

SPRINGTIME FOR HITLER

RULES of PLAY

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1.0 INTRODUCTION

Springtime for Hitler: The Conquest of the West, 1940 is a game simulating Plan Yellow (*Fall Gelb*), the Axis invasion of France and the Low Countries during May and June of 1940. One player controls the attacking Axis forces and the other player controls the defending Allied forces.

In reading these rules, if any capitalized term or abbreviation confuses you, refer to the Glossary/Index at the end of this rulebook (Module 20.0). The numerical references found therein and throughout these rules should be ignored during first reading and used only later to refer to related sections for greater clarity.

2.0 GAME COMPONENTS

Springtime for Hitler includes the following components (also needed for play but not included are 4 dice):

- One 17"x22" map
- 82 ⁹/₁₆" and 29 ⁵/₈" die-cut counters
- This rules booklet and one Player's Aid Chart (PAC)

3.0 GAME MAP

The map depicts the portions of France and the Low Countries where the Axis attacked the Allies during May and June of 1940. The map scale is approximately 1 inch to approximately 50 miles.

3.1 Map Areas

The map is divided into 30 numbered locations hereafter called Areas. Two Areas are adjacent to each other if they share a common boundary and units could move directly from one to another. The map also contains Zones labeled from "A" to "F". Zones are considered the equivalent of Areas in every respect unless stated otherwise (Module 14.0). All other rules pertaining to Areas apply equally to Zones.

3.1.1 Identifiers Each Area or Zone on the map contains an Identifier (colored circle with a number inside and another on the circle's top). The number (1-30) on the top of the circle is the Area number. The top of a Zone's Identifier contains a letter (from A to F). Identifiers are color-coded by country as follows: yellow (Belgium); blue (France), gray (Germany), light green (Italy), and orange (The Netherlands).

3.1.2 Area TEM The number in the circle of the Area Identifier is that Area's Terrain Effects Modifier value (TEM, from +1 to +4). This modifier is used in resolving attacks against units in that Area.



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3.1.3 BEF Evacuation Ports Areas are identified with a port symbol by the shore or their Area that indicates that the Allied player may use the *Operation Dynamo* Event marker (See Event Marker list on the PAC) if the BEF unit is present in that Area.

3.1.4 Boundaries Areas are separated from each other by one of three types of boundary lines:

- Grey: Open Ground
- Blue: River
- Jagged black: Maginot Line

3.2 Turn Track

The Turn Track printed on the map is used to note the current Game Turn.

3.3 Impulse Track

The Impulse Track is printed on the map and is used to record the current Impulse of a Turn. The Advantage marker is used to mark this (Case 4.4.4).

3.4 General Records Track

The General Records Track is printed on the map and is used to record the number of Replacement Points available to each player by moving his Replacement Point marker along it to record gains and expenditures. It is also used to record the level of French morale using the French Morale markers.

3.5 Dice

Players will need at least 2 six-sided dice to play the game. Throughout the rules an abbreviation of “dr” indicates the roll of a single die. “DR” (capital letters) means to roll 2 dice and tally them. An abbreviation of “dr^m” means “die roll modifier” which is a value applied to the dr.

4.0 PLAYING PIECES

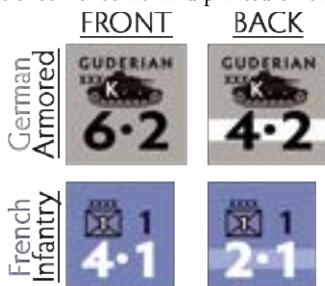
Included with the game are die-cut playing pieces called units, representing the various military formations that fought in the campaign, as well as several markers that assist in game play.

4.1 Unit Coloring

Allied		Axis
Belgian: yellow		German: grey
British: tan		Italian: green
Dutch: orange		
French: blue		

4.2 Unit Types

There are two types of units: armored and infantry. All armored units contain an armored fighting vehicle icon of some kind printed on the counter.



Every unit has two printed sides. The front side represents a Full Strength unit while the reverse side (with a stripe) represents a Reduced Strength unit.

Note: Axis units are printed on larger size pieces to invoke the menace they filled the Allies with during the period. Of course, this will have no real effect on play (or will it?).

4.3 Unit Information

All units have information printed on them to identify the unit and indicate its strength as well as its movement capability. The name of each unit is printed at the top of the counter.

4.3.1 Unit Size and Organization Infantry units are Army sized (color-coded Army number located above the Movement value), except for the French Prioux unit and the German Wietersheim unit, which are corps. Allied armored units are divisions and Axis armored units are corps.

4.3.2 Strength/Movement Factors Each unit has two numbers at the bottom of the counter. The first is the unit's Combat Value (CV) and the second is the unit's Movement Factor (MF).

4.3.3 Army Group Identification For purposes of conducting either an Assault Impulse (Case 8.1.1), or a Regroup Non-Assault Impulse (Case 8.1.2a), every unit in the game has an Army Group ID. This consists of a letter or number printed inside the unit type symbol or vehicle silhouette of the counter. *Exception: The Italian unit has a “W” to the right of the unit symbol.*

Allied units have:

- “1” for French 1st Army Group
- “2” for French 2nd Army Group
- “3” for French 3rd Army Group
- “4” for French 4th Army Group
- “Be” for the Belgian Army
- “N” for the Dutch Army

Axis units have:

- “A” for German Army Group A
- “B” for German Army Group B
- “C” for German Army Group C
- “K” for German Army Group Kleist
- “W” for Italian Army Group West

Reserve units (either side) are marked with an “R” and may activate during an Assault Impulse in conjunction with **any** friendly army group as noted above.

4.4 Markers

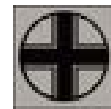
Markers represent non-combat units and/or record various kinds of game information.



4.4.1 Leaders Each Leader marker has a large number printed to the right of his picture. This number is his Combat Rating. The color coded number above his Combat Rating is his Army designation (matching the Army unit). Leader markers may potentially add their Combat Rating to a unit with the same Command ID (Section 10.4). At the start of the German player's turn, he must place his Leader



Kleist with one of Kleist's 3 subordinate units for the entire turn (unless Kleist was eliminated).

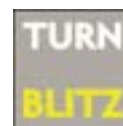


4.4.2 Control These markers are placed in Areas to indicate German control. The last side to be the sole occupant of an Area controls that

Area. At the start of play the Allied player controls any Area or Zone whose number or Zone letter is white, and the Axis player controls any Area or Zone whose Area number or Zone letter is black.



Gameplay Note: *These markers are back printed with an Allied symbol for those players wishing to designate Allied control for their gameplay.*



4.4.3 Turn Marker indicates the current turn on the Turn Track.



4.4.4 Impulse Marker

The Impulse marker indicates both the current Impulse on the Impulse Track and which player possesses the Advantage (Module 11.0).



4.4.5 Replacement Points

Each player has a marker that is used to record accumulated Replacement Points on the General Records Track (Sections 5.1 and 12.2).

4.4.6 Event These markers are drawn during the Political Phase of each turn and represent particular twists of fate that would be outside the purview of the player's control (Case 6.1.1).

4.4.7 Air Support Air Support markers provide benefits in combat (Section 9.4). The Allied player receives two Air Support markers, one British and one French. The Axis player receives two Air Support markers, both German.



4.4.8 Out of Supply Units marked with an Out of Supply marker suffer certain penalties (Cases 13.2.2 and 13.2.3) and must make a Surrender dr at the end of each Refit Phase (Case 13.2.4).



4.4.9 French Morale The French Morale markers are used to determine how close the Axis player is to an Automatic Victory (Section 16.1) or an Operational Victory (Section 16.2).

Tracking French Morale French Morale begins the game set at 30. It increases or decreases during the Maneuvers Phase whenever any of the conditions as noted on the French Morale Modifier Table on the map are met

If French Morale falls below zero (0) flip the French Morale markers to their negative side (“x -1, x -10”).

5.0 PREPARE FOR PLAY

5.1 Marker Placement

5.1.1 Place the Turn marker in the “Turn 1” space on the Turn Track.

5.1.2 Place the Impulse marker in the “6” space of the Impulse Track, “Axis” side up (to show Axis possession of the Advantage).

5.1.3 Place the French Morale x10 marker in the “3” space of the General Records Track and the French Morale x1 marker in the “0” space of the General Records Track.

5.1.4 Place each player’s Replacement Point marker on the General Records Track. The Allies begin with 5 Replacement Points. The Axis begin with 10 Replacement Points.

5.1.5 Place Air Support markers in their matching display box printed on the map. All Air markers are placed on their reduced side (lower value).

5.1.6 Place Control markers Axis side up in Areas and Zones whose TEM value (Case 3.1.2) is printed in black or red. **Note** treat Areas and Zones without a Control marker as Allied-controlled.

5.1.7 Place the nine Event markers included with the game in an opaque container such as a coffee mug or paper cup.

5.2 Unit Setup

Each player places his initial units in the Areas/Zones listed below. All units begin play with their Full Strength side face-up except units whose names are in parentheses.

5.2.1 Allied Setup Allied units are set up as directed in the following locations:

French 1st Army Group

1st Army + Blanchard Leader (Area 13)
2nd Army + Huntzinger Leader (Area 17)
7th Army + Giraud Leader (Area 9)
9th Army + Corap Leader (Area 12)
Prioux Motorized Infantry Corps (Area 13)
Bruneau 1st D.C.R. (Area 13)
BEF Army + Gort Leader (Area 13)

French 2nd Army Group

3rd Army + Condé Leader (Area 18)
4th Army + Réquin Leader (Area 19)
5th Army + Bourret Leader (Area 19)

French 3rd Army Group

8th Army + Garchery Leader (Area 20)

French 4th Army Group

Alp Army + Olry Leader (Zone E)

Other Allied Units

Belgian Army + Leopold Leader (Area 13)
Dutch Army + Winkelmann Leader (Area 8)

Reserves

6th Army + Touchon Leader (Area 23)
(10th Army) + Altmayer Leader (Area 25)
Bruche 2nd D.C.R. (Area 24)
Brocard 3rd D.C.R. (Area 24)

Note: the de Gaulle 4th D.C.R. unit only enters play after activation of the de Gaulle Event marker by the Allied player (Case 6.1.1).

5.2.1 Axis Setup Axis units are set up as directed in the following locations:

German Army Group A

4th Army + Kluge Leader (Area 5)
Hoth [15th] Panzer Corps (Area 5)
12th Army + List Leader (Area 3)
16th Army + Busch Leader (Area 3)

German Army Group B

6th Army + Reichenau Leader (Area 5)
Hoepner [16th] Panzer Corps (Area 5)
18th Army + Kuechler Leader (Area 6)
Schmidt [39th] Panzer Corps (Area 6)

Army Group C

1st Army + Witzleben Leader (Area 2)
7th Army + Dollmann Leader (Area 1)

Army Group “Kleist”

Guderian [19th] Panzer Corps (Area 3)
Reinhardt [41st] Panzer Corps (Area 3)
Kleist Leader (Area 3)
Wietersheim [14th] Motorized Infantry Corps (Area 4)

Reserves

2nd Army + Weichs Leader (Area 4)

Note: the Italian Army of the West and the di Savoia Leader marker are placed on the map after an Italian Declaration of War (Case 6.1.4). The German Air Landing Corps and the Student Leader marker are used only in conjunction with the Optional Rules (Section 18.1).

6.0 SEQUENCE OF PLAY

A game has seven turns. Each turn represents one full week of combat, and comprises four phases and a number of “mini-turns” or impulses. The phases of a turn are conducted as follows: Political Phase, Maneuvers Phase, Refit Phase, and End Phase.

6.1 Political Phase

The following steps are carried out during the Political Phase.

6.1.1 Draw Event Marker Each player draws one Event marker. The Allied player draws first, followed by the Axis player. A player may never have more than one Event marker in their possession. If an Event marker drawn in a previous turn is still held, that player may not draw a new Event marker in this phase unless he discards the held one first.

Event markers are always activated at the start of a player’s impulse during the Maneuvers Phase (Section 6.2, **Exception:** Section 15.1). A player may not activate an Event marker belonging to the opposite side. A player may, however, hold on to an Event marker as long as they wish. There is never a requirement to play an Event marker once drawn.

When an Event marker which has an asterisk beside its counter number (counter text name is in red also) is played, it is removed from play

and placed on the Turn Record Track. When Event markers with no asterisk and whose name is in black text is played, they are placed on the Impulse Track until the End Phase (Case 6.4.3), and then returned to the container with the game’s other undrawn Event markers.

Each Event marker and its effects are detailed on the PAC.

6.1.2 Belgian Surrender Check Starting with Turn 2, the Axis player rolls to determine if Belgian King Leopold decides to surrender. The Axis player makes a die roll. If the die roll is greater than the number of Axis-controlled areas in Belgium, permanently remove the Belgian Army and Leopold Leader from play. In addition, place an Axis control marker in any vacant area in Belgium. If the die roll is equal to or less than the number of Axis-controlled areas in Belgium, there is no effect.

6.1.3 Command Confidence Change If French Morale as marked on the General Records Track is 19 or less at the start of the any Political Phase, the Combat Rating of Leaders may change. All German Leaders whose ground unit they are with contributes to an Attack Value (Case 10.4.2) are flipped to their stronger (light color barred) side and all Allied Leaders present defending in the Area are flipped to their weaker light color barred side if that combat is an Axis success or overrun (Case 10.4.4). The change in value for both sides is permanent and never reverts back.



6.1.4 Italian Declaration of War

If French Morale as marked on the General Records Track is 9 or less at the start of the Political Phase, place the Italian Army of the West and the di Savoia Leader marker in Zone F (Italy has declared war).

6.2 Maneuvers Phase

Players alternate impulses. Each player may take one action during their impulse (Module 8.0) and then the Impulse marker is advanced to the next space on the Impulse Track. The Allied player always goes first, followed by the Axis player. **Note:** thus, Impulse 1 is an Allied Impulse, Impulse 2 is an Axis Impulse, Impulse 3 is an Allied Impulse, Impulse 4 is an Axis Impulse, and so on. **Exception:** Turn 1 (Section 15.2).

6.2.1 Logistics Die Roll At the end of each Axis Impulse the Axis player makes a Logistics **dr** (the Axis player does this regardless of whether he chose an Assault, Non-Assault, or Pass Impulse).

If the Logistics **dr** is equal to or greater than the current Impulse number, the Impulse marker is advanced to the next space on the Impulse Track.

If the Logistics **dr** is less than the current Impulse number, the Maneuvers Phase ends once the Axis player has finished his Impulse.

If the Impulse marker moves off the Impulse Track, the Maneuvers Phase ends.

6.3 Refit Phase

The Allied player may spend available Replacement Points (Module 12.0). The Axis player then spends available RPs. Skip the Refit Phase if the Axis player has won an Automatic Victory or if it is the final game turn. **Note:** *Neither player receives any additional RPs during the game unless they play the Improved Logistics Event marker.*

6.4 End Phase

If the Axis player has won an Automatic Victory (Section 16.2) the game ends immediately.

6.4.1 If French Morale is 5 or less, the Axis player makes a French Armistice die roll (Section 16.2) to determine if he has won an Operational Victory.

6.4.2 In the absence of either an Automatic or Operational Victory, return the Impulse marker to the “1” space on the Impulse Track and advance the Turn marker to the next space on the Game Turn Track.

6.4.3 Any Event markers currently on the Impulse Track are placed back in the container.

6.4.4 Both players may play an Event marker during the End Phase if they wish. The Allied player does so first, followed by the Axis player. Both players also have the option of returning an unplayed Event marker still in their possession back to the container, so as to allow them to draw a new Event marker during the next Political Phase. The Allied player discards first, followed by the Axis player. The identity of the discarded Event marker is not revealed to the opposing player.

6.4.5 When play has reached the End Phase of Turn 7, the game is over, and if the Axis player has not won an Automatic or Operational Victory at this point, the Allied player has won.

7.0 STACKING AND CONTROL

7.1 Area Stacking

Each player may have a maximum of five infantry and/or armored units per Area. Leader, Control, and Out of Supply markers do not count against stacking limits. Units may not move into, attack into, or end a retreat in an Area already stacked to the maximum. Leader markers should always remain directly on top of one of the unit it commands to conserve space. A player may freely examine stacks of enemy units at any time.

7.2 Control

Each Area or Zone is always controlled by either the Allied player or the Axis player. Control changes only when one side has a unit in a Vacant (Section 7.4) Area/Zone that is controlled by the enemy. Control of an Area may be gained during movement without stopping to end an Impulse in that Area. German control is shown by placing a control marker (German Cross side up) into the Area.

7.3 Contested

An Area is considered Contested if it contains units of both sides. Contesting an Area that is controlled by the enemy does not alter control of that Area.

7.4 Vacant

An Area is Vacant if it contains no enemy units, regardless of the presence of friendly units or who currently controls it.

7.5 Free

An Area is Free if it is Vacant and under friendly control.

8.0 IMPULSES

The majority of the game is played during the Maneuvers Phase, consisting of an unknown number of “mini-turns” called impulses. A player performs one impulse, and then the Impulse marker is advanced to the next space on the Impulse Track.

The active player during an impulse is called the **Attacker**; his opponent is called the **Defender**. No enemy unit may move during a friendly impulse except to retreat as a result of Combat Resolution (Section 10.4).

8.1 Types of Impulses

There are three types of Impulse: Assault, Non-Assault, and Pass.

8.1.1 The Assault Impulse The Attacker selects and activates a single Army Group. **Exception:** *German Army Group Kleist may activate by itself OR in addition to any other Axis Army Group.* All of the units possessing that **Army Group ID** (Case 4.3.3), regardless of where they are on the map, may then move and/or attack during that Assault Impulse. A player may not declare an Assault Impulse with the same Army Group on consecutive impulses.

Reserve units may also activate, move and/or attack, *provided* at least one unit possessing the activated Army Group ID is present in the Area with them. If an Area contains *only* Reserve units those units may not activate to Assault.

8.1.2 The Non-Assault Impulse There are two types of Non-Assault Impulse. Only **one** of the two may be chosen each impulse.

a) Regroup The Attacker may move all of his units **one** Area. Units beginning the impulse in the same Area do not have to move to the same destination, i.e. units may split up and move to different destinations. Units that Regroup may not enter any enemy-controlled or enemy-occupied Area. Units within a Contested Area may not Regroup into another Contested Area, even if friendly-controlled.

b) Redeploy The Attacker selects and activates a single Area. All of its units present in the Area, and any associated Leader markers, may move at double their normal

movement rate. Units that Redeploy may not enter an enemy-controlled, uncontested Area. Units within a Contested Area may not Redeploy into another Contested Area, even if friendly-controlled. A unit must be in supply (Section 13.1) to Redeploy.

8.1.3 The Pass Impulse The Attacker may elect to take no action at all during the Impulse (the Axis player must still make a Logistics dr if it is possible to end the Maneuvers Phase – Impulse 2 or later).

8.2 Legalties and Errors

A player may not change his move once any die roll has been made, or his opponent has declared any action (including a Pass Impulse) he will take during his impulse.

An illegal move/attack's results are valid if the opposing player does not challenge them prior to completing his own next impulse.

9.0 MOVEMENT

9.1 Mechanics of Movement

Units of the active Army Group move one at a time. A unit may move from an Area to an adjacent Area, the number of Areas entered during movement being limited by printed Movement Factor (MF) on the moving unit. At any point in the Assault Impulse (only) active units that began this impulse in an Area, or enter an Area with enemy units, may attack (Module 10.0) those enemy units within the same Area.

9.1.1 Area Activation All of the activated and eligible units in an Area may move/attack.

9.1.2 Leader Marker Movement Leader markers in the game will move with the unit they command. Note the special decision the German player must make for Kleist at the start of his Army Group's impulse (Case 4.4.1).

9.2 Movement Costs

Movement requires the expenditure of Movement Factors (MF) during an impulse. A unit may continue to move into adjacent Areas until it either lacks enough MF to enter another Area or it enters an Area occupied by an enemy unit, where it must stop. It costs **1 MF** to enter any Area.

Units must stop immediately after crossing a Maginot Line boundary in either direction. If the Active Area is Contested, friendly units may exit the Area at normal MF costs, so long as the first Area they enter is Free.

If a player wishes to resolve combat within an already Contested Area, no movement takes place within the Contested Area. The Attacker simply announces his intention to attack and performs the steps listed under Combat Resolution (Section 10.4).

9.2.1 Multiple Area Destinations Active units starting in an Area may move to and/



or attack into different Areas during the same Assault Impulse. Attacks made into different Areas do not have to be designated in advance. The Attacker may wait for the results of a move/attack before announcing a later move/attack into another Area in the same impulse by other active units.

Once an Area is attacked, additional units may not move into that Area during the same impulse. Units that begin movement in the same Area do not have to end their movement in the same Area, nor do all units moving during an impulse have to move simultaneously.

9.3 Movement Restrictions

The following two situations restrict movement:

9.3.1 Overstacking Units may not move into a fully stacked Area (Section 7.1).

9.3.2 Zones Movement into and out of Zones is restricted to the connection lines printed on the map – no other options exist.

9.3.3 French Army of the Alps The French Alp Army unit may not move before an Italian Declaration of War (Case 6.1.4).

9.4 Air Support

All Air support units begin on their reduced (lower strength) side and only become full strength by Event Chit play.



9.4.1 Placement An Air Support marker may be placed once per impulse in an Area or Zone where combat resolution (Section 10.4) is taking place. The Attacker announces his intention to commit Air Support first, followed by the Defender. Only the Lead Attacking Unit and Lead Defending Unit may receive Air Support. The Lead Attacking or Lead Defending Unit must be the same nationality as that Air Support marker, otherwise the marker may not be placed. Air Support markers may not attack on their own.



9.4.2 Combat Value A German Air Support marker normally adds +4 to the Attack or Defense Value when resolving a combat with a German unit, a French

Air Support normally adds +3 to the Attack or Defense Value when resolving combat with a French unit, and a British Air Support normally adds +2 to the Attack or Defense Value when resolving combat with a British unit. The Axis player may not add both of their Air Support markers to the same attack or defense.

Gameplay Note: *Play of the New Squadrons Event marker by the Allied player increases the value of both Allied Air Support markers for only the current turn (flip over to stronger side). Play of the Air Supremacy Event marker by the Axis player increases the value of the German Air Support marker for the rest of the game.*

10.0 COMBAT

Only active units in an Area may attack. An attack incurs no additional MF cost beyond that for entering an enemy-occupied Area. If the Area was already contested at the beginning of the impulse, the units may either exit the Area or attack.

All defending units in an Area being attacked can potentially be affected by the combat results of that attack. An attack is resolved only after all units have entered the attacked Area in that impulse. Other non-active units starting in a Contested Area may not be involved in the attack. No additional units may enter the Area being attacked during the current impulse once the attack is resolved.

10.1 Mandatory Attacks

Friendly units must make a Mandatory Attack whenever they enter an enemy-occupied Area that was not contested at the beginning of the current impulse. If a Mandatory Attack results in a Repulse (Case 10.4.4), all participating units must retreat (Section 10.5).

10.2 Optional Attacks

Unless required to conduct a Mandatory Attack, the attacker may attack with all, some, or none of his active units that entered the Area. If he chooses to attack, at least one unit must attack.

10.3 Contested Area

If the Area is already Contested at the start of the impulse, all, some, or none of the active units starting in that Area may attack. If the attacker loses the attack, the attacking units do not retreat and must remain within the Area.

10.4 Combat Resolution

Attacks are resolved by comparing the Attack Total (**AT**) which is the sum of the Attack Value of the attacking unit(s) plus a **DR**, against the Defense Total (**DT**) which is the sum of the Defense Value of the defending units plus a **DR**.

10.4.1 Dice When resolving combat each player simultaneously rolls two dice (a **DR**) and adds their pair together.

10.4.2 Attack Value (AV) The Attack Value is equal to the sum of all conditions that apply as noted in the Attack Value Table on the map. The attacker declares one unit of his attacking units as his Leading Attack Unit.

10.4.3 Defense Value (DV) The DV is equal to the sum of all the conditions that apply that are listed in the Defense Value Table on the map. The defender declares one of his defending units as his Leading Defending Unit.

10.4.4 Computing Results The result of the attack will depend on the difference between the **AT** and the **DT**.

Repulse If the **AT** < **DT**, the Attacker has been repulsed, and there is no effect on the Defender's units. The Lead Attacking Unit is flipped to its

Reduced Strength side if currently Full Strength; if already at Reduced Strength, it is eliminated. Retreat is required in cases of Mandatory Attacks (Section 10.1).

Stalemate If the **AT** = **DT**, both the Lead Attacking Unit and the Lead Defending Unit are flipped to their Reduced Strength side if currently Full Strength; if already at Reduced Strength they are eliminated. Retreat by either side is optional (Case 10.5.3). The Defender decides first.

Success If the **AT** > **DT**, the Defender has been defeated. The Lead Defending Unit is flipped to its Reduced Side if currently Full Strength; if already at Reduced Strength the unit is eliminated. If the Defender's **DR** was "8" or better, the Lead Attacking Unit is also flipped to its Reduced Strength side if currently at Full Strength; if already at Reduced Strength, the unit is eliminated. Any surviving defending units must retreat (Section 10.5).

Overrun If the **AT** > **DT** and the Lead Attacking Unit is an armored unit, the Lead Defending Unit is eliminated, even if it is currently at Full Strength. If the defender's **DR** was a "10" or better, the Lead Attacking Unit is also flipped to its Reduced Strength side if currently at Full Strength; if already at Reduced Strength, the unit is eliminated. Any surviving defending units must retreat (Section 10.5).

10.4.5 Removal of Leader Markers If there are no friendly combat units of a Leader's command left in an Area after combat resolution remove any friendly Leader markers in that Area from the map. Eliminated Leader markers return to play when and if the army they command is rebuilt during the Refit Phase.

10.4.6 Combat Results and French Morale French Morale can rise and fall as a result of combats resolved by either player (Case 16.1.1).

10.5 Retreats

The attacker or defender may be called upon to retreat as a result of combat. Attacking units may only retreat into the Area from which they entered the attacked Area or as detailed below in Case 10.5.2.

10.5.1 Retreat Procedure Units must retreat one at a time to determine if the Area becomes fully-stacked. If it does, subsequent units must continue their retreat to another Area that is not fully-stacked. In this event, both the attacker and defender must follow the Retreat Priorities to determine the second (or more) Areas to which they must retreat.

10.5.2 Retreat Priorities If there is more than one Area to which units may retreat the units must retreat based on the following set of priorities:

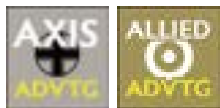
- A. A Free Area adjacent to the least number of enemy-controlled Areas
- B. A friendly-controlled, Contested Area
- C. An enemy-controlled, Contested Area
- D. Fully-stacked Area

10.5.3 Voluntary Retreat Some or all of the defenders in an Area being attacked may voluntarily retreat after Combat Resolution, even if the attacker suffered a Stalemate or Repulse result. The Lead Defending Unit does not have to be among the units that retreat.

10.5.4 Paris and the Maginot Line Allied units in the Maginot Line (Areas 18, 19, 20) and Paris (Area 25) do not have to retreat as a result of an Axis Success result. If Paris has been declared an open city (Section 11.1.1) Paris loses its ability to cancel a retreat.

10.5.6 Retreat Elimination If for any reason a unit and Leader is unable to retreat per the Retreat Priorities (Case 10.5.2), such as having to retreat off the map, into the English Channel or North Sea, or ending in a fully stacked Area, it is eliminated. The Belgian Army is eliminated if forced to retreat to an Area lacking a yellow Identifier, and the Netherlands Army is eliminated if forced to retreat to an Area lacking an orange Identifier (Case 3.1.1).

11.0 THE ADVANTAGE



At the start of each impulse one player always has possession of the Advantage. This is indicated by the Impulse/Advantage

marker with the side of the controlling player face-up on the Impulse Track. The Axis player starts the game controlling the Advantage. Control of the Advantage can change through voluntary use by the player who possesses it.

11.1 Voluntary Use

The Advantage marker is an abstract reflection of an edge that one side will temporarily possess due to factors such as morale, position, surprise, leadership, intelligence, and/or fate. The Advantage may be used to perform one of the following:

11.1.1 Declare Paris an Open City. During the Maneuvers Phase, if the Axis control any Area adjacent to Area 25 (Paris), either player may declare Paris an open city. Allied units in Area 25 may no longer ignore a required retreat after an Axis Success or Overrun combat result. If Paris as an open city is captured by the Axis, French Morale decreases by -5 instead of -10.

11.1.2 Heroic Defense During the Maneuvers Phase, the defender may turn an attack that is a Success or Overrun into a Stalemate.

11.1.3 Maximum Attack During the Maneuvers Phase, the attacker may turn an attack that is a Repulse into a Stalemate.

11.1.4 Soldier On During the Maneuvers Phase, either player may ignore the results of an Axis Logistics dr. The dice are not re-rolled. The Impulse marker simply advances to the next impulse on the Impulse Track and play continues.

11.1.5 Draw Extra Event During the Maneuvers Phase, the attacker may, if he has already played an event in a previous impulse, draw another Event marker prior to the start of their impulse. The attacker may also discard their current Event marker and draw another. At no time may a player have more than one Event marker in their possession, and a player may never draw more than two Event markers in a single Turn, regardless of how many times they possess the Advantage.

11.2 Advantage Shift

After the Advantage is used it belongs to neither player until the end of the current phase or impulse, at which time it becomes the property of the player who did not use it.

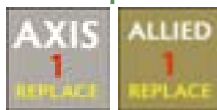
12.0 REFIT

Units can suffer attrition and elimination through Combat Resolution during the Maneuvers Phase. During the Refit Phase they may recover.

12.1 Refit Order

The Allied player conducts his Refit Phase first, followed by the Axis player.

12.2 Replacement Points (RPs)



Allied player begins the game with 5 RPs. The Axis player begins the game with 10 RPs.

Neither side accumulates any additional RPs.

12.3 Replacement Costs

One (1) RP may be spent to do the following:

- Flip a Reduced Strength Infantry unit to Full Strength

Two (2) RPs may be spent to do the following:

- Rebuild one eliminated Infantry unit at Reduced Strength
- Flip a Reduced Strength Armored unit to Full Strength

Three (3) RPs may be spent to do the following:

- Rebuild one eliminated Armored unit at Reduced Strength
- Rebuild one eliminated Infantry unit at Full Strength

Five (5) RPs may be spent to do the following:

- Rebuild one eliminated Armored unit at Full Strength

12.3.1 Eligibility Reduced Strength Allied and Axis units must be able to trace a supply line (Case 13.2.1) to be eligible to take replacements.

12.3.2 Rebuilt Allied Units Eliminated units that are rebuilt may be placed in any Allied-controlled, uncontested Area. **Exceptions:** eliminated Belgian and Dutch units may never be rebuilt. After play of the *Operation Dynamo* Event by the Allied player, the BEF unit may not be rebuilt unless using the Optional Rules (Section 18.3).

12.3.3 Rebuilt Axis Units Eliminated Axis units that are rebuilt may be placed in any Axis-controlled and uncontested Area. **Exceptions:** German units may never be rebuilt in Zone F (Italy). The Italian unit may only be rebuilt in Zone F.

12.4 Final Game Turn

There is no Refit Phase at the end of Turn 7. Proceed straight to the End Phase after the end of the Maneuvers Phase.

13.0 SUPPLY

13.1 Sources of Supply

13.1.1 The eastern map edge is a supply source for Axis units. **Exception:** The Italian unit may ONLY trace supply to Zone F.

13.1.2 Zones A, B, C, D, and E are a supply source for French and British units.

13.1.3 Areas in Belgium are a supply source for Belgian units.

13.1.4 Areas in the Netherlands are a supply source for Dutch units.

13.2 Out of Supply



At the end of every impulse, units must be able to trace a supply line to a friendly supply source. Units unable to trace supply are Out of Supply and are marked with an Out of Supply marker.

13.2.1 Tracing Supply The supply line path may not enter an enemy-controlled Area. It may pass through a friendly-controlled Area contested by enemy units. A Vacant Area under enemy-control still blocks supply.

13.2.2 Movement and Combat Out of Supply Armored units suffer a -1 penalty to their movement rate, and all units suffer a -1 penalty to their Attack Total or Defense Total during Combat Resolution so long as they remain Out of Supply.

13.2.3 Refit Out of Supply units may not use RPs to refit during the Refit Phase.

13.2.4 Surrender Units unable to trace supply must check for Surrender at the end of the Refit Phase.

The controlling player makes a dr for each Out of Supply unit and consults the OOS Surrender Die Roll Table on the map for the result. A unit that surrenders due to being Out of Supply is permanently removed from play and may not be rebuilt during the Refit Phase.

13.2.5 Area Control A Vacant Area that is enemy-controlled becomes friendly-controlled at the end of the Refit Phase if it is Out of Supply.

14.0 ZONES

14.1 Movement

Zones are located around the edges of the map. A Zone is connected to other Zones and certain Areas on the map by connection lines.

14.2 Occupation Limits

An unlimited number of units may stack in any Zone.

14.3 Italy

Allied and German units may not enter Zone F. If forced to retreat into Zone F they are eliminated instead.

15.0 TURN 1 SPECIAL RULES

15.1 Political Phase

The *Air Supremacy* Event marker may not be held by the Axis player this turn and if this Event marker is drawn by the Axis player, he immediately draws another Event marker and then returns the *Air Supremacy* Event marker to the draw container (Case 6.1.1). The Allied player has the option to play his Event marker at the start of the German impulse this Turn only.

15.2 Impulses

The game begins with Axis Impulse “6” (i.e. players skip Impulses 1 to 5).

15.3 German Strategic Surprise

The Axis player may activate **every** Army Group during Impulse “6” of Turn 1. Activation is considered simultaneous. Units of different Army Groups may not combine to attack the same Area.

16.0 VICTORY CONDITIONS

There are two ways for the Axis player to win the game: an Automatic Victory and an Operational Victory.

16.1 Axis Automatic Victory

The Axis player wins an Automatic Victory if at the conclusion of any turn they control Paris and at least three French Zones. Both Paris and the three Zones must be able to trace a path of Axis-controlled Areas back to an Area in Germany along the eastern map edge to qualify.

16.1.1 The Axis player also wins an Automatic Victory if at the conclusion of any turn the French Morale on the General Records Track is 0 or less.

16.2 Axis Operational Victory

Each End Phase, if French Morale is 5 or less, the Axis player makes a French Armistice dr. If the dr is greater than the current French Morale, the game is over and the Axis player has won an Operational Victory. If the dr is equal to or less than the current French Morale, play continues to the next turn. If it is Turn 7, the French Armistice dr will decide whether the game ends in an Axis Operational Victory or an Allied Victory (see below).

16.3 Allied Victory

The Allied player wins if, at the end of Turn 7, the Axis player has failed to fulfill the conditions for either Automatic Victory or Operational Victory.

17.0 SIDE DETERMINATION

If both players want to play the same side, this rule is used to decide which side each player commands and to compensate for either player's perceptions regarding the relative chances of each side.

17.1 Bids

Each player writes down a secret bid. The bids are revealed simultaneously and the player with the greater bid plays the preferred side. The other player increases the starting French Morale on the General Records Track equal to his opponent's bid. If both bids are the same, determine sides with both players making a dr, with the high roll receiving the preferred side and the low roll receiving the other side and increasing the French Morale on the General Records Track by their bid amount.

Example: *John and Rob both want to play the Axis. John bids 3 and Bob bids 5. Bob is the high bid and gets the Axis, while John gets the Allies and adjusts the starting French Morale from 30 to 35 (i.e. the amount of Bob's bid). If both had bid 5 they would have made a dr; the player with the higher die roll would play the Axis, and other player would play the Allies with a starting French Morale of 35.*

18.0 OPTIONAL RULES

18.1 Axis Airdrops



The German Airlanding Corps does not begin play on the map. It may be placed on the map during the movement portion of any Axis Assault impulse. The Area must be within two Areas of another German unit. Once placed the Axis player makes a dr. Subtract -1 for each Allied unit present in the Area. If the dr result is 3 or less the Airlanding Corps is reduced.

18.1.1 Airdrops and Combat. The Airlanding Corps cancels an Allied defensive modifier for crossing a river (Defensive Value Table on the map) in the Area it is initially placed in.

18.1.2 Subsequent Activation. After initial placement on the map, the Airlanding Corps is considered an Axis Reserve unit for purposes of activation, movement, and/or combat.

18.1.3 Withdrawal. The Airlanding Corps may be removed from the map during any Axis End Phase. It is then available to be placed on the map again as detailed above during any later turn.

18.1.4 Elimination. The Airlanding Corps may not use Axis Replacement Points. If the Airlanding Corps is eliminated the Allied player increases French Morale by +2.

18.2 Limited Free Setup

After choosing sides, each player secretly records the starting location of their units. Allied units may only be placed in Areas (not Zones) within France. French armored and reserve units must be placed with the 1st Army, or with the 7th Army. Axis units may only be placed in German Areas within Germany (not Zone F).

18.3 The BEF Returns

After being removed from play using the *Operation Dynamo* Event, the BEF may return to play by spending RP as if the unit had been eliminated. It may be rebuilt in any Allied-controlled BEF evacuation port (Case 3.1.3). The *Operation Dynamo* Event is not removed from play after being used and may be played repeatedly.

19.0 PLAN RED SCENARIO

The Plan Red (*Fall Rot*) scenario allows players to experience the campaign as it unfolded after the surrender of the Netherlands and Belgium and the evacuation of the BEF back to England. French morale was by no means broken at this juncture, and some of the hardest fighting of the entire campaign took place during this time period.

19.1 Unit Setup

Each player places his initial units for the Plan Red Scenario in the Areas/Zones listed below. All units begin play with their Full-Strength side face-up except units whose names are in parentheses.

19.1.1 Allied Plan Red Scenario Setup

7th Army + Giraud Leader (Area 26)
10th Army + Altmayer Leader (Area 26)
(De Gaulle) 1st D.C.R. (Area 26)
(Bruche) 2nd D.C.R. (Area 26)
(2nd Army) + Huntziger Leader (Area 24)
4th Army + Requin Leader (Area 24)
6th Army + Touchon Leader (Area 24)
(Brocard) 3rd D.C.R. (Area 24)
3rd Army + Conde Leader (Area 18)
5th Army + Bourret Leader (Area 19)
8th Army + Garchery Leader (Area 20)
Alp Army + Olry Leader (Zone E)

Permanently Eliminated: 1st Army, 9th Army, BEF Army (unless using Optional Rule 18.3), BEL Army, NE Army.

Eliminated: French Prioux Motorized Infantry Corps, Bruneau 1st D.C.R., BEF Army and Lord Gort (if using Optional Rule 18.3).

19.1.2 Axis Plan Red Scenario Setup

4th Army + Kluge Leader (Area 16)
18th Army + Kuchler Leader (Area 16)
Wietersheim [14th] Motorized Infantry Corps (Area 16)
Hoth [15th] Panzer Corps (Area 16)
Hoepner [16th] Panzer Corps (Area 16)
6th Army + Reichenau Leader (Area 17)
12th Army + List Leader (Area 17)
2nd Army + Weichs Leader (Area 17)
Guderian [19th] Panzer Corps (Area 17)
Reinhardt [41st] Panzer Corps (Area 17)
Kleist Leader (Area 17)
16th Army + Busch Leader (Area 11)
1st Army + Witzleben Leader (Area 2)
7th Army + Dollmann Leader (Area 1)

Permanently Eliminated: German Airlanding Corps (if using Optional Section 18.1)

Eliminated: Schmidt [39th] Panzer Corps

19.2 Plan Red Marker Setup

The Turn marker is placed in the “4” box on the Turn Track. The Impulse marker is placed in the “6” box on the Impulse Track, Axis advantage side up. Place the Axis RP marker in the “5” box and the Allied RP marker in the “0” box on the General Records Track. Starting French Morale is set at 20. The following Event markers are considered already played and should be placed on the Turn Record Track:

De Gaulle (played the Allies on Turn 1)

Cabinet Shuffle (played by the Allies on Turn 2)

Billotte Killed (played by the Axis on Turn 2)

Operation Dynamo (played by the Allies on Turn 4)

Air Supremacy (played by the Axis on Turn 4)

The Axis player may opt to begin Turn 5 with the *Plan Red* Event marker initially starting as his draw before any Events are drawn rather than drawing an Event marker at random.

20.0 GLOSSARY/INDEX

Active Area: The Area or Zone which the attacker has selected to conduct either an Assault or Non-Assault Impulse.

Adjacent: Areas that share a common boundary are adjacent.

Advantage: The temporary edge one side has over the other, yielding certain benefits to the owner when spent; 11.0.

Air Support Markers: 9.4 (and combat modifier on Map).

Area: Any of the 30 irregularly shaped spaces on the map, used to regulate movement and combat; 3.1.

Area Boundaries: 3.1.4.

Armored: A type of unit equipped with tanks and other armored vehicles; 4.2. Distinguished from Infantry units.

Army Group ID: 4.3.3.

Assault Impulse: A declared impulse during which the attacker may move and attack; 8.1.1.

Attacker: The active player resolving the current impulse, whether carrying out Combat Resolution or not.

Attack Resolution: 10.4

Attack Total: The sum of the Attack Value and a DR.

Attack Value (AV): 10.4.2.

Bids: 17.1.

Boundaries: 3.2.4.

Combat Factor: The first (leftmost) number printed at the bottom of each unit (and Lead Attacking Unit 10.4.2; and Lead Defending Unit 10.4.3).

Command Confidence: 6.1.3.

Contested: An Area containing both friendly and enemy units; 7.3

Controlled 4.4.2

Defense Total The sum of the Defense Value and a DR

Defense Value (DV) 10.4.3

dr (die roll) A roll of a single six-sided die

DR (dice roll) A roll of two six-sided dice added together to form one combined result

Defense Total (DT) The sum of the Defense Value and a DR

DRM (Die Roll Modifier) A number applied to an original die roll to alter the final result

End Phase 6.5

Errors 8.2

Event 6.1.1

Exit of Enemy-Occupied Area: 9.2.

Free: An uncontested, friendly-controlled Area; 7.5.

French Armistice die roll: 6.5, 16.2.

French Morale: The willingness of the French Government to continue fighting rather than seeking an Armistice; 5.1, 16.1.1 (and Operational Victory 16.2).

Full Strength: The non-stripped side of a unit; 4.2.

Identifier: The circles within each Area or Zone; 3.2.1.

Impulse: One of the alternating “mini-turns” that make up the Maneuvers Phase. Players always choose to conduct an Assault, Non-Assault or Pass Impulse.

Impulse Track: 3.3.

Infantry In game terms all of the units not otherwise defined as Armored.

Italian Declaration of War 6.1.4

Lead Attacking Unit 10.4.2.

Lead Defending Unit 10.4.3.

Leaders 4.4.1 (values changed 6.1.2; Combat Modifiers Table (see Map); removal after combat 10.5.6).

Logistics Die Roll 6.2.1

Maginot Line An Area boundary printed with a jagged line; 3.2.4

Mandatory Attack 10.1

Maneuvers Phase The portion of each Turn when players may perform impulses; 6.2

Movement 9.0

Movement Factor (MF) The second (rightmost) number printed at the bottom of each unit. It is the number of movement points a unit may expend in one impulse

Non-Assault Impulse 8.1.2

Out of Supply 13.2

Overrun 10.4.4

Pass Impulse An Impulse during which the Attacker performs no action; 8.1.3

Redeployment A type of Non-Assault movement; 8.1.2b

Reduced Strength The striped side of a unit; 4.2

Refit Phase The phase immediately following the Maneuvers Phase when each player may spend Replacement Points; 12.0

Replacement Points (RPs) 12.2

Regroup A type of Non-Assault movement - 8.1.2a

Retreat 10.5

River An Area boundary printed in blue; 3.2.4

Terrain Effects Modifier (TEM) The black number with a value ranging between +1 and +4 within each Identifier

Turn All the phases and impulses of one of the seven numbers on the Game Turn Track

Turn Track 3.2

Vacant 7.4

Victory Conditions 16.0 (Automatic: 16.1; Operational 16.2)

Zones 14 (Stacking in: 14.3)