Reserve on its *reduced* back side (or front side if the unit has only one step), at the cost of *one* card discard per unit.
- A Port-Supplied Eliminated unit (see 2.14) can be moved to the corresponding Port City hex or adjacent, not in an EZOC, on its *reduced* side (or front side if the unit has only one step), at the cost of *two* card discards per unit.
- A maximum of *two* Eliminated units per player per Game Turn can be rebuilt in this step.

Exception: *Polish units cost two discards to be rebuilt.*

IMPORTANT! Again, each player cannot rebuild more than two Eliminated units this way per Game Turn.

Contrary to other games in the series, you cannot rebuild Surrendered units with card discards and are limited in the number of units you can rebuild in a turn.

[9.3] Receive Reinforcements

Units scheduled to arrive this turn as per their Turn of Reinforcement number are placed in the Reserve.

[10.0] Deployment Phase

During this Phase, the players move their units to the Reserve, Evacuation Box or do Airdrops, doing the following steps (A-F) in order.

- A. Allied Map to Reserve:** The Allied player may move one French unit from the map to his Reserve for free. Each extra French unit moved cost *one* card discard. You cannot move units this way if *three or more* units are already in the Reserve. A unit must be able to trace supply to a friendly map edge and not be in an EZOC in order to be placed in Reserve.
- B. Allied Friendly Map Edge to Evacuated Box:** The Allied player may move *one Allied* unit in a hex adjacent to a white Poland or blue France map border to the Evacuated Units box for free. Each extra unit moved costs *one* card discard. Units being moved to the Evacuated Box must check on the Evacuation Table for success (11.0).
- C. Allied Evacuation Zone to Evacuated Box:** The Allied player may move *one Allied* unit in an Evacuation Zone hex to the Evacuated Units box for free. Each extra unit moved costs *one* card discard. Units being moved to the Evacuated Box must check the Evacuation Table for success (11.0).
Exception: *Allied units cannot be evacuated before the "British Control" Stance Event happens (20.2.1) and Polish units cannot be evacuated before the Turn 8 "Start Evacuation" Event happens (20.1.6).*
- D. German Map to Reserve:** The German player may move *one German* unit from the map to his Reserve for free. Each extra unit moved costs *one* card discard. You cannot move units this way if *three or more* units are already in the Reserve. A unit must be able to trace supply to a friendly map edge and not be in an EZOC in order to be placed in Reserve.
- E. German Map Edge to Evacuated Box:** The German player may move *one German Mobile* unit in a hex adjacent to a blue France map border to the Evacuated Units Box for free. Each extra unit moved costs *one* card discard. A unit must be able to trace supply to a friendly map edge and not be in an EZOC in order to be moved to the Evacuated Units Box.
- F. German Airdrops:** The German player may Airdrop "Drop!" and "Glider" markers (see 19.10). Each "Drop!" marker is moved to a hex within eight hexes of a Major City in Germany, not containing any Allied unit; the "Glider" marker is moved to a hex containing *one* enemy fortress, but no other unit. You can also move the "Air Landing" unit to a hex containing a

“Drop!” marker (see 18.4). After they are all placed, “Drop!” or “Glider” markers must check the Landing Table for success (11.0), but not the “Air Landing” unit.

Note that the only Allied units that can move to the Reserve during the Deployment Phase are French. This represents the lack of Allied strategic planning, or for the Polish Front the very successful German Air interdiction campaign against rail and road networks. German unit “Evacuation” from a Blue map edge represents off-map exploitation moves to the French south.

[11.0] Evacuations & Airdrops

During the Deployment Phase, Allied units evacuating the map, or German markers doing an Airdrop landing, must draw *one* Event card per unit/marker, checking the applicable Landing or Evacuation table to determine the result. Count the total number of Initiative Event icons (see 5.2.3) on the card drawn and compare it to the outcome list on the table. The card is discarded after the draw. *No other instructions on the card are followed.*

German Landing Table	
	Easy Landing: Lands. You may use a “Combat VP” marker.
	Normal Landing: Lands.
	Hard Landing: Eliminated. Pay an “IM” marker to retry (once).
	KIA Landing: Eliminated. Allied may use a “Combat VP”.
	Bloodbath: Surrendered. Allied may use a “Combat VP”.
No Enemy unit or EZOC in Landing hex: Move the result one row up on table.	

Example: The German player lands a “Drop!” marker in a hex without an Enemy unit and without an Enemy Zone of Control. He draws card #29, BATAILLE CONDUITE. Since this card has one French icon on it, he checks the outcome one row up from the row with

one French roundel because of the lack of opposition. The result is “Normal Landing”, thus the Paratroopers land safely.

French Front Evacuation Table	
	Confusion: Unit takes a step loss. No Evacuation.
	Delay: No Evacuation.
	Hard Evacuation: Unit takes a step loss and Evacuates.
	Evacuation: Unit Evacuates.
	Easy Evacuation: Evacuates. You may use a “Combat VP”.
Allied Map Edge Evacuation: Move the result one row down on table.	
German unit or Adjacent to Dynamo: Move the result one row down on table.	

Example: The Allied player Evacuates a French unit adjacent to a blue map edge and draws card #29: it has one French Icon on it, and moves the outcome one row down because of the map edge evacuation; the result is “Evacuation” and the unit evacuates safely.

IMPORTANT! In the *French Front* game, Allied units can evacuate the map after the “British Control” Stance Event happens (20.2.1). In the *Polish Front* game, Allied units can evacuate the map after the Polish Evacuation Event happens (20.1.6).

Note that some Event Cards allow you to do Evacuation moves without rolling on the Evacuation tables.

[12.0] Supply Phase

During this Phase, the Phasing player (*only!*) checks the supply status of each of his on-map units.

Note that contrary to other games of the series only the Phasing player checks supply in this phase.

[12.1] Tracing Supply

A unit is in Supply if it can trace a valid Supply Line of any length in hexes from the unit tracing supply to a friendly Full Supply Source (12.2). If a unit is able to trace supply, any “Low Supply” and “No Supply” markers on that unit are removed.

Blocking Supply Lines

A Supply Line *cannot* be traced:

- Through a hex containing an EZOC (13.4) *unless* there is a friendly unit in that hex. That is, friendly units negate EZOCs for the purpose of tracing Supply Lines.
- Through shaded (unplayable) hexes, Sea and Lake hexsides, and hexes in currently neutral countries not at war (possibly Lithuania, Holland, Switzerland and the USSR).

[12.2] Full Supply Sources



A Supply Line must be traced to a Supply Source, which is a:

- Friendly map-edge hex *not in an EZOC*. Dark gray for the Germans, Blue or White for the Allies, Red for the Soviets.
- A unit with a supply symbol on either of its sides. The symbol exists on the back of Forts (*Polish Front*) and Fortress units (*French Front*).
- An Allied-Controlled Port City, for Allied Units.
- An Allied-Controlled City in Holland for Dutch and in Belgium for Belgian units.
- Swiss units and units with a Supply symbol on their reverse side are always in supply.

[12.3] Partial Supply Source (Polish Front)

Supply Sources are in certain cases only partially effective. In the *Polish Front* game, if an Allied unit can *only* trace Supply to a White map-edge hex, place a “Low Supply” marker on it.

Thus, Polish units drawing supply to a white map edge source will never get rid of their “Low Supply” markers, but will never get “No Supply” markers either. Their full supply source are the Polish Fort units (12.2).

[12.4] Lack of Supply Effects

When a unit cannot trace a Supply Line during the Supply Phase:

- Place a “Low Supply” marker on it.
- If the unit already has a “Low Supply” marker, replace the “Low Supply” marker with a “No Supply” marker.
- If the unit already has a “No Supply” marker, put the unit in the Surrendered Units box.

All units that are stacked in a hex with a “Low Supply” or “No Supply” marker, suffer the following adverse effects:



Low Supply

- Its move is reduced to a maximum of *three* hexes.
- When Eliminated in combat, they are put in the Surrendered Holding Box (14.7.1).
- You cannot put “Blitzkrieg” markers on these units.



No Supply

- Its move is reduced to a maximum of *two* hexes.
- When Eliminated in combat, they are put in the Surrendered Holding Box (14.7.1).
- It has no ZOCs.
- It cannot conduct multi-hex Advance after Combat (14.8.1).
- It does not receive an Armor Bonus (14.6.3).
- When all defending units are in “No Supply” in a battle, the attacker gets *two column shifts right* on the CRT.
- A unit with a “No Supply” marker cannot make any *Voluntary Attacks* (14.1.1).
- You cannot put “Blitzkrieg” markers on these units.

Contrary to some games of the series you can use Event cards and Combat markers (except Blitzkrieg) if those “Low/No Supply” units are involved in battle.

[13.0] Movement Phase

A player may move none, some, or all his units. Each unit may move through any combination of hexes up to the limit of its Movement Allowance, paying the appropriate Movement Point (MP) cost to enter each hex.

A player may not move his opponent’s units; the opponent’s units are not moved during your Player Turn except because of combat or as instructed through the play of certain Event cards.

Some Allied units have penalties when moving into EZOCs (see 13.4.1)

Procedure:

Units are moved one at a time, hex by hex, in any direction or combination of directions. A unit may continue moving until it has either spent all its MPs for that Player Turn, or it moves adjacent to an enemy unit (where it must stop; 13.4.1), or the player simply desires to cease moving it.

Units cannot save up MPs between turns, nor can MPs be transferred between units.

Cases:

[13.1] Marker Effects on Movement

Some markers have effects on a unit movement.

- A unit under a “No Supply” or “Low Supply” marker cannot move normally more than two or three hexes respectively, even if it has enough MPs to move further.
- A unit under a “No Actions” marker cannot move normally more than *one* hex even it has enough MPs to move more.
- A German unit in or adjacent to a “Halt! Hitler” IM has its movement curtailed (see 19.9).

[13.2] Terrain Effects on Movement

The basic cost to enter an Open (i.e., clear) terrain hex is *one* MP. The cost to enter other hexes can be higher, as shown on the Terrain Effects Charts play aid card (TEC).

A unit can enter a hex *only* if it has sufficient MPs left to pay the cost. Other movement restrictions (like those caused by enemy ZOC or impassable terrain) still apply.

Exception: *A unit that has a Movement Allowance can always move one hex per turn, regardless of MP costs.*

[13.2.1] Minor Countries: Each of these countries has a special set of rules.

- **Belgium/Luxembourg:** Considered the same country for all game purposes. From the start of the game Belgium/Luxembourg is at war with Germany and the

Allied player has control of Belgian units. Both players' units can enter.

- **Danzig Free State:** Controlled by the Allied player at start. Both players' units can enter.
- **East Prussia:** Considered part of "Germany", both players can enter.
- **Holland:** At war with Germany as soon as the German player's units/markers **try to** enter that country or attack its units; when this happens, the Allied player's units can enter too. The Allied player has control of Dutch units from the start of the game.
- **Lithuania:** No units can enter that country.
- **Slovakia/Bohemia/Austria:** Considered part of "Germany"; both players can enter.
- **Soviet Union:** Only Soviet units can enter. At war with Poland as soon as the "Soviet Invasion!" Stance Event is in force (20.2.2). The German player has control of Soviet units from the start.
- **Switzerland:** At war with Germany as soon as the German player's units/markers **try to** enter that country (only possible if the "Swiss Question" Plan Event happens 24.3) or attack its units; when this happens, the Allied player's units can enter too. The Allied player has control of the Swiss units from the start.
- **Neutral Countries:** At the start of a game, Switzerland, Holland, Lithuania and the Soviet Union are considered Neutral Countries.

[13.2.2] Partition Lines (Polish Front): There are two Partition Lines that are activated by Stance Events in the *Polish Front* game (20.2.2); these will affect the German player's scoring in a Game End Victory (23.0).



[13.2.3] Evacuation Zone Hexes: Only an Allied unit can move into an EZ hex from an adjacent Port hex; but any unit can attack an EZ hex, also from an adjacent Port hex only.

- The cost is all of a unit's MPs to enter.
- Units in an EZ hex can only be attacked from an adjacent Port hex.



[13.2.4] Weather: On Bad Weather Game Turns all units with a Movement Allowance greater than four have their MPs reduced to *four*.

- No Airdrops can be made (18.4 & 19.10).
- Event cards with a black "Air Force" icon cannot be used for their card Event.

[13.3] Stacking Effects on Movement

Friendly units can never enter hexes containing enemy units. Friendly units can freely enter hexes containing other friendly units at no additional MP cost. When multiple friendly units remain in the same hex at the end of any Phase, it is called stacking.

[13.3.1] Stacking Limit: Usually both players may stack *two* units per hex.

[13.3.2] Color Stacking Restrictions: Different nationalities *cannot* stack together (but see 13.3.6).

- German (gray/green), Slovak (light blue) and Soviet (red/reddish brown).
- French (blue), British (tan), Belgian (brown), Dutch (orange), Swiss (red) and Polish (white).



[13.3.3] Free Stacking: Units that have an Asterisk to the right of their unit type symbol have special stacking considerations. One such unit can be added over the normal stacking limits in a hex, still following color restrictions (13.3.2).

[13.3.4] Over Stacking: You cannot voluntarily overstack units. If there are any units in the hex in excess of the stacking limitations or restrictions at the end of a Movement Phase, or at the end of a retreat, the owning player must retreat (14.7.5) the excess units of his choice one hex. If the units are still overstacked, the excess units are Eliminated (14.7.1).



[13.3.5] Stacking Large Units: Units that have two superimposed unit type symbols cannot stack together. Thus, the limit is one "Large" unit per hex, plus any other units as the regular stacking rules.

Example: You could stack in a hex one large unit, one regular unit, and one free stacking unit; one large and two free stacking, but not two large units.



[13.3.6] Dynamo Stacking: Units of different Friendly nationalities *can* be stacked together in the "Dynamo" unit's hex or in the Evacuation Zone hex adjacent to it.

[13.4] Zone of Control Effects on Movement



The six hexes on a map adjacent to a *unit* are called that unit's *Zone of Control* (ZOC). In the diagram at left these six hexes are shown shaded. A unit's ZOC restricts the movement of enemy units.

A hex adjacent to an enemy unit is in an *Enemy Zone of Control* (EZOC), even if occupied by a friendly unit.

EXCEPTION! ZOCs do not project into adjacent Rough terrain hexes.

[13.4.1] Closing with the Enemy: A friendly unit must spend one additional (+1) MP to enter an EZOC (13.4.2). **Stop:** After entering an EZOC, a friendly unit *must end its movement* for that Player Turn, unless moving into a Weak ZOC only (13.4.6).



IMPORTANT! If an *Allied Non-Mobile* unit enters an EZOC after moving *more than one hex*, put a “No Actions” marker in its hex at the end of the move.

The WW-I “continuous front” mentality, slow pace, and poor communications precluded most Allied formations from deploying quickly to the attack.

[13.4.2] No Infiltration: A unit *cannot* move directly from one hex in an EZOC to another. Instead, it would first have to move to a hex devoid of all EZOCs, after which it moves normally, unless that EZOC is from a unit with a Weak ZOC only (13.4.6).

IMPORTANT EXCEPTION! A Mobile unit that starts its movement phase in an EZOC can move directly to another EZOC if a friendly unit occupies the hex moved into. It then must stop moving as per rule 13.4.1.

[13.4.3] Negating EZOCs: The presence of a friendly unit negates EZOCs for the purposes of tracing a Supply Line (12.1), when retreating (14.7.5), but *not* for movement.

[13.4.4] No ZOCs: Units with their strength value in parenthesis or under a “No Supply” marker have no ZOCs.



[13.4.5] Weak ZOCs: All round units, the Belgian “Eben Emael” Fortress, and square units with a white hexagon graphic in the middle of their military symbol, have Weak ZOCs. *Units do not have to stop* when entering only Weak EZOCs.

These represent smaller units and static formations that can't control hexes as effectively as other units.

[13.4.6] Leaving ZOCs: Normally a friendly unit does not spend additional MPs to exit an EZOC.

IMPORTANT EXCEPTION! During the “No Deployment” or “Mobilization” Events of Turns 1, 2 and 3, Allied units pay two additional (+2) MPs to exit EZOCs.

This simulates the general unpreparedness, surprise, slow reaction speed and inflexible plans of the Allied armies at the start of the two campaigns.

[13.5] Exiting the Map

Units may only exit the map during the Deployment Phase (10.0). In the Combat phase, if the only retreat path is off-board, the retreating units are Eliminated.

[14.0] Combat Phase

During a friendly Combat Phase, each unit may participate in one attack against an adjacent hex or hexes occupied by enemy forces. When a player initiates an attack between adjacent units, it results in a Battle (i.e., completing all the steps in the Battle Sequence). You roll a die and consult the appropriate player’s CRTs to resolve Battles.

The player who is initiating an attack is the Attacker and his opponent is called the Defender in that Battle (regardless of the overall situation).

If all German units in a hex are under a “Blitzkrieg” marker, they cannot be attacked by Prepared Combat unless using the Allied Shock-Target IM (19.3).

TYPES OF COMBAT

During the Combat Phase, the Phasing player will decide which CRT he’ll use for each attack. If for any reason the attack cannot be made, remove the Target marker.

- **Mobile Combat:** The Attacker’s forces must consist of at least one Mobile unit; a maximum of one non-Mobile unit can take part for the Germans, and no non-Mobile unit for the Allies. Mobile Combat is forbidden in some terrain (see TEC). Note that there are *two* Mobile Combat Tables—one used by the German player, and one used by the Allied player.

Example: *You could initiate a Mobile Combat with one Mobile and one non-Mobile German unit. But not initiate it with a lone non-Mobile German unit.*

- **Prepared Combat:** Any units can participate. Prepared Combat is forbidden against hexes containing a Fortress unit or against a hex where there is a “Blitzkrieg” marker.
- **Fortress Combat:** German units only. This is the only type of combat allowed against hexes containing a Fortress unit, even if the Fortress is not taking part in the battle.
- **Combat Not Allowed:** *Allied* units can only *Voluntarily Attack* enemy units in a hex where there is a “Blitzkrieg” marker if using Mobile Combat, or using their “Shock-Target” IM (19.3) or when Counterattacking (14.7.3).

IMPORTANT! Do not forget that the Allied units' ability to attack a hex containing a "Blitzkrieg" marker is limited.

TYPES OF ASSAULT

During the Blitzkrieg Phase, following the German Combat Phase, only the Blitzkrieg Assault CRT can be used.

This means that hexes containing Fortress units cannot be attacked during that phase.

- **Blitzkrieg Assault:** Useable by German units only. All the units in the Attackers' hexes must be under a "Blitzkrieg" IM. It's forbidden against hexes/ hexsides containing a Fortress unit or "No Mobile/Blitz" terrain hex or hexsides (14.6.2).

Mobile Combat is a fast-paced modern World War 2 battle, Prepared Combat represents a World War 1 style set piece attack, Fortress Combat is used against Maginot Line fortified terrain, and Blitzkrieg Assault showcases Germany's aggressive Panzer exploitation doctrine.

Combat Phase Preparation

A Combat Phase begins with the *Allied*, and then the *German* player, declaring all the hexes that *will be attacked*, followed by each Battle's resolution.

IMPORTANT! Thus, contrary to other games in the series, the Allied player will always declare his targeted hexes first. Thus, in the German Combat Phase, the Allied player will put on the map his "Counterblow" markers (14.1.2) before the German player places his "Target" markers (14.1.1); and vice-versa.

[14.1] Declaring All Combats

Before any combats are resolved, both players, as described below, must declare all targeted hexes. All targeted hexes must be attacked in the Combat phase.

Any hex containing forces of the non-Phasing player that is adjacent to one or more hexes containing forces of the Phasing player is a possible target hex.

The Phasing player puts a "Target" or "Shock-Target" marker in each hex he wishes to attack

The non-Phasing player puts a "Counterblow" or "Shock Counterblow" marker in each hex he wishes to be attacked.

A Counterblow hex represents a Counterattack made by the defenders; this will be discussed later in the rules.

Each player has three to five regular "Target/Counterblow" markers, blue for the Allies and gray-green for the German, plus up to two brown markers for exclusive minor country use (2.5): this is a game maximum. Thus, a player cannot normally do more than five to seven attacks and five to seven Counterblows per Player Turn, unless using IMs that also double as Targets or free Counterblows (19.5).



[14.1.1] Voluntary Attacks: The Phasing player places Target markers on all hexes that he intends to attack. Hexes containing "Counterblow" markers cannot be chosen.

The units listed below cannot participate in Voluntary Attacks:

- Units under a "No Actions" marker.
- Units with a white Combat Strength.
- Regional Units during a "No Deployment" Turn Event (20.1.1).

IMPORTANT! Do not forget that units under a "Blitzkrieg" marker cannot be attacked by Prepared Combat unless using the Allied "Initiative Shock Target" marker! See rule 19.6.



[14.1.2] Counterblows: The non-Phasing player may declare hexes that must also be involuntarily attacked by the Phasing player's units during his own Combat Phase.

- Hexes already containing "Target" markers cannot be chosen.
- *Player must discard one card* from his hand for each target hex he so designates, or use one of his free IMs that has a "Shock-Counterblow" icon. *You don't need to discard any cards to use these!*
- Designate Counterblow hexes with a "Counterblow" or "Shock-Counterblow" marker on hexes occupied by *non-Phasing* player's units, not containing a "Target", a "No Actions" marker, or a Fortress unit (18.7).

You can do the reverse: put a "No Actions" marker on a hex where a "Counterblow" is already stacked.

- Any of the Phasing player's adjacent units can respond to a Counterblow or Shock-Counterblow, including units with a "No Actions" marker
- Units in Counterblow and Shock-Counterblow hexes receive *no terrain combat column shifts when attacked*. All other effects and Non-Terrain Effects' combat column shifts of the TEC continue to apply.
- The "Counterblow" and "Shock-Counterblow" markers cannot move from the hex they are placed on; they do not follow moving units.

IMPORTANT! Fortresses and units stacked in the same hex can't have a "Counterblow" marker put in their hex under any circumstances. Treat any "CB" result that would put such a marker in their hex as a "--" (No Effect).

Why pay to have your units attacked and forego terrain advantages? Opportunity or desperation; you may have unsupplied units trying to break out; want to draw off units from a nearby attack; or seek to punish a weak unit that ventured too close in hopes of a "CA" combat result. Note that contrary to other games in the series, white attack strength units can initiate Counterblows.

[14.2] Battle Order

All Battles are resolved in any order the Phasing player desires. Each Battle must be completely resolved before the next Battle begins.

[14.3] Battle Conditions

Units are eligible for Battle as follows:

[14.3.1] Attacker's Prerogative: The Phasing player decides which attacking units will attack which targeted hexes, in any combination he desires as long as all declared Target- and Counterblow-marked hexes adjacent to any Phasing player's units are attacked. The Phasing player also decides what Combat table will be used if he has a choice.

[14.3.2] Combining Units in a Battle: Attacking units in two or more hexes may combine their combat strengths and conduct a single Battle together. Battles may involve any number of attacking units and targeted hexes.

[14.3.3] Adjacency in a Battle: For an attack to be resolved as a single Battle, each of the attacking units must be adjacent to all the targeted hexes.

[14.3.4] One Battle per Unit: No unit may attack more than once per Combat Phase, and no targeted hex can be the object of more than one Battle per Combat Phase (not including Counterattack results; 14.7.3).

[14.3.5] Multi-unit Attacks: Attacking units in a single hex *must* attack all their targeted hexes in a single Battle. If one or more such units do attack, this does not obligate any of the other Phasing player's units stacked with it to participate.

[14.3.6] More than One Hex: If more than one hex is attacked in the same Battle, or coming from different hexsides, the Defender chooses which hex and hexside will be used for the Combat Terrain Effects (14.6.2).

[14.4] Battle Strength Unity

A given unit's Combat Strength is unitary; it may not be divided among different Battles during a single Phase.

IMPORTANT! Units that are stacked together must all participate in the same Battle.

[14.5] Steps in a Battle

Battles are conducted via the Battle Sequence. These Steps must be completed for each attack in the exact order listed below:

Battle Sequence

- 1. Combat Results Table Step:** The Attacker decides which CRT to use if there is a choice.
- 2. Strength Step:** Total the combat SPs of the attacking units and the defending units (respectively).
- 3. Commitment Step:** First, the Allied player may commit one combat support IM to the Battle (e.g., "Hold!" or "Shock!"). Second, the German player may add combat support IM (e.g., "Blitz" or "Hold!"). Then the Allied player, followed by the German player, may each play one eligible Event card before the die is rolled.

IMPORTANT! If your combat support IM or Event card is cancelled by an enemy Event card play, you cannot play a new one to replace it during that step.

- 4. Initial Odds Ratio Step:** Divide the Attacker's strength by the Defender's strength and express this as an initial odds ratio (see the Combat Results Tables). Always drop fractions so that the result is rounded off in the Defender's favor.

Example: 12 SP attack 9 SP; the ratio is 1.33 to 1, which rounds down for the CRT to a simple 1:1 odds ratio Battle. If the Attacker could have mustered 14 vs. 9, the odds ratio would have been 3:2. This simple odds ratio determines the initial odds column used on the Attacker's CRT.

- 5. Final Odds Step:** Shift the initial odds column determined above as called for by the TEC, Support markers, Armor Bonus, or Event card(s) in play for that Battle to determine the final odds column used. All shifts are cumulative and only the net odds shift is applied.
- 6. Attacker Rolls Step:** The Attacker rolls a six-sided die and cross-indexes its result with the final Battle odds column as determined in Step 5 to obtain the result.
- 7. Apply Result Step:** With the combat result known, it is now applied. This might result in repeating the above steps due to a Counterattack.

Note that, unlike other games in the series, the Allied player always makes his commitment decisions before the German player.

IMPORTANT! After the Battle is over, the “Target”, “Shock-Target”, “Counterblow” and Shock-Counterblow” markers in the attacked hexes (only!) are removed from the map and put back in the player’s hand or draw cup (if an IM).

[14.6] Battle Odds Shifts

When adjusting the final odds column (per Step 5, above), the following sub-cases apply:

[14.6.1] Odds Limits: Only the net shift is applied to the final column used on the CRT. Whenever an *initial* (before shifting) or *final* (after shifting) odds ratio exceeds 6:1, it is treated as 6:1. When less than 1:3, an initial odds ratio is not shifted and becomes an automatic “CA1” or “A1” result, as do final odds ratios of less than 1:3.

Example: 24 SP attack a unit with only 2 SP that is in a Rough hex. The initial ratio would be 24:2, or 12:1, which becomes a 6:1 (the maximum column before shifting). This is then shifted two columns left for the Defender’s terrain and the attack is resolved on the 4:1 column.

[14.6.2] Terrain and non-Terrain Effects: The column shifts caused due to Terrain Effects are based upon the Defender’s hex or if all units attack across the hexsides listed on the TEC. If more than one TEC hexside is attacked across, the defender chooses which will apply. Non-Terrain effects are based on counter and marker effects.

- **No Mobile/Blitz:** Mobile or Blitzkrieg attacks are not allowed; the Prepared CRT must be used when attacking that hex or across that hexside. Blitzkrieg Advances (15.2) cannot be made in that hex or across that hexside.
- **Fortress CRT:** The Fortress CRT must be used when attacking that hex.
- **No Attacks:** You cannot Voluntarily Attack (14.1.1) or Counterblow (14.1.2) from that hex; you can do Counterattacks (14.7.3).
- **No “CB”:** You cannot put a “Counterblow” marker in that hex under any circumstances.
- **No Air Force:** You cannot use card Events with a black “Air Force” icon when attacking or defending that hex.
- **N/E:** No effect.

Example: Attacking a Minor City (one column shift left) across a River hexside (one column shift left) that

contains a Fort counter (one column shift left) gives a total effect of three column shifts left.



[14.6.3] Defensive Markers: When available to a player, a maximum of one “Hold!” marker can be committed to a Battle when that player is the Defender.

- A “Hold!” marker provides *one column shift left* on the CRT.
- “Hold!” markers do not remain on the map. They go back to their draw cup after their use in combat.
- A “Surrender!” marker *immediately* makes the Combat result a “DE” (Defender Eliminated). No cards are played and no die is rolled. The “Surrender!” marker is put into the Surrendered Units Box; the German player scores *one less* Event VP for each “Surrender!” marker in that box. Adjust the VP score immediately.

Note that the German player will eventually regain the lost Event VPs in a Game End Victory (17.7).



[14.6.4] Offensive Markers: When available to a player, a maximum of one “Blitz!” or “Shock!” marker can be committed to a Battle when the owning player is the Attacker.

- A “Blitz!” or “Shock!” marker provides *one column shift right* on the CRT.
- Those markers do not remain on the map. They go back to their draw cup after the Battle is over.

These support markers represent airpower, superior training, use of good tactics and leadership, plus elements of surprise, artillery concentrations, logistical support, etc.



[14.6.5] Armor (Panzer/Tank) Bonus: When an armor-type unit is attacking only Infantry-type units (2.3.7) in an allowable terrain hex and hexside using the correct combat table (see 2.13), the Attacker receives *one column shift right* on the CRT. To find the terrain types allowing the Armor Bonus, check the TEC’s “Tank icon” column.

- This bonus can only be applied once per Battle regardless of how many Armor units participate.
- This bonus only applies when an armor-type unit is the Attacker in a Battle, never when it is the Defender.
- This bonus does not apply during Bad Weather turns (19.11).
- If this Bonus is used and the Attacker suffers a Combat step loss, that loss must be taken by a Panzer/Tank unit.

IMPORTANT! Attacks vs. Armor, Armored Infantry, Fort and Fortresses do not get the bonus.



[14.6.6] Fort Defense Bonus: When a defending force includes at least one Fort unit it receives a bonus of *one column shift left* on the CRT.



[14.6.7] Fortress Defense Bonus: Fortress units do not give a CRT bonus shift, but they, and units in their hex, always defend using the very advantageous Fortress Combat Table.

[14.6.8] Attack Coordination Problems: Different nationalities cannot combine effectively in the attack.

- Whenever Allied units of different nationalities (i.e., colors) participate in the same attack (or Counterattack) the Defenders receive *one column shift left* on the CRT.
- German and Soviet units cannot attack (or Counterattack) together.

[14.6.9] Weak Attack: Each unit with a yellow strength value that attacks/Counterattacks has its strength lowered by one SP.



Example: The 3-SP Soviet 5th Army unit shown here attacks/Counterattacks with 2 SP only.



[14.6.10] Defensive Counterblow Marker: When in play in the targeted hex (see 14.7.2 for penalties), a “Shock-Counterblow” marker provides *one column shift left* on the CRT.



[14.6.11] Offensive Target Marker: When in play in the targeted hex (see 14.7.2 for penalties), a “Shock-Target” marker provides *one column shift right* on the CRT.

[14.7] Battle Combat Results

Combat results are also listed on the player aid cards.

BATTLE RESULTS

A1 = Attrition: Attacker loses one step (his choice).

CA1 = Counterattack: The Defender may launch an immediate Counterattack. Begin a new Battle sequence with a *one column shift right* bonus, no terrain modifiers.

CA = Counterattack: The Defender may launch an immediate Counterattack. Begin a new Battle sequence; no terrain modifiers.

“-” = Indecisive Battle: No effect.

CB = Counterblow: Put a Counterblow marker on one of the *Phasing player’s* attacking hexes for that Battle (Phasing player’s choice), unless a Fortress hex. These will be resolved during other side’s Combat Phase (i.e., next Player Turn).

CR = Counterattack Required: The Defender must launch an immediate Counterattack (CA) or apply a D result.

EX = Exchange: Both sides lose 1 step (owner’s choice of which). Neither side retreats or Advances.

EX/CR = Exchange + Counterattack Required: Apply the Exchange (EX) result first, then the Counterattack Required (CR) result.

D = Defender Falls Back: Defender retreats his unit(s) two hexes, or doesn’t retreat and loses one step (his choice); attacking units can Advance one hex (only!) if all the defending units retreated and the Defender’s hex is empty, but cannot advance if no units retreated.

D1 = Defender Attrition: Defender loses one step (his choice). Attacking units can advance one hex (only!) if the Defender’s hex is empty.

DR = Defender Retreat: Defender retreats his unit(s) two hexes, and puts a “No Actions” marker on one of the retreating units’ hex; attacking units can Advance.

DS = Defender Shattered: Defender retreats his unit(s) three hexes, and puts “No Actions” markers on all retreating units’ hexes. Attacking units can Advance.

DD = Defender Destroyed: Defender retreats his unit(s) three hexes, each defending unit loses one step, and puts “No Actions” markers on all retreating units’ hexes. Attacking units can Advance.

DE = Defender Eliminated: Each Defending unit unable to retreat goes into the Surrendered units box; otherwise it is Eliminated. Attacking units can Advance.

Player Turns can begin with some Counterblow markers already in place. Those enemy units must be attacked

during the Combat Phase if friendly units are adjacent to them.


Exception: *Fortress and units in the same hex are immune and cannot have “Counterblow” markers put in their hex (see TEC).*

Friendly units adjacent to enemy units under “CB” markers must move away during their Movement Phase if they want to avoid attacking them: The “CB” marker has no effect if no opponents are adjacent to it.

[14.7.1] Step Losses/Elimination: Certain results cause step losses and/or elimination to be suffered.

- When these occur, a full-strength two-step unit is reduced (flipped over) to its one-step side; a unit with only one step left is eliminated.
- When there is a choice, the owning player determines which of his units in that Battle suffers a step loss, unless mandated otherwise by the rules.
- If the Attacker suffers a Combat step loss while using an Armor Bonus (14.6.5), that loss must be taken by a Panzer/Tank unit.

Eliminated Units (Surrendered or Destroyed Box)



-  Fortresses and Forts, as well as units marked with a “No Supply” or “Low Supply” marker—or that are Port-Supplied (2.14)—are placed in the Surrendered Units Box when Eliminated.
- Other Eliminated units are placed in the Destroyed Units Box.

Don't forget that contrary to other games in the series, units in the Surrendered Units Box can't be rebuilt by card discards, but some card Events will allow it.

Surrendered Units VP Award

Any unit (round, square or hexagonal) that is placed in the Surrendered Units Box awards the enemy one Event VP (17.2), unless a “Surrender” marker is used (19.8.2).

[14.7.2] Marker-Caused Step Losses: Some extra losses can be caused by certain combat markers.

-  If the Defender uses a Shock-Counterblow IM, the combat will cause at least *one* Defender step loss *if the Defender retreats out of the attacked hex.*
-  If the Attacker uses a Shock-Target IM, the combat will cause at least *one* Attacker step loss *if the Defender did not retreat out of the attacked hex.*

Example: *If the Attacker used a Shock-Target IM and an “EX” result is rolled, the Attacker would take a step loss*

from the “EX” result only. If the result was instead “D” and the Defender took a step loss instead of retreating, the Attacker would also suffer only one step loss. If the Defender retreated, then no losses would be suffered.

[14.7.3] Counterattacks: A “CA” result means that the Defender may treat the Battle outcome as “No Effect” and end it there *or* conduct a Counterattack.

If the Defender Counterattacks, remove any Support marker and discard played cards for that Battle and go back to Step 1 in the Battle Sequence (14.5); i.e., start a *new* Battle repeating all of the steps. This new Battle *must include* the same units as in the initial Battle, only this time, the Counterattacking player becomes the Attacker *and no terrain column-shift modifiers are used* (although other Terrain Effects that negate armor shifts and multi-hex advance still apply, and non-Terrain Effects shifts also apply). The Combat table used might be different and is chosen by the new Attacker (white units can counter-attack).

- **Unengaged Units:** It could happen in such Battles that only some units in a hex are being (Counter) attacked, but not others. That is allowed: only the participating units are affected by all combat results; stacked unengaged units will suffer *only* the retreat results.
- **Counterattack:** A Counterattack can lead to *another* Counterattack, and so on until some other outcome takes place. They, too, are conducted as per this rule.

Again, if Support markers and cards were used in the combat, they cannot be used again in a Counterattack: you must use new Support markers and cards.



[14.7.4] Counterblows (Involuntary Counterattacks): A non-Phasing player’s Counterblow (14.1.2) requires a Phasing player’s involuntary Counterattack in response and is like a regular Counterattack in that the Defender (i.e., the non-Phasing player) receives no terrain shift modifiers, but:

- The Phasing player is the Attacker and the targeted hex is the one denoted by a “Counterblow” marker (14.1.2).
- White Combat Strength units can participate in these Counterblows, but can never Advance after Combat (14.8).
- Remember that a Counterblow Combat Result called for by the CRT will be resolved during the next Player Turn:
 - Flip the “Target” marker to its “Counterblow” side; *if no Counterblow side, treat it as a “–” Indecisive Battle Combat Result instead*, and place it on one of the Phasing player’s attacking hexes for that

Battle, owner's choice (even if happening due to a Counterattack).

- If a non-Phasing player's "Counterblow" marker initiated the Battle, the Attacker must use one of his available "Target" or a marker with a "Counterblow" or "Shock-Counterblow" (*if none are available, treat as a "Indecisive Battle Combat Result also*).

Counterblows placed by card discards are diversions made by the Defender, forcing the Phasing player to attack. Those placed by a "CB" result on the CRT (thus resolved next turn) are partial advances made by the Attacker, which will force the other player to either cede the adjacent ground (so as not to start the Combat Phase adjacent), or deal with the threat by attacking it.

[14.7.5] Retreats: When required to retreat, the Defender must move his units the required number of hexes further away from the Battle (i.e., they cannot zigzag and end up retreating only one hex further away), toward the closest friendly Supply Source if possible, within these restrictions:

- Units cannot retreat into hexes containing an enemy unit, across prohibited hexsides, in neutral countries (13.2.1) or off the map.
- Units cannot retreat into hexes in an Enemy ZOC *unless* there is a friendly unit in that hex *and no other retreat path is possible*. Friendly units negate EZOCs for retreat purposes.
- Units can pass through and end their retreat stacked with friendly units, but if an overstacking situation occurs, it must be resolved at the end of the retreat (13.3.4).
- Retreating expends no MPs; you just count hexes.
- On some retreat results the defender must put "No Actions" marker(s) on the retreating unit as per the Combat Results Chart.
- If a retreating unit is prohibited from moving the full number of hexes mandated by the result, it is *eliminated* instead (14.7.1).

Remember: Forts, Fortresses, Airborne and Dynamo units cannot retreat, they are eliminated instead.

[14.8] Advance After Combat

Following the retreat / removal from the map of defending units after the application of a **D**, **D1**, **DR**, **DS**, **DD** or **DE** combat result, if the targeted hex was completely vacated, the attacking units may Advance after Combat. This means that the attacking units may move into the Defender's newly vacated hex *and possibly beyond*.

- Advance after Combat expends no MPs, *nor do EZOCs affect it in any way; you just count the hexes*.
- Dynamo, Fort, Fortress, Airborne or White-strength units cannot Advance.
- On a "**D**" combat result, you can advance only if the hex was vacated by retreat, not by unit elimination (14.7).



[14.8.1] Multi-Hex Advance after Combat:

Although the first hex advanced into must be a Defending unit's just-vacated hex, *Mobile units* (18.2) may further advance a second hex within the following restrictions:

- A unit must cease its Advance after Combat upon entering/crossing any terrain type that stops an advance (see the TEC's "Stops Advance?" column).
- Units *cannot* make a multi-hex advance if under a "Blitzkrieg", "Low Supply", "No Supply" or "No Actions" marker.
- Units cannot make a multi-hex advance into hexes containing an enemy unit.
- Units can pass through and end their multi-hex advance stacked with friendly units, but cannot be overstacked at the end of the advance.
- Multi-hex advancing units need not follow the Defending units' retreat path. After occupying the just-vacated Defender's hex, multi-hex advancing units are free to go to any adjacent hex that is not otherwise prohibited.

IMPORTANT! Do not forget that units under "Blitzkrieg" markers cannot do a Multi-Hex Advance after Combat.

Contrary to other game in the series, only Mobile units can advance more than one hex after combat.

[15.0] Blitzkrieg Assault Phase

During the Blitzkrieg Assault Phase, some units will have the opportunity for a new attack or advance (done in no specific order).



“Blitzkrieg” Marker Placement: At the start of the Blitzkrieg Phase, the German player can put any “Blitzkrieg” IMs he has on German *Mobile Panzer* unit(s). One marker is necessary for each stack. Any units that are not Mobile Panzer types are placed *above* the “Blitzkrieg” IM.

Exception: You cannot put a “Blitzkrieg” IM on a hex with a “No Actions” or “Low/No Supply” marker.

Normally only Mobile Panzers may use the marker. But note that some Event cards allow “Blitzkrieg” markers to be put on other unit types during the Combat Phase.

[15.1] Who Can Advance or Assault?

Only units under a “Blitzkrieg” IM can Advance or Assault in this Phase, using the Blitzkrieg Assault CRT.

IMPORTANT! No “Counterblow” markers can be placed in this Phase.

[15.2] Blitzkrieg Advance

Instead of doing a Blitzkrieg Assault, the German player can advance any units under a “Blitzkrieg” IM one hex, even from one EZOC to another.

IMPORTANT! Blitzkrieg Advance into or through a “No Mobile/Blitz” hex or hexside is prohibited (14.6.2).

[15.3] Blitzkrieg Assault

Instead of doing a Blitzkrieg Advance, a unit/stack under a “Blitzkrieg” IM can do *one* Battle (14.5).

- Each stack must attack separately and can attack only *one* defending hex. You do not need to use a “Target” marker to mark the battle.
- You do not have to attack hexes containing “Counterblow” markers.
- Each defending hex can be attacked multiple times (once each by different “Blitzkrieg” stacks). The Combat must be resolved on the German Blitzkrieg Assault Table.
- Fortresses and some hexes can’t be attacked this way (14.6.2).
- Multi-hex Advance after Combat is not allowed (14.8.1).

- A “Blitzkrieg!” IM provides *one column shift right* on the “Blitzkrieg” CRT if the attack is done only by *Panzer unit(s)* (2.13).

IMPORTANT! Blitzkrieg Assault into or through a “No Mobile/ Blitz” hex or hexside is prohibited (14.6.2).

[15.4] Blitzkrieg Marker Removal



If units under a “Blitzkrieg” IM did not Blitzkrieg Advance, did not Advance after Combat, or did not Advance *into an Allied-Controlled hex* (2.11), then remove the “Blitzkrieg” IM.

Keeping a “Blitzkrieg” IM on a stack will be advantageous, as it will protect it from Allied “Prepared Combat”, but you must keep moving for this to happen! The limitation about advancing in an Allied-controlled hex to keep your marker is to keep players from moving the units’ back-and-forth on the frontline without doing real exploitation moves to get the “Combat Not Allowed” immunity advantage (14.0).

IMPORTANT! If the units under the “Blitzkrieg” IM advance into different hexes, put the marker in only one of those hexes.

[16.0] Reserve Phase

The Phasing player may deploy units from his Reserves to the map.

[16.1] Deploy Reserve Units

Units moving onto the map from the Reserve must be placed:






- In or adjacent to a Major or Minor City that was friendly-controlled at the start of the turn (i.e., not just taken control of this turn). The placement hex may not be in an EZOC.
- Belgian, Dutch, Swiss and Soviet units can only be set up in their respective countries.
- A Supply Line must be traced to the setup hex.

Exception: *Partial Supply* (12.5).

Exception: *Soviet units are deployed in any hex in the USSR, not in an EZOC.*

[16.2] Final Marker Removal

Some specific markers are removed from the map, and returned to their holding cups or the marker pool:

-  All “No Actions” markers are removed from the *Phasing* player’s units.
- 



 During the *Allied player’s* Marker Removal Step (only), remove any “Blitzkrieg!”, “Halt! Hitler”, “Drop!” and “Glider” markers on the map

[16.3] Next Player Turn

If this is the end of the German Player turn, proceed to Procedure IV Allied Player Turn, starting with Step 1, the Supply Phase (12.0). If this is the end of the Allied Player Turn, return to Procedure I, New Turn Housekeeping (4.0). **Exception:** *If the current turn is Turn 14, the game ends (17.7).*

[17.0] How to Win

VP scoring and the different victory types are described in detail below.

VP Scoring: Players earn VPs for control of certain map hexes, by causing enemy units to surrender, by the play of certain Event cards, “Combat VP” markers, unit Evacuation (11.0) or by successful Secret Plans (20.3).

Victory Point Scoring	
+2VP Map	German-Controlled Major City not in Greater Germany
+1VP Map	German-Controlled Minor City not in Greater Germany
-3VP Map	Allied-Controlled Minor or Major City in Germany
+1VP Event	German “Combat VP!” marker played
-1VP Event	Allied “Combat VP!” marker played
+1VP Event	Allied Surrendered unit
-1VP Event	German Surrendered unit

[17.1] Map VPs



Players earn Map VPs by controlling Map Objectives (2.11). Control of each VP Objective hex in Allied territory is worth VPs for the German player, while those in Germany are worth VPs to the Allied player (Allied VPs are subtracted from the German player VP total).

Map VPs are indicated on the Victory Point Track by using the “Map Points” marker. When the German side of the marker is face up it represents a *positive* VP total; when the Allied side is face up it represents a *negative* VP total

[17.2] Event VPs



Players earn Event VPs in three ways:

- By sending enemy units to the Surrendered Unit Box. Each earns one VP for your side.
- By the play of some Event cards. The text of each card explains how the VPs are gained.
- By the play of “Combat VP” markers (19.7.1).

Current Event VPs are indicated on the Victory Point Track by using the “Event Points” marker. Note that when the German side of the marker is face up it represents a *positive* VP total; when the Allied side is face up it represents a *negative* VP total.

Example: *The German player has a three Event VPs advantage, the Event VP marker is thus on the “3” box of the VP Track, German side showing. If the Allied player scores an Event VP, you will lower the marker to the “2” box of the track. If the Allied player then scores another three Event VPs, the marker will be flipped to the Allied side and placed in the “1” box.*

IMPORTANT! The maximum score on the track for the Event VP marker is plus or minus 12 VPs. *These VPs do not count in an End Game Victory (see 17.5, first bullet).*

Note that all units (round, square and hexagonal) award VPs when they go into to the Surrendered units box.

[17.3] Total VPs

The sum of the Map and Event VPs are shown at all times for the German player by using the “VP Total” marker

[17.4] Working the VP Markers



The “Event VP”, “Map VP” and “German VP Total” markers always reflect the current score of the German player. *This is an important concept.* When the German side is face-up, they reflect a German positive score; when the Allied side is face-up it reflects a German negative score.

The “Event VP” marker is used to reflect the current net score of VPs affecting Events and the loss of Surrendered units. The value of the “Event VP” marker is added to (or subtracted from) the Map VPs earned for controlling hexes and should always equal the total shown by the VP Total marker.

Example: The “Map VP” marker is in the “15” box (German side showing), and the “Event VP” marker is in the “1” box (Allied side showing). The “VP Total” marker will be put in the (15 VP – 1 VP) “14” VP box.

Victory Types

By gaining VPs, a Campaign Game can be won in three different ways:

- by *Automatic Victory*,
- by *Sudden Death Victory*, or
- by *Game End Victory*.

Scenarios have their own listed Victory Conditions.

[17.5] Automatic Victory

At the start of a Game Turn, the German player might immediately win by Automatic Victory. *If the German player has the VP Total in the “German Automatic Victory!” square of the Victory Point Track, he automatically wins (i.e., the total VP score is greater than 30 VPs).*

An Automatic Victory represents a catastrophic collapse of the enemy army’s will to fight. You win the campaign at very low cost and set all the conditions at the peace table. Contrary to other games in the series, only the German player can win that way.

[17.6] Sudden Death Victory



During the Game Turn Checks Phase of each Sudden Death turn (indicated by a Death’s Head icon on the Game Turn Track), a player might immediately win or be affected by negative events.

Find the space on the Victory Point Track that corresponds to the current turn number (for example, ‘T7’ refers to Turn 7). Compare the current value of the Total VP marker on the Victory Point Track to the number of VPs for the current turn (for Turn 7, this number would be “13”).

The German player immediately wins if each of the three conditions below is true:

- If there are *more* Total VPs than the Allied Sudden Death Box VP threshold for the Turn (A), *and*
- If the Allied Main Leader was Replaced (B), *and*
- If he controls *all* hexes of Paris or Warsaw* (C).

* Warsaw = Cities of Warsaw, Modlin and Praga.

The Allied player immediately wins if each of the three conditions below is true:

- If there are *less* Total VPs than the German Sudden Death Box VP threshold for the Turn (A), *and*
- If the German Main Leader was Replaced (B), *and*
- If at least *one* Allied unit is in Germany (D).

A. Not the needed total VPs: If neither player wins a Sudden Death victory because the Total VP did not fulfill a player’s Sudden Death Box VP threshold condition, nothing happens and the game continues.

B. Main Leader not yet Replaced: If neither player wins a Sudden Death victory because the player’s Main Leader was never replaced, the game continues.

- The **enemy** player replaces his Main Leader by the Replacement Leader (5.6).
- The **enemy** player does not draw IMs that turn (5.1).
- The opponent rolls two dice: he may place up to that total of “No Actions” markers on the player’s units.

C. Paris or Warsaw not Controlled: If the German player fails the victory check because he does not control Paris or Warsaw, the game continues.

- The **Allied** player does not draw IMs that turn (5.1).
- The **German** player rolls two dice: he may place up to that total of “No Actions” markers on the **Allied** player’s units.

D. No Allied unit in Germany: If the Allied player fails the victory check because he has no unit(s) in Germany, the game continues.

- The **German** player does not draw IMs that turn (5.1).
- The **Allied** player rolls two dice: he may place up to that total of “No Actions” markers on the **German** player’s units.

You may put a “No Actions” marker on your Leader card as a reminder that all your units are in this state.



Example: It is Sudden Death of Turn 7 of the **Polish Front** game and the German player has 15 Map VPs and

controls Warsaw. “Rydz-Smigly” has been in command for the Allies since the start of the game and the Event VPs is at 1 point in the Allies’ favor (i.e., the marker is Allied side up), thus the VP Total marker is in the 14 VP box (15 German Map VPs minus 1 Allied Event VPs).

Finding the “T7” (Turn 7) notation in the “13” box on the Victory Point Track, the German player has enough Total VPs (14) for a win, but the Allied Main Leader was never replaced, so the German player does not win outright.

The Allied player replaces “Rydz-Smigly” by “Sosnkowski” and Event VP marker is lowered by 2VPs (see 5.51). The Event VPs marker is placed in the “3” box, Allied side up, the Total VPs marker is placed in the “12” box (15 German Map VPs minus 3 Allied Event VPs).

A Sudden Death Victory is the second-best win of the game and corresponds to an “End Game” Major Victory.

End Game Victory Points	
+1VP Total	German Mobile Evacuated unit (French front only)
+1VP Total	British Destroyed or Surrendered unit
-1VP Total	Each British or two other Allied Evacuated unit steps
-1VP Total	German Destroyed or Surrendered unit
+?VP Total	German Successful Secret Plan
-?VP Total	Allied Successful Secret Plan
?VP Total	“Game End” + “Stance” Scores

[17.7] Game End Victory

If neither of the above ways to win has been achieved by the end of Turn 14, or if a “Game End” Event is triggered (20.1.7) the game ends and a Game End Victory Check is made:

- Reset the “Event VP” marker to zero; *Event VPs do not score and are not considered in a Game End Victory!*
- The Allied player then puts all “Surrender!” markers currently in play back into his Draw Cup.
- Each “Surrender!” marker removed from the map raises the “Map Points” marker by one.

Exception: Remove three Points for Paris, as the city is composed of three hexes and needs only one marker to be fully covered by this rule.

The German player is gaining back the VPs that the “Surrender” markers stopped him from scoring earlier in the game; but it could have saved the Allied player from a failed Sudden Death check earlier on. And again, Event VPs are not counted in a game end victory.

- Check the *Game End Victory Points Table* on your play aid sheet; add all the scores to the “Total VP” marker.
- For the **Polish Front** game, subtract any German-Soviet Partition line VP modifiers, if any (23.0).

Then consult the End Game Results section below:

[17.7.1] French Front Game End Victory Results: Compare the Total VP marker Sum to the possible outcomes to determine the winner:

• 31 VPs or more: German Major Victory.

France is crushed. The English Expeditionary Force has probably surrendered. Operation Sea Lion, the Invasion of England, looms as a viable and dangerous threat. Lord Halifax immediately replaces Churchill as Prime Minister and begins armistice negotiations with Hitler’s regime. Operation Barbarossa will have a great chance to succeed in 1941, with the Soviet Union collapsing as much as it did in WWI.

• 22-30 VPs: German Operational Victory.

France falls and the German Luftwaffe begins the Battle of Britain, an aerial prelude to the invasion of England. Churchill, however, rallies his nation while De Gaulle makes an appeal for French resistance. The British endure the Blitz while waiting for a strategic turn of events. This would come when Germany attacks the Soviet Union in 1941. This is the historical result.

• 15-21 VPs: Allied Operational Victory.

The Germans fail to achieve the victory they require in this campaign and stare once again at the prospect of a long war in the West, just like the last one. Because France endures, Operation Barbarossa is not launched as the Germans plan for a renewed attack in France. Stalin seizes this opportunity and attacks Hitler’s troops in the summer of 1942, as he had been planning.

• 14 VPs or less: Allied Major Victory.

The Germans are very severely checked, more than happened in 1914. Hitler’s regime cannot rally the loyalty and support from the nation like the Kaiser did. Plots to oust him and dismantle the Nazi regime progress rapidly, culminating in a Putsch orchestrated by the Army’s General Staff, who then negotiate an end to the war, sparing Europe years of agony and suffering. Hitler spends the rest of his life a recluse in Argentina.

[17.7.2] Polish Front Game End Victory Results: Compare the Total VP marker Sum to the possible outcomes to determine the winner, adding in the German-Soviet Partition line VP modifier (23.0):

• **22 VPs or more: German Major Victory.**

Poland's Armies are destroyed in a matter of weeks as its government surrenders. The country ceases to exist as a nation and is split between Germany and the USSR, both committing numerous war atrocities on her soil. Hitler now turns his eyes to the West with renewed vigor. The few Polish troops who managed to escape through bordering neutral countries will fight on to preserve their country's military honor.

• **16-21 VPs: German Operational Victory.**

Polish troops fight bravely but cannot stem the Nazi tide while Stalin stabs them in the back and the Western Allies fail to help. Still, this is not a "military promenade" for the Wehrmacht and it suffers significant casualties. A good number of Poles escape out of the trap to form a government-in-exile in England and contribute a good number of soldiers to the Allied Armies' final victory. This is the historical result.

• **10-15 VPs: Allied Operational Victory.**

Hitler does not get the quick and decisive victory he needs. The Wehrmacht occupies much of Poland but a significant enclave in the south is still controlled by the Polish Army, supplied through Romania. The German Army pause the campaign after heavy losses and a severe ammunition shortage. Stalin's troops belatedly occupy only a portion of their allotted territory, while the communist dictator plays possum. The German OKW vetoes the attack west and starts plotting against the Nazi dictator.

• **9 VPs or less: Allied Major Victory.**

Despite initial setbacks, the Polish army keeps a good portion of its country intact. The Soviets are cautious and do not intervene much if at all, nor do they continue to send to the Germans the raw material they need to continue the fight. After a long "Funny War" and Allied blockade, a bomb placed in his Berlin HQ kills Hitler and the newly formed German Government negotiates an "Honorable" peace treaty with the Allies.

[18.0] Special Units

Below are explanations and summaries of special unit types not otherwise fully explained elsewhere in the rules.

[18.1] Panzer/Tank Units



Counters with a Tank profile represent Panzer/Tank units.

- They could give a one *column shift right* on the CRT, maximum, when attacking (or Counterattacking) infantry, **cavalry**, and **airborne** units in favorable terrain using the correct Combat Table for the unit (2.12).
- The German player needs at least one Mobile Panzer unit to use each "Blitzkrieg" marker (19.6), but some card Events may bypass this rule.

The "Blitz" units represent the German Panzer forces trained in rapid combat and exploitation. The "Regular" units are slower infantry support tanks that are better in set-piece attacks. The "Lights" are mainly recon or mobile-trained units that don't have enough offensive power or the wrong operational doctrine to warrant an attack bonus (see 2.13).

[18.2] Mobile Units



Counters with a *red* Movement value represent Mobile Units.

- They can use Infiltration to move from one EZOC to another (13.4.2 exception).
- They can Advance more than one hex after Combat if the terrain allows it (14.8.1).
- They can use the Mobile Combat Tables if the terrain allows (see TEC) and the Blitzkrieg Assault table under certain conditions (15.0).

These are fully mechanized and motorized formations. They are the elite troops of the respective armies.

[18.3] Polish Units



Off-white counters represent Polish units.

- Eliminated Polish units cost two card discards to be Rebuilt (9.2).
- Round Cavalry units have Weak ZOCs (13.4.5).

The Cavalry are some of the best troops of the Polish army; each is the size of half an infantry Division.

[18.4] German Air Landing Unit



A 1-SP counter with a Glider symbol represents a German Air Landing unit.

- It cannot move normally and is eliminated if it must retreat.
- It can be Airdropped during the Deployment Phase from the Reserve to a hex containing a “Drop!” marker. You don’t need to roll on the Landing table to do the Airdrop.

These are troops landed by Airplane and Gliders that historically attacked Holland, on a zone prepared by the Paratroopers units already in the hex they land on.

[18.5] Soviet Army Units



Dark red/brown counters with represent Soviet Army units.

- They have a Weak Attack CRT penalty (14.6.9).
- The German player will control the Soviet units, but he cannot use his Event cards or IMs to help them.
- German units consider Soviet units’ ZOCs as EZOCs (Enemy Zones of Control) and vice-versa.

These are large Army-sized units of lesser fighting power, as most of the competent Soviet military leadership is gone, following Stalin’s huge political purges of 1937-38.

[18.6] Fort Units



Hexagonal counters with barbed wire represent Fort units.

- They cannot move and are eliminated if they must retreat.
- When Eliminated they are put in the Surrendered Units box (14.7.1).
- They serve as Supply Sources on both of their sides (12.2).

These are mostly older WWI-vintage fortified locales and their garrisons, plus some field fortifications.

[18.7] Fortress Units



Hexagonal counters with a fort’s turret represent Fortress units.

- They cannot move and are eliminated if they must retreat.
- When Eliminated they are put in the Surrendered Units box (14.7.1).
- You cannot put a “Counterblow” marker in their hex (14.1.2).
- They serve as Supply Sources on both of their sides (12.2).
- The Belgian “Eben Emael” Fortress has a Weak ZOC (13.4.5).

This is the famous Maginot line. Some historians consider that they were the strongest Fortifications ever built. Modern, very strong, only a few were captured in combat by the Germans. After the War, the French Army even refurbished and kept some active until the early 60’s!

[18.8] Regional Units



Counters with a hex symbol represent Regional units. They have special movement restrictions.

- Belgian, Dutch and Swiss Regional units cannot *voluntarily* end a move outside of their home countries.
- French Regional units cannot *voluntarily* end a movement in a hex not in or adjacent to a French “Fortress” unit or the Rhine River.
- German Regional units (**French Front**) cannot *voluntarily* end a move in a hex *not* in or adjacent to a “Fortified” hex.
- Polish, German and Slovakian Regional units (**Polish Front**) cannot move more than *one* hex per turn.
- Regional units cannot be moved to the Reserve unless freed from their move restrictions (but see Exception below).
- Regional units with a White Hexagon in their NATO symbol have Weak ZOCs (13.4.5).

Exception: *If Regional units are moved outside their restricted area by retreat, Turn Events or card Events, they are freed from their movement restrictions. However, the movement restrictions are in effect again if they move back to their restricted area.*

These are units that were historically limited to specific geographical locations by doctrine, political motives, or Operational instructions.

[18.9] Swiss Front French & German Units



French and German counters sporting a red/white Swiss roundel will arrive in the game earlier than their indicated turn entry when Switzerland is attacked. If not already in the game, “Swiss Front” French or German units are put in the Reserve box as soon as a German unit enters Switzerland or attacks or moves across the Rhine River.

[18.10] Dynamo British Unit



The square counter with a ship symbol represents the “Dynamo” unit, with special combat rules reminders on its reverse side.

- It cannot move and is eliminated if it must retreat.
- It comes into play, in the Reserve, following the “Operation Dynamo” Stance event (20.2.1).
- The German player, when attacking its hex, cannot use a “Blitz!” marker.
- When defending, treat “D” and “DR” results as “EX” (exchanges).
- It gives a bonus on the Evacuation Table.
- Any Allied nationalities can stack together in the same hex or adjacent Evacuation Zone hex.

Note that some Event cards will allow units near the Dynamo unit to Evacuate safely without having to roll on the Evacuation Table. This represents the major Allied evacuation effort at Dunkirk that saved the British Expeditionary Force, including: naval support, local RAF air superiority, the French rearguard’s resolve, etc.

[19.0] Special Markers

Below is an explanation and summary of special markers not explained elsewhere in the rules.

[19.1] Blitz! and Shock! Markers



The Attacker can use one marker during the Commitment Step of a Battle (14.5.3).

- When used to attack a hex, it provides the Attacker *one column shift right* on the CRT.
- If the “Ardennes Surprise” instruction is active, up to three “Blitz!” markers could be used per combat under certain conditions (see 24.3).

[19.2] Hold! Initiative Markers



The Defender can use one marker during the Commitment Step of a Battle (14.5.3). When used to defend a hex, it provides the Defender *one column shift left* on the CRT.

[19.3] Shock-Target Initiative Markers



“Shock-Target” IMs can be used instead of a regular “Target” when declaring Combats (14.1).

- When used to attack a hex, it provides the Attacker *one column shift right* on the CRT.
- The play of a “Shock-Target” IM may cause the Attacker extra combat losses (14.7.2).
- A “Shock-Target” IM allows the Allied player to attack a German stack under a “Blitzkrieg” IM using Prepared Combat (this is normally forbidden).

Note that the French “Shock-Target” IM, labeled “Initiative Target Marker”, is made available by card Events or the Secret Plan card “French Initiative” Event. It is useable only by French units.

[19.4] Shock-Counterblow Initiative Markers



A “Shock-Counterblow” IM can be used instead of a regular “Counterblow” IM when declaring Combats (14.1).

- When a hex containing a “Shock-Counterblow” IM is attacked, it gives the Defender *one column shift left* on the CRT.
- If the Defender uses a “Shock-Counterblow” IM, the combat will cause at least *one* Defender step loss if he retreats out of the attacked hex.
- Contrary to regular “Counterblow” markers, “Shock-Counterblow” IMs have no card discard cost (14.1.2).

[19.5] Brown Target/Counterblow Markers



The brown “Target/Counterblow” markers cannot be used by French, Polish or German units.

- The “Target” side can only be used in attacks that are made by British, Belgian, Dutch, Swiss, Slovak or Soviet units.
- The “Counterblow” side can only be used on stacks of British, Belgian, Dutch, Swiss, Slovak or Soviet units.

Note that minor nationalities can still use the blue (Allies) and gray-green (German) “Target/Counterblow” markers normally, unless prohibited by rules or events.

[19.6] Blitzkrieg Initiative Markers



“Blitzkrieg!” IMs are used to allow German units to make either a Blitzkrieg Assault or a Blitzkrieg Advance, and protects German units from Allied attacks.

“Blitzkrieg!” IMs are put on the map during the Blitzkrieg Assault Phase (15.0).

“Blitzkrieg!” IMs are removed at the end of the Blitzkrieg Assault (15.4) or Allied Marker Removal (16.2) Phases.

Abilities of Blitzkrieg! Markers

Allied Attacks vs Blitzkrieg (14.0, fourth bullet): Allied units cannot *voluntarily attack* a hex where all the enemy units are under a “Blitzkrieg” IM, *unless* using Mobile Combat or their “Shock-Target” IM to initiate the Battle. Allied units can still Counterattack a hex containing a “Blitzkrieg” IM (14.7.3).

Blitzkrieg Advance (15.2): The German player can Advance (14.8) any units under a “Blitzkrieg” marker one hex.

Blitzkrieg Assault (15.3):

- A “Blitzkrieg!” IM provides *one column shift right on the “Blitzkrieg” CRT if the attack is done only by Panzer units.*
- Units under the marker *cannot* make a multi-hex Advance after Combat (14.8.1).

[19.7] Combat VP! Initiative Markers



“Combat VP!” IMs can be used by Event cards play; their use will score Event VPs for the owning player.

[19.7.1] Use Triggered by Card Event: Some Event card text will allow players to “Score/Use” a “Combat VP!” marker. In that case Discard a “Combat VP!” marker in hand, and gain *one* Event VP.

This represents dramatic Battle or Political events that are influencing both sides will to fight in a major way.

[19.8] Surrender! Initiative Markers



The Allied player can use “Surrender!” IMs to temporarily stop the German from scoring VPs.

Strategic Phase: The Allied player can place these in the Strategic Phase on *Allied-Controlled* Cities that are within *four* hexes of a German unit. If Allied units are in the city or adjacent, they must retreat to a hex *two* hexes away from the city (i.e., one intervening hex), if they cannot they are Eliminated (Fort/Fortresses cannot retreat).

- Only one such marker is needed to cover all three Paris hexes (put it in the three hexes’ vertex)
- Each City hex with such a marker will award *one less* VP to the German player when captured.
- No Allied units can voluntarily attack or enter a hex with a “Surrender!” marker.
- “Surrender!” IMs stay on the map until the end of the game, **and cannot be used on the first turn of a Game or Scenario.**

This represents the Allied considerate decision of not fighting in many large and populous cities, sparing many civilian and soldier’s lives. Playing the “Surrender” IM also allows the Allied player a better chance of drawing another, more useful, IM.

[19.9] Halt! Hitler Initiative Markers



The backs of some IMs show a “Halt! Hitler” stop-sign symbol.

- In the **French Front** game, these can be activated only by the play of Event card #17, HALTBEFEHL!
- In the **Polish Front** game, these can be played in the Strategic Phase ending the Card Step (8.0-E) if the “Sosnkowski” Leader is in Command (22.6).
- When activated, “Halt! Hitler” IMs can be placed in any hex on the map.
- “Halt! Hitler” IMs are *removed from the game* during the Allied Player Turn marker Removal Step (16.2).
- Any German *Mobile* unit starting its Movement Phase in or adjacent to a “Halt Hitler” IM’s hex is immediately put under a “No Actions” marker.
- Any German *Mobile* unit moving in or adjacent to a “Halt! Hitler” IM’s hex is immediately put under a “No Actions” marker and stops its move.

Event card #17 represent Hitler and OKH’s operational order that stopped the Panzer advance just as they reached the English Channel, after their “Sickle Cut” manoeuvre, forcing them to regroup and wait for extra support. This marker also represents other smaller tactical pauses.

[19.10] Drop! & Glider Paratroop Markers



The German player has four “Drop!”/“Glider” markers available in the **French Front** game.

- “Drop!” markers can be Airdropped (10.0.F) during the Deployment phase from the Reserve to any hex not containing any enemy unit, within 8 hexes of a Major City in Germany.

- The “Glider” marker can be Airdropped during the Deployment phase from the Reserve to any hex containing *only one* Enemy Fortress unit.
- If the “Glider” marker successfully lands, the Fortress unit in the same hex takes one step loss.
- A German *Weak ZOC* (13.4.5) exists in the hex a “Drop!” marker occupies.
- If on the map, “Drop!”/“Glider” markers are removed from the game during the marker removal phase (16.2). If alone in a hex, they Control (2.11) that hex for all game purposes.

IMPORTANT! A “Drop!”/“Glider” marker negates hexside movement costs for German units in the hex it occupies

[19.11] Bad Weather Marker



Bad Weather will affect many factors in the game from movement to combat (see TEC). The “Bad Weather” marker is put on the Turn track when activated by Event Card play.

- Units can move a maximum of 4 MP.
- No Airdrops (10.0.F) allowed.
- There are no Panzer/Tank Bonuses (14.6.5).
- Event cards with a “Black Airplane” icon cannot be used on a Bad Weather turn (see the back of the marker).

You’ll never be able to get two Bad Weather turns in a row. So, there is only one “Bad Weather” marker.

[19.12] Alternate Events Marker (Optional)



This marker is used in the *Polish Front* game Alternate Events play-balance rule to indicate VP scoring of the Alt Event cards (see 25.1).

[20.0] Event Listings

Following are detailed explanations of each Game Turn Event. You do not have to remember these and can just refer to these on a turn-by-turn basis.

[20.1] Game Turn Events

These historical Events are printed in gray text on the Game Turn Track for each turn of the game.

[20.1.1] Turns 1, 2, 3, No Deployments: During those turns, three special rules apply:

- The Deployment phase is skipped.
Exception: Step C. German Airdrops, is done.
- Allied units cannot Voluntarily Attack or move into the Ardennes Forest.

Exception: The Belgian VII Corps and the French Cav Corps of the 2nd Army can move in the Ardennes Forest hexes.

- Allied units pay two additional (+2) MPs to exit EZOCs.

You’ll have less flexibility with your units on the first few, shorter turns, as your armies are fully committed to their respective pre-set Campaign Plans.

[20.1.2] Turns 1, 2, 3, Mobilization: During those turns, two special rules apply:

- The Polish player gets one free unit Improvement (9.1) per Game Turn, but only if the Polish “MOBILIZATION” card Event was not rolled for (see 21.1.2).
- Polish units pay two additional (+2) MPs to exit EZOCs.

The Polish army was caught in the process of mobilizing its troops at the start of the Campaign, with many troops “en route” to their units; but a sizeable proportion of them joined their army during the following week.

[20.1.3] Turns 4, 5, 6, 7 & 9, British Stance: During those turns, check if the “Stance” marker moves on the British Stance track (see 20.2.1); if it does apply the Stance Event indicated in the new box (see below). This may also happen due to a card Event.

Note that even if some Stance Events can happen only once, moving the “Stance” marker on the track to an already played Event can be useful as this will change the VP score awarded in the Game End Victory Check (17.7).

[20.1.4] Turns 4, 5, 6, 7 & 9, Soviet Stance: During those turns, Check if the “Stance” marker moves on the Soviet Stance track (see 20.2.2); if it does apply the Stance Event indicated in the new box (see below). This may also happen due to a card Event.

You can put an unused “No Actions” marker on the farthest activated Event as a reminder if the “Stance” marker moves back on the track.

[20.1.5] Turn 8, Regional Freed: All the “Regional” units are completely freed from their movement restrictions (18.8) for the rest of the game.

[20.1.6] Turn 8, Polish Evacuation: Polish units may start using Evacuation to move out of the map (11.0).

[20.1.7] Turns 10, 11, 12, 13, 14, Game End: During those turns, the game may end immediately. Check the triggers below. If the game does end, perform the Game End Victory Check procedure (17.7) at the end of the turn.

French Front “Game End” Triggers

- The Allied player decides to trigger a “Game End”: the game will end after this turn is over.
- The Game automatically ends after Turn 14.

Note that the German player can also trigger a “Game End” by the play of card #36 Philippe Petain.

Polish Front “Game End” Triggers

- The German player controls all Cities on the map.
- The Game automatically ends after Turn 14.

[20.1.8] Turns 10, 11, 12, 13, 14, Attrition: During those turns, no unit Improvements (9.1) can be done.

During the last five turns of the game unit Improvement is impossible as the armies had mostly “shot their bolt” and needed more serious refit & reorganization.

[20.2] Stance Events (British & Soviet)



These Events are printed in the Stance Event track on both games Turn & VP Track sheets. Stance Events will score the VPs indicated in the box where the “Stance” marker is located during the Game End Victory Check (17.7).

Rule 7.4 explains how the marker moves on the track.



[20.2.1] British Stance Events:

- **French Command:** British units cannot evacuate the map (11.0) until the “British Control” Stance Event happens. This Stance is active at the start of a game.
- **Careful Tactics:** When the “British Stance” marker moves into this square, flip it to its “Careful Tactics” side and put a “No Actions” marker on each hex occupied by a British unit(s). The “British Stance” marker cannot move until flipped over to its front side: you flip it instead of moving (7.4).
- **British Control:** Allied units are now allowed to Evacuate (11.0), for the rest of the game. British units cannot attack together with French units. This Event can only happen once.
- **Operation Dynamo!** The Allied player puts the “Dynamo” unit in the Reserve if not already on the map or eliminated. This Event can only happen once.
- **RAF Fully Engaged:** This affects the play of card #12 “RAF Fighters” (see the event card).

German success should see the marker go lower on the track, making the British units a bit harder to control. Conversely, it also gets you the “Dynamo” marker, helping Evacuations, and increased RAF support.

[20.2.2] Soviet Stance Events:

- **Molotov-Ribbentrop Pact Line:** Rules for the yellow-colored Partition Line are in effect (23.1) until the “Nazi-Soviet Line” Stance Event happens. This Event can only happen once, and is Active at the start of a game.
- **Stalin Dithers:** When the “Soviet Stance” marker moves into the “Stalin Dithers” square flip it to its “Stalin Dithers” side and put a “No Actions” marker on each hex occupied by a Soviet unit(s) if any. The “Soviet Stance” marker cannot move until flipped back to its front side; you flip it instead of moving it (7.4).
- **Red Army Readied:** The Soviet Army units are set up on the map in the Soviet Union by the German player if not already in the game. Units of the “Byelorussian” Group are set up north of the Pripet River, and units of the “Ukrainian” Group are set up south of the Pripet River. Soviet units cannot move or attack yet. Can only happen once.
- **Soviet Invasion!** The German player controls Soviet units, can move them and attack Polish units for the rest of the game, using only the brown “Target/Counterblow” markers. This Event can only happen once.
- **Nazi-Soviet Line:** Rules for the red-colored Partition Line are in effect (23.2). Soviets units are now allowed to also use the German gray-green “Target/Counterblow” markers as long as the “Stance” marker is in this square.

Since there will probably be a lot of Soviet units on the map you may just put one “No Actions” marker in an empty hex in the USSR instead to represent that they all are affected by the Soviet Stance Event limitations. Note that the lower the Allies get on that track, the less extra VPs he’ll score at game end! So, it pays to try to “raise” the “Stance” marker even if no game effect happens. Note that the first time the “Stalin Hesitates” event happens there will not be any Soviet units on the map to put “No Actions” markers on; this will happen only if the marker moves to the “Red Army Readied” Event (making Soviet units appear on the map) then back.

[20.3] Plan Scoring Events (French Front)



These Events are printed in yellow text on the Game Turn Track on Turn 4 (Plan A), Turn 7 (Plan B) and Turn 10 (Plan C) of the *French Front* game. These will score VPs in the Game End Victory Check (17.7)

[20.3.1] Turn 4, PLAN A: Each player checks the “Plan A” Objective of his Secret Plan card (5.7).

- If the Objective is met, he secretly records this by putting his “Plan A” Plan marker, face down, in the Secret Plans Box.
- If the Objective is not met, he secretly records this by using his “Dummy” Plan marker, or puts no marker at all.

[20.3.2] Turn 7, PLAN B: Each player checks the “Plan B” Objective of his Secret Plan card (5.7), following the procedure above, using his “Plan B” or “Dummy” marker.

[20.3.3] Turn 10, PLAN C: Each player checks the “Plan C” Objective of his Secret Plan card (5.7), following the procedure above, using his “Plan C” or “Dummy” marker.

There is only one “Dummy” Plan marker per player: you can only bluff for so long...

[21.0] Alternate Events

Following are detailed explanations of more complex card Events that could not be fully detailed on the cards for lack of space.

[21.1] Alternate Events (Polish Front)

These Alternate Events, present on six *Polish Front* cards, represent historical “Might have been” Events that could have happened in the actual campaign but didn’t.

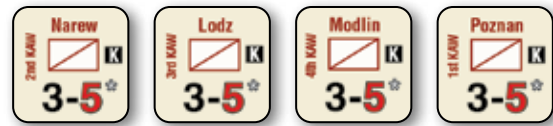
These are used in the Regular Campaign Game but not in the Historical Campaign Game; in the latter, they have no effect.

Alternate Events are identified by an “Alt Event” caption on the upper left of the Event card’s box.

The (#VP) numbers are used in Optional Rule 26.4.

[21.1.1] Redeployments (Polish Card #58):

- **Polish Operational Moves (+1VP):** The Polish player can immediately move *one* Group (2.3.1) of Polish Infantry units, and *up to four* Cavalry units, their full allowance inside Poland.



- **Polish Tactical Redeployments (+1VP):** The Polish player can immediately remove from the game the round Cavalry units of the Poznan, Narew, Lodz and Modlin setup Groups (two cavalry units per setup Group) and replace them by the square Cavalry units with a “K” letter of entry, one of each being set up in each of the Groups’ location you chose to remove the two cavalry units from.

Example: You could decide to remove the four round cavalry units of the Poznan and Narew setup groups, putting in their place the two Poznan and Narew square units.

- **Czechoslovakia not Invaded (+4VP):** Bohemia/Moravia and Slovakia are considered Neutral Countries (13.2.1). The German player must immediately redeploy units located there anywhere in Germany.



Exception: Permanently remove from the game the “Slovakia” Infantry, the “Hoth” Panzer, and both “Mountain” units.

[21.1.2] Mobilization (Polish Card #59):

- **Polish Mechanization (+1VP):** Put the two Polish units with an “R” reinforcement letter in the Reserve.
- **Faster Polish Mobilization (+2VP):** For Turns 1, 2 and 3, it costs the Polish player only one card discard to Improve a unit (9.1).
- **Complete Polish Mobilization (+4VP):** Flip to their front sides the *five* Polish units with an “M” reinforcement letter *and* all Polish Reinforcements will arrive *two* turns early.

[21.1.3] Foreign Policy (Polish Card #63):

- **Prudent Stalin (+2VP):** Each time the German player draws card #61 JOSEPH STALIN, the Polish player rolls two dice on the card’s outcome table instead of the German player, and chooses which applies.
- **Non-Belligerent Soviet Army (+2VP):** Each time you draw card #73 PHONEY WAR, roll two dice on the card’s outcome table and chose which applies.
- **Aggressive French Army (+2VP):** Each time the German player draws card #72 ARMY GROUP WEST, do not roll the die on the table, the result in an automatic “Remove a German unit from play”

[21.1.4] Pre-Battle Moves (German Card #76):

- **German Operational Moves (-2VP):** The German player can immediately switch the “at start” setup locations of *two* Groups (2.3.1) of German units and redeploy them; *and* immediately move up to *four* Mobile units their full allowance inside Greater Germany.

Example: You could switch the “3rd Army” units with the “10th Army” units: they all redeploy immediately in the other group’s map location.

- **German Tactical Redeployments (-1VP):** The German player can immediately move one Group (2.3.1) of German Infantry units and up to four Mobile units their full allowance inside Greater Germany.
- **Slower Polish Mobilization (-4VP):** The Polish player must flip to their one-step side or eliminate five Polish units.

[21.1.5] Diplomatic Pressure (German Card #77):

- **Fearful Neutrals (-4VP):** Polish supply cannot be traced through white map borders.

Exception: Polish units can still be improved (12.2).

- **Inactive French Army (-2VP):** Each time card #72 ARMY GROUP WEST is drawn, the **German** player immediately gets one free unit Improvement (9.1).
- **Belligerent Soviet Army (-2VP):** Each time that card #61 JOSEPH STALIN is drawn, the **German** player rolls two dice on the card’s outcome table and chose which applies.

[21.1.6] Escalation (German Card #78):

- **Early German Reinforcements (-2VP):** All German Reinforcements arrive *one* Game Turn earlier.
- **Reinforced Westwall (-1VP):** The German player must permanently remove from the game *two* of his Reinforcements. When drawing card #72 ARMY GROUP WEST, the outcome table is not used: It has no effect.
- **Polish Frontier Defense (-4VP):** The Polish player must set up his units so that all the hexes in Germany, East Prussia and Slovakia adjacent to the Polish border are in Polish unit’s ZOCs.

IMPORTANT! Each of these events results can happen only once and stay active for the whole game (note on a scrap piece of paper which is active if needed). If you roll an Event that is already active there is no extra effect. Some of these Events might cancel another; the last Event activated takes priority. There is an advanced play-balance rule for these Alternate Events (see 25.1).

[22.0] Leaders Unique Rules

Following are detailed explanations of each Leader unique rules. These game rules are active if that Leader is In Command (5.6).

**[22.1] Gamelin in Command (French Front)**

The Leader Gamelin has two unique rules:

- **Rigid Organization:** French units of different Group Names (2.3.1) cannot voluntarily stack together. If involuntarily stacked they can stay together as long as they don’t move.
- **Obsolete Methods:** The Allied player cannot use the Mobile Combat Table. “Hold!” markers cannot be used for their Special Ability (19.0), but they can be used to pay for Event cards (5.2.3).

**[22.2] Weygand in Command (French Front)**

The Leader Weygand has two unique rules:

- **Improved Tactics:** The French player may redraw one card at the end of the German Combat phase. Discard one of your Event cards, and draw a new one.
- **They Shall Not Pass!** When defending, French units may treat any “DR” combat results as “DI” results. If non-French Allied units are defending in the same combat as French units, the rule applies to them as well.

**[22.3] Brauchitsch in Command (French Front)**

The Leader Brauchitsch has two unique rules:

- **Staff Work:** The German player may redraw one card at the end of the Strategic Phase; discard one of your Event cards, and draw a new one.
- **Auftragstaktik:** The German player may redraw one IM at the end of the Strategic Phase. Discard one of your IMs, and draw a new one.



[22.4] Hitler in Command (French Front)

The Leader Hitler has two unique rules:

- **Inflexibility:** The German player must discard all Event cards in his hand at the start of the Strategic Phase Draw/Discard Step. No cards may be retained from the previous turn.
- **No Retreat!** When defending, German units must treat all “D” combat results as “D1” results.



[22.5] Rydz-Smigly in Command (Polish Front)

The Leader Rydz-Smigly has two unique rules:

- **Rigid Strategy:** Units of different Group Names (2.3.1) cannot *voluntarily* stack together unless in Cities. If involuntarily stacked they can stay together as long as they don’t move.
- **Infantry Doctrine:** Polish units cannot Counterattack if involved in a Mobile Combat; if they get a “CA” result treat it as a “–“ (No effect). This also means that on a “CR” result they must retreat (as they cannot Counterattack).



[22.6] Sosnkowski in Command (Polish Front)

The Leader Sosnkowski has two unique rules:

- **Na Wroga!** The reverse side of the “GQG” Initiative markers is playable for their special events. The front side is still *not* useable.
- **Desperate Defense:** Polish Defenders may treat any “CR” combat results as “EX” results. This is at the choice of the Polish player for each battle.



[22.7] Rundstedt in Command (Polish Front)

The Leader Runstedt has two unique rules:

- **Oberkommando:** You may redraw the first non-red card you draw in the Game Turn. Discard the just-drawn non-red Event card, and draw a new one.

- **Early Blitzkrieg:** German Mobile units may not *voluntarily* stack with non-Mobile units. If involuntarily stacked they can stay together if they don’t move.



[22.8] Bock in Command (Polish Front)

The Leader Bock has two unique rules:

- **Generalstab Conflict:** All the German “Double” Event cards (5.4) cannot be played for their Text Events anymore. They can still be used as discards.
- **Accelerated Assault:** German attacks must treat all “CB” combat results as “EX” results instead. *This is not a choice.*

“Involuntary Stacking” of units could happen if a retreat path can only be traced to a hex where stacking is forbidden by a Leader’s Unique Rule.

Note that Polish Cavalry units have no Group names, so are not counted in Group stacking limitations.

[23.0] German-Soviet Partition Lines

Following are detailed instructions for the two partition lines on the *Polish Front* map. These lines split Poland into German (west of the line) and Soviet (east of the line) zones of influence.

[23.1] Molotov-Ribbentrop Pact Partition Line



The Molotov-Ribbentrop Pact Partition line is active at the start of the *Polish Front* campaign game and will stay active *unless* the “Nazi-Soviet Line” Stance

Event takes effect (20.2.2). It has the following effect:

- The German player cannot use any “Blitz!” or “Shock Target” markers or “Black Aircraft” card events when attacking cities east of the yellow-dotted line.
- In a Game End Victory (17.7), each two German units East of the yellow-dotted line, or two Soviet units West of the yellow line, lowers the “Total VP” marker by *one* VP.
- In a Game End Victory (17.7), each city East of the yellow-dotted line that is not occupied by a Soviet unit lowers the “Total VP” marker by *one* VP unless the SOVIET INVASION Stance Event never occurred (20.2.2).

[23.2] Nazi-Soviet Demarcation Line



The Nazi-Soviet Demarcation line is activated once the NAZI-SOVIET LINE Stance Event takes effect (20.2.2). Once active the new Nazi-Soviet (red) line will deactivate the initial Ribbentrop-Molotov (yellow) line and replace its effects as follows:

- In a Game End Victory (17.7), each two German units east of the red-dashed line, or two Soviet units west of the red-dashed line lowers the “Total VP” marker by *one* VP.
- In a Game End Victory (17.7), each city east of the red-dashed line that is not occupied by a Soviet unit lowers the “Total VP” marker by *one* VP.

This means that the German cannot use weapons that would destroy “Soviet property” to attack eastern Poland cities for the early part of the game. German and Soviet units must also try to respect the partition lines, or the German player will suffer some stiff “diplomatic” penalties.

[24.0] Plan Cards Setup Info

Each of the **French Front** Secret Plan cards has a Campaign Setup Information line, and some also have Play Information (5.7), detailed below.

[24.1] Plan Card Play Information

This indicates special play condition that can affect the card.

- **Historical:** Those two Secret Plan cards are the mandatory cards used in the Historical Campaign Scenario; no cards are randomly picked.
- **May Discard:** When drawing for his start game Secret Plan, the Allied player may discard this card if drawn (*once only!*), putting it back in the deck, shuffling and picking a new plan card.

[24.2] French Plan Card Setup Instructions

This indicates the special **French Front** Campaign setup instructions for the Allied troops when this Secret Plan card is drawn and kept.

- **Planned Moves:** During the *first Game Turn* of the Campaign game, *the play order is reversed*—the Allied player does his Player Turn first that turn, and Allied units must try to fulfill the following conditions at the end of their Movement Phase (see the map on this page for the possible hexes):

- **BEF:** Move adjacent to the Dyle River.
- **Belgian & Dutch Armies:** Cannot move.
- **1st Army:** Move adjacent to Liege.
- **2nd Army Cavalry:** Move only within the Ardennes.
- **2nd, 3rd, 4th, 5th, 5th Armies:** Cannot move.
- **7th Army:** If on map, move to Antwerpen.
- **9th Army:** Move adjacent to the Meuse River.

Note that depending on how the Belgian units are set up, there might be a chance that some illegal multi-nationality stacking situations could happen; resolve these normally (see 13.3.4). Also, see Advanced Rule 26.6 for an extra alternate French setup.



- **7th Army Freed:** The two French “7th Army” Group ID units may be immediately moved to the Reserve by the Allied player during the Strategic Phase of Turn 1 or 2.
- **Tank Doctrine:** The first time the *French Initiative* card is drawn during the Strategic Phase of Turn 1 or 2, the three French “FI” GQG Group ID Tank units can be put in play and moved to the Reserve (*the Baron, Boiron and Bonnet units*).
- **Initiative:** The second time the *French Initiative* card is drawn, the Allied player gains full use of his Shock Target IM (19.3), in addition to his regular “Target/Counterblow” markers. He can then keep this card as his Secret Plan card, or freely choose any of the other French Secret Plan cards as his Secret Plan card; he does

this in secret (i.e., he puts all the plan cards together in a deck and chooses one secretly).

This means that if the “Planned Moves” instruction is active, the German player will move two turns in a row in the early phases of the game, as the Allied player will go first on the first Game Turn, but second in the other Game Turns! Watch out for this.

[24.3] German Plan Card Setup Instructions

The German Plan Card setup instructions indicate the special **French Front** Campaign instructions for the German troops when this Secret Plan card is drawn and kept.

- **2nd Army Freed:** The *two* German “2nd Army” infantry units, and the XXII “OKH” mountain unit, may be moved to the Reserve by the German player anytime during the Strategic Phase of Turns 1, 2 or 3.
- **Ardennes Surprise:**
 - During Game Turn 1, 2 and 3 *Strategic Phases*, the German player may place up to two “No Actions” markers on any Allied-occupied hexes in Belgium.
 - During Game Turn 1, 2 and 3 *German Combat or Assault Phases*, German Mobile units that are doing a Mobile attack or Blitzkrieg Assault from Ardennes Forest hexes only, can use up to *three* “Blitz!” markers per combat instead of just one.
 - During Game Turn 1, 2 and 3 *German Reserve Phases*, the German player may discard one “Blitzkrieg!” marker to automatically move the Belgian “VII Corps” or the French “Cav” unit from an Ardennes hex to the Allied Reserve (e.g., one marker paid for each unit). *Additionally*, the German player may deploy any *Mobile* units in his Reserve to *any* hexes in the *Ardennes* not occupied by Allied units, but still following regular stacking limits.
- **Neutral Holland:** The German player can enter Holland but cannot attack Dutch units or make Airdrops (11.0) in that country. *Once only*, in the Strategic Phase of Game Turn 1, 2 or 3, the German player can immediately score *two* Event VPs.
- **Swiss Question:** The German player can enter Switzerland and attack Swiss units.

IMPORTANT! The Ardennes Forest is made up of fourteen contiguous Rough terrain hexes.

The Removal of the VII Corps and Cav represents Operation “Niwi” airborne commando operation and the fast withdrawal of the outnumbered defenders from the Ardennes in front of the surprise German offensive. The free “No Actions” markers and CRT column shifts represent the general disorganization and surprise the Allies suffered from the unexpected Ardennes attack.

[25.0] Advanced Rules

All the advanced game rules must be used together, if both players agree to their use. They make for an increase in realism at the cost of a bit more complexity.

[25.1] Round Cavalry Units Merger (Polish Front)

The Polish player can now decide to incorporate the round Cavalry units in larger units during the game.

- Anytime at the end of his Movement Phase the Polish player can decide to remove from the game a round-shaped cavalry unit stacked with any square-shaped Polish unit. That Cavalry unit is gone for good, and is not considered as Eliminated.
- One reduced square-shaped Polish unit in the same hex as the Cavalry unit is flipped back to its front side.

Since Round Cavalry units count as VPs if they surrender, it could be a good idea to merge them with larger units if surrounded by the enemy. It is also a useful tactic since Polish units are expensive to Improve (2 card Discards).

[25.2] Mobile Group Attack Bonus (French Front)

In the **French Front** game the German player will get a combat bonus if units of the same Group Name are concentrated.

- In a **Blitzkrieg Assault** (15.0), if more than one German Mobile unit of the same Group Name (2.3.1) takes part in the Assault, and are in the same hex, the German Attacker receives *one column shift right* on the CRT. One shift maximum per combat.
- The Ardennes Surprise Combat Bonus is now of only *two* “Blitz!” markers instead of three (24.3).

This rule is rewarding the historical practice of keeping the units of a German Panzer Corps in a concentrated group when trying to punch through an enemy line.

[25.3] Mobile Combat Limitations (Combat Phase)

For both games, a non-mobile unit in Mobile Combat is under a size limitation. The non-Mobile unit allowed in each German Mobile Combat (14.0) cannot be of a combat strength higher than the total of all the attacking Mobile units' combat strengths.

It is more historically correct that use of the Mobile Combat table is not allowed when a small mobile and a large non-mobile unit attack together.

[26.0] Optional Rules

Each of the Optional game rules can be used separately, if both players agree to their use.

[26.1] Combat VP! Markers (Combat Phase)



The Attacker and the Defender may immediately use “Combat VP!” markers during the Commitment Step of the Combat Phase (14.5) when their opponent plays their allowed Combat Support marker.

- The played “Combat VP!” marker cancels the opponent’s Combat Support marker.
- After the cancellation, the opponent can still play another Combat Support marker, which could be cancelled by another “Combat VP!” marker.
- A “Combat VP!” marker *cannot* be used to cancel an opponent’s “Combat VP!” marker.
- Each time a player uses such a marker in the Combat Phase, it costs him *one* Event VP.

This could help weaken an enemy Attack or Defense, but at a Victory Point cost. It represents a major, costly and risky “at all costs” combat effort.

[26.2] Surrender! Markers (Combat Phase)



The Allied player can use “Surrender” markers in the Commitment Step of a Battle when he is the defender.

- Use of this marker immediately stops the Battle Sequence.
- The Battle result will be an automatic “DE” (Defender Eliminated) result.
- After the Combat, place the “Surrender” marker in the Surrendered Units Box. The German player scores *one less* Event VP than he normally would for each marker in that box. Adjust the score immediately. (14.7.1).

[26.3] Harder Automatic Victory (Check Phase)

This rule adds an extra condition to attain an Automatic Victory (17.5). The German player can only win an Automatic Victory if he controls at least one hex of Paris, or the Warsaw hex.

This makes Automatic Victory a bit more difficult to achieve and could mean a longer game even if things are pretty much decided; but this also makes gimmicky strategies impossible to pull off.

[26.4] Alternate Events VP Scoring (Polish Front)



Players will get bonus VPs if the other side plays Event cards for their Alternate Events.

- Each time a player rolls on the random table of its portion of an “Alt Event” card, the optional “Alternate Events” VP marker is moved the number of the indicated *green (+VP) positive* or *red (-VP) negative* amount for the Event (see 21.1) in the same manner as the other VP markers.
- If the Event already happened, then you don’t score the VPs again.
- During Sudden Death Turns (17.6), a player with Alternate Event VPs can spend them to adjust the “Event VP” marker by the minimum amount needed to stop him from suffering any Sudden Death effects
- In a Game End Victory (17.7) any remaining Alternate Event VPs are added to the Victory Point Total.

Example: *It is Sudden Death of Turn 7 of the Polish Front game, The Polish player has 4 Alt Events VPs the German player has 10 Map VPs, and 5 Event VPs; the VP Total is thus 15, two VPs over the Sudden Death threshold of 13. The Polish player could spend 2 of his Alt Event VPs to lower the Event VP marker to 3, the minimum needed to save him for Sudden Death effects. The final position for the markers will be: VP Total = 13, German Map VPs = 10, German Event VPs = 3, Polish Alternate Events = 2.*

This is for play-balance purposes for players who like a fully competitive game in case one player gets the benefit of an inordinate amount of those Events.

[26.5] Sikorski's Polish Army (French Front)



The Allied player gains one Polish unit to use in the game, representing the Polish troops that fought in the French Campaign. The Prusy “Reserve” unit from the *Polish Front* game enters the *French Front* game in the Reserve as Reinforcements on Game Turn 3.

A lot of Polish troops escaped from their home country to continue the fight in France. Only two full divisions were ready for the German attack, but a corps of four was planned. It is supposed here that the unit was formed faster, something that could have easily been done.

[26.6] French “PLAN ESCAUT” and “PLAN E 1938” Alternate Setup (French Front)

This indicates an alternate “Planned Moves” *French Front* Campaign setup instruction for the Allied troops when cards #39 PLAN ESCAUT or #40 PLAN E 1938 are drawn and kept. The French player can keep the original “Planned Moves” instruction if he wishes to (see 24.2).

- **Planned Moves:** During the first Game Turn of the Campaign game, *the play order is reversed*: the Allied player will do his Player Turn first that turn, and Allied units must try to fulfill the following conditions at the end of their Movement Phase:
 - **BEF:** Move adjacent to Ghent.
 - **Belgian & Dutch Armies:** Cannot move.
 - **1st Army:** Move *one* hex, maximum.
 - **2nd Army Cavalry:** Move in the Ardennes
 - **2nd, 3rd, 4th, 5th, 5th Armies:** Cannot move.
 - **7th Army:** If on map, move adjacent to Ghent.
 - **9th Army:** Move *one* hex, maximum.
- **Belgian Unpreparedness:** Some Belgian units start the game at lower strength.
 - Belgian II + IV: Flip to its lower side.
 - Belgian V + VI: Flip to its lower side.

Up to the end of 1939 the Belgian Army was relatively unprepared, still hoping to stay Neutral in the conflict, while the French high command had a more conservative deployment strategy.

After the original, non-Ardennes attack German Plan fell in Belgian hands (Plan Card #42 Anweisung I) in January 1940, the Belgian Army had increased the readiness of their Army and the Allies decided to deploy more deeply in Belgium. This rule suppose that the capture of the old German Plan never happened, or was not acted upon.

[26.7] Change of Command

At the end of a Sudden Death Turn (5.6) Check phase, if the enemy Main Leader is still in Command, you may Replace your Main Leader even if your VP Total does not meet the VP requirement for a Leader Change (17.6), starting with the non-Initiative player. Follow the same procedure as a regular Sudden Death Leader Replacement (17.6.B), including the rolling of two dice for the extra “No Actions” markers, but without scoring the Victory Points for the Leader Replacement Cost (5.6.D).

Thus you may not replace your Main Leader this way if the Enemy Main Leader is not in command, as the war is most probably going your way, so not excuse for replacing your commanding officer!

This optional rule gives a bit more leeway to players regarding their Main Leader's fate during the campaign ...but at a cost.

[26.8] City Garrisons

Supply cannot be traced through enemy-controlled cities or major cities.

Sometimes weird supply situations could happen. This is very rare. This optional rule will help avoid this if that state of facts annoys you.

26.9 Immediate Plan Scoring

Make the Plan card Score Event VPs *immediately* when you check scores during a Sudden Death turn. Don't just mark it as successful or not with a Plan marker anymore.

This will make those plans very, very important, (unless you don't mind seeing your Main Leader “Booted out” fast), and makes for an hair-raising game.

This optional rule is intended primarily for those who play solitaire.

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Extra Counter & Event Card Errata

German Unit Counters:

In the *Polish Front* game, the German 4th Army “Reserve” 2-3 infantry unit should be blank on its reverse side; the reverse side of the Soviet 12th Army counter should be Armored Infantry type.

In the *French Front* game, the German OKH “XVII” 3-3 infantry unit arriving on turn 7 should be labeled “XXXXVII” (there is already a XVII 3-3 unit arriving on Turn 6).

Event Card #01 Armistice Precision: The country’s units in the Destroyed box are *also* put in the Surrendered Units box.

Event Card #17: Should have a French Roundel;

Event Card #23: Should not have a French Roundel.

BUT let the cards stand like this. If you drew card #17 or card #23 for Landings or Evacuations just draw another card for resolution (this is where a problem may occur).

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DEDICATION

These two games in one box are dedicated to the 22,000 Polish officers and officials massacred by the Soviet NKVD at Katyn in April 1940, and the 97 British soldiers executed at Le Paradis village by German Waffen-SS in May 1940.

Let us not forget their sacrifice!



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