

TERRAIN INFLUENCE

rodzaj terenu:	on movement		on Combat
	mech.	other	
teren czysty	1	1	-
Moza	+5	+3 (bez względu na teren po drugiej stronie rzeki)	siła atakujących przez dużą rzekę wojsk dzielona jest przez dwa
strumień	+2	+1	+1
lasy	+2	+1	+2
miasta	+1	+1	+2
miejsowości	-	-	+1
droga główna	1/3 (1/2)		-
droga boczna	1/2	1/2	-
droga górska*	1	1	-
wzgórza	+3 (+2)	+1	+2
góry	tylko po drogach	+2	+3

Cyfry w nawiasach dotyczą jednostek gąsiennicowych.

* W przypadku drogi górskiej istnieje ograniczenie poruszania się po niej jednostek.
Jeżeli na polu z drogą górską stoi dowolna jednostka (niesztabowa), to ruch przez to pole kolejnych jednostek jest zabroniony.
Dopuszcza się jedynie wejście na to pole innych jednostek (maksymalnie dwie na polu).

ARDENNES 1940

According to the German plans, offensive on France and Belgium did not expected any major resistance in Luxembourg and in the entire Belgian Ardennes. The intelligence informations clearly showed that the Allies saw this area as an impossible for any offensive operations. Numerous forests, cut by rivers and hills, were, according to the French high command, not suitable for combat operations. But as for the Germans, this area was perfectly fitting for upcoming attack.

Already on the first day of the offensive, they conquered Luxembourg without much a fight and crossed the Belgian border. They attacked on the entire front

between the French border and the Meuse river. The resisting Belgian troops were pushed off in quick blows from the march or destroyed. Few Belgian troops managed to defend their positions but were cut off from the main forces. Fort Battice defended itself until May 22 and capitulated only on the order of the king, when the entire Belgian army surrendered. Fort Tancremont managed to stay even longer - until May 29. Belgium's defense plan was completely subordinated to the DYLE plan, created by the French army. Leaving the Ardennes without much a fight was a fundamental mistake and a contribution to the catastrophe of Western countries in 1940. .

INITIAL SET UP:

GERMANS:

12 Army		4 Army		5 ArmDiv	6305
HQ, Art. VI Corps	5927	HQ, Art. II Corps	5818	HQ, Art. XIX Corps	5828
HQ, Art. III Corps	5822	32 InfDiv	5616	1 ArmDiv	5828
16 InfDiv	6432	62 InfDiv	6211	2 ArmDiv	5622
24 InfDiv	5729	HQ, Art. VIII Corps	6205	German player may use 4 airborne companies and place them anywhere on the board (save to the mountains) in any of his movement phases.	
23 InfDiv	5426	8 InfDiv	5907		
3 InfDiv	5523	28 InfDiv	5706		
		HQ, Art. V Corps	5905		
		251 InfDiv	5900, 5802, 5704		

ALLIES: (umocnieni)

Belgians: (fortified)		Namur battalions A, B, C Namur forts		61 InfDiv	433
HQ, Art. CavCorps	4126	Art. Namur 1	Namur	102 FortDiv.	1136
1 ArdDiv.	5503, 5206, 5209	8 InfDiv	Namur (2)	1 LightCavDiv. (2, 11)	633
1 CavDiv. (mot.)	4126, 4917	2 ArdDiv.	1707, 2006, 2706	1 CavBrig.	P
Bastogne battalion	Bastogne	Battice	4500	4 LightCavDiv (4, 14)	R
HQ, Art III Corps	Liege	Tancremont	4404	Footnotes:	
Art. Liege 1, 2, 2	Liege	1 Lans.	4606		
Liege battalions A, B, C, D, E, F, G	Liege	4 K	3506		
	Liege forts	2L/1	3415	– Supply:	
2, 3 InfDiv	Liege	3L/1	3333	Allies S, W; Germans: E	
1 L/2	4000	1G/1	4232	– Scenario time: 10-20 May 1940.	
4 C/2	4606	2C/1	3130	– Initiative: Germans.	
1 Border	5200	3C/1	3225	– French 102 Fort Division can't leave France.	
2 Border	5516			– German ground assault air force:	
HQ, Art. VII Corps	Namur			10-13 May – 14 SP daily	
				14-16 May – 12 SP daily,	
				17-20 May – 10 SP daily	
				– Scenario contains German first echelon units only and selected Allied units.	
				– In the German movement phase, player may build three bridges on any river (three in game).	
				– Historical scenario.	

Victory conditions:

Germans:

- For every unit that leaves the board through the western border:
 - Armored or Motorized +4 VP
 - Infantry +1 VP
 - HQ +2 VP
- For destroying all the Belgian units on the board +12 VP
- **Instant victory** when there are no any allied units in Belgium and Luxembourg

Allies:

- **Instant victory** when there are no German units on the west side of Meuse at the end of the scenario
- For every controlled town hex in Belgium and Luxembourg +1 VP

AU NORD

The Ardennes in 1940 were the arena for the unhalted march of German troops. This was mainly due to the lack of any major Belgian or French forces on this section of the front. And yet, close to the south, behind the Maginot Line, there were two strong French armies (2nd and 3rd) and numerous support units. In the following scenario players are welcome to check whether it was possible for the French and Belgian troops to perform an active operations in the Ardennes, so as to stop the Germans in this direction, even for a moment. The Allied player has all the

troops available on this section and is allowed to enter Belgium and Luxembourg. But it should be noted that the possible loss of these troops can be a disaster for France, because who will later support the fortress divisions if the entire army will be destroyed? The player must choose whether the giving up the DYLE Plan for southern Belgium was worth of it's risk and whether the French command made a right choice to not support its ally with a bigger force.

INITIAL SET UP:

GERMANS:

12 Army		4 Army		5 ArmDiv	6305
HQ, Art. VI Corps	5927	HQ, Art. II Corps	5818	HQ, Art. XIX Corps	5828
HQ, Art. III Corps	5822	32 InfDiv	5616	1 ArmDiv	5828
16 InfDiv	6432	62 InfDiv	6211	2 ArmDiv	5622
24 InfDiv	5729	HQ, Art. VIII Corps	6205	German player may use 4 airborne companies and place them anywhere on the board (save to the mountains) in any of his movement phases.	
23 InfDiv	5426	8 InfDiv	5907		
3 InfDiv	5523	28 InfDiv	5706		
		HQ, Art. V Corps	5905		
		251 InfDiv	5900, 5802, 5704		

ALLIES:

Belgians: (fortified)		French:		102 FortDiv.	1136
All the Belgian units are set up freely at Belgium		9 Army		1 LightCavDiv. (2, 11)	633
		3 SpahBrig.	926	1 CavBrig.	P
		61 InfDiv	433	4 LghtCavDiv. (4, 14)	R

Victory conditions:

Germans:

- For every units that leaves the board through the western border:
 - Armored or Motorized +4 VP
 - Infantry +1 VP
 - HQ +2 VP
- For destroying all the Belgian units on the board + 12 VP
- **Instant victory** when there are no any allied units in Belgium and Luxembourg
- For every of the following town hexes +1 VP (Montherme, Givet, Fumay, Hastiere, Dinant, Namur, Liege)

Allies:

- **Instant victory** when there are no German units on the west side of Meuse at the end of the scenario
- For every controlled town hex in Belgium and Luxembourg +1 VP

NOTES:

- Supply:
 - Allies S, W; Germans: E.
- Scenario time: 10-20 May 1940.
- Initiative: Germans.
- French 102 Fort Division can't leave France.
- German ground assault air force:
 - 10-13 May – 14 SP daily
 - 14-16 May – 12 SP daily,
 - 17-20 May – 10 SP daily.
- Scenario contains German first echelon units only and selected Allied units.
- In the German movement phase, player may rebuild three bridges on any river.
- Hypothetical scenario.

Set up abbreviations:

Div – division,	Art – artillery,
Brig – brigade,	Mot – motorized,
Bat – battalion,	Ard – Ardennes,
Inf – infantry,	Fort – Fort's garrison,
Arm – armored,	Spah - Spahis

FORTRESSE de la MONTAGNE

When, on September 3, 1939, Great Britain and France declared war on Germany, a time of decision had come. On September 10, first French divisions began their regrouping, according to the Dyle plan. Any delays were severely punished. Light cavalry brigades and light motorized divisions approached the German borders and prepared to strike. On the other side of the border, evacuation of civilians and all infrastructure was announced. The Germans rubbed their eyes in amazement at the sight of more battalions being moved next to the border. Meanwhile, Luxembourg declared neutrality and did not allow any of the sides to enter its territory. This did not prevent the French and Belgians forces from starting defensive preparations. A big number of the field fortifications on the Belgium's eastern border was build.

2 Division, along with support units, was moved to Ardennes. During winter and spring, both sides were preparing for the upcoming battle. According to intelligence, it was in the Ardennes that the Germans intended to make a surprising blow. Nobody intended to be surprised, and what's more, Germany was to fail much faster.

INITIAL SET UP:

GERMANS:

12 Army		4 Army		5 ArmDiv	6305
HQ, Art. VI Corps	5927	HQ, Art. II Corps	5818	HQ, Art. XIX Corps	5828
HQ, Art. III Corps	5822	32 InfDiv	5616	1 ArmDiv	5828
16 InfDiv	6432	62 InfDiv	6211	2 ArmDiv	5622
24 InfDiv	5729	HQ, Art. VIII Corps	6205	German player may use 4 airborne companies and place them anywhere on the board (save to the mountains) in any of his movement phases.	
23 InfDiv	5426	8 InfDiv	5907		
3 InfDiv	5523	28 InfDiv	5706		
		HQ, Art. V Corps	5905		
		251 InfDiv	5900, 5802, 5704		

ALLIES:

Belgians: (fortified)		Battice	4500	French:	
HQ, Art. Corps K	Bastogne	Tancremont	4404	9 Army	
Bastogne battalion	Bastogne	1 Lans.	4606	3 SpahBrig.	926
HQ, Art III Corps	Liege	4 K	3506	61 InfDiv	332
Art. Liege 1, 2	Liege	2 ArdDiv	anywhere	102 FortDiv.	1136
Liege battalions A, B, C, D, E, F, G		1 CavDiv	anywhere	1 LightCavDiv	633
	Liege forts	1 ArdDiv	anywhere	1 CavBrig.	P
1 Gran.	5200	1 CavDiv. (mot.)	anywhere	4 LightCavDiv.	R
2 Gran.	5516	8 InfDiv	anywhere		
HQ, Art. VII Corps	Namur	2, 3 InfDiv	anywhere		
Namur battalions A, B, C	Namur forts	2 CavDiv	anywhere		
Art. Namur	Namur				

Victory conditions:

Germans:

- For every units that leaves the board through the western border:
 - Armored or Motorized +4 VP
 - Infantry +1 VP
 - HQ +2 VP
- For destroying all the Belgian units on the board + 12 VP
- **Instant victory** when there are no any allied units in Belgium and Luxmeburg

Allies:

- **Instant victory** when there are no German units on the west side of Meuse at the end of the scenario
- For every controlled town hex in Belgium and Luxembourg +1 VP

FOOTNOTES:

- Supply: Allies S, W; Germans: E.
- Scenario time: 10 - 20 May 1940.
- Initiative: Germans.
- French 102 Fort Division can't leave France.
- German ground assault air force:
 - 10-13 May – **14** SP daily
 - 14-16 May – **12** SP daily,
 - 17-20 May – **10** SP daily.
- Scenario contains German first echelon units only and selected Allied units.
- In the German movement phase, player may rebuild three bridges on any river.
- Hypotetical scenario.
- German 4 ArmDiv and 253 InfDiv are entering the game at 11 May from the A, B or C zones.

TURN TRACK AND REINFORCEMENTS:

ALLIES:		V	NIEMCY:	
HISTORICAL SCENARIO	HYPOTHETICAL SCENARIO			
		10	1 MntDiv, HQ Art. XVIII Corps 12 InfDiv HQ, Art. XV Corps 7 ArmDiv 6 ArmDiv, HQ XXXXII Corps 8 ArmDiv	C C B B A, B, C A, B, C
5 LightCavDiv (6, 15) 2 LightCavDiv (3,12)	P O 503 ArmBat T 1 SpahBr (cav) N, M 3 LCavDiv (5,13) M, L 511 ArmBr M, L 1C, 1 Ch, 2 Ch U	11	10 ArmDiv. 2 MotDiv., HQ, Art. XXXXI Corps 6 InfDiv, HQ XXXX KA Corps 33 InfDiv, HQ, Ar XXXXVIII Corps 21 InfDiv 9 InfDiv	D D A, B, C A, B, C A, B, C A, B, C
22 InfDiv, 9 Army HQ 4 InfDiv (NA), Art. II 5 MotDiv, 1 ArmDiv 3 InfDiv (C), Art. XVIII 3 InfDiv (NA)	S 518 ArmBr T T P P 520 ArmBr M, N, L 532 ArmBr M, N, L	12	5 InfDiv 253 InfDiv	A, B, C Z
18 InfDiv 53 InfDiv 55 InfDiv, Art X Corps 2 Army HQ	S P P P	13		
1 InfDiv (col.)	O 41 InfDiv M, N, L 513 ArmBr M, N, L	14	4 ArmDiv.	W
		15		
		16		
71 InfDiv	P	17		
		18		
		19		
		20		