France '40

RULES OF PLAY

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1.0 INTRODUCTION

"...even if the operation were to have only a 10% chance of success, I would stick with it. For only this can lead to the defeat of the enemy."

—*General Halder, Chief of General Staff*

France '40 is a game covering the first three weeks of the German May 1940 attack against the French, British and Belgian armies, and includes two separate, single-map scenarios. Sickle Cut deals with the crucial week in May 1940 when the German army broke the French line on the Meuse and raced to the sea at Abbeville. Dynamo deals with the Allied withdrawal to Dunkirk and the evacuation.

Abbreviations

The following abbreviations are used in these rules:

CRT: Combat Result Table	MA: Movement Allowance
DD: Determined Defense	MPs: Movement Points
DRM: Die Roll Modifier	OOS: Out of Supply
EZOC: Enemy Zone of Control	TEC: Terrain Effects Chart
GQG: Grand Quartier Général	TQ: Troop Quality
LOS: Line of Supply	ZOC: Zone of Control

2.0 CONTENTS

2.1 Inventory

A complete game of *France '40* contains the following:

- 2 maps
- 2 counter sheets
- This Rules of Play booklet
- One Play Book
- Two (identical) Player Aid Cards
- Two At Start cards (one Allied, one German)
- Two 6-sided dice

2.2 The Map

(2.2.1) Each hex represents approximately 4 miles (6.4 kilometers). Consult the Terrain Effects Chart (TEC) for a complete list of the map's terrain features and how they affect movement and combat. A hexagonal grid overprints the map and regulates movement.

(2.2.2) Rivers Inside Hexes: Ignore rivers that flow through the middle of a City, Wooded Rough or Marsh hex. The importance of the river as a barrier to movement and an aid to defense has been mitigated by the surrounding terrain.

See this   *Think this*
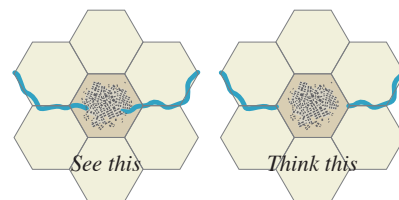
(2.2.3) Underground Canals: A dashed blue line through the middle of a hex indicates an underground canal. It is shown for interest only and has no effect.

2.3 The Counters

(2.3.1) There are two general types of counters: combat units ("units") and information markers ("markers"). Units represent the combat formations involved in the campaign. Markers are used to track game information, unit status and other assets.

(2.3.2) How to Read the Combat Units

Attack Strength: The strength of the unit when attacking.

Defense Strength: The strength of the unit when defending.

Movement Allowance (MA): The maximum number of Movement Points (MPs) the unit may expend for movement and still attack in the Combat Phase.

Sample Combat Unit

Unit Size
Unit I.D.
Attack Strength

Front   Back

Turn and Entry Area (19.0)
Stacking Points
Stripe indicates unit is reduced strength (2.3.6).

Defense Strength   Movement Allowance (MA)

Sample HQ Unit

Box around edge indicates unit has no ZOC (5.1.2)
Range (17.1.1)

Front   Back

Flip HQs to their back side when used or to move them more than 2 hexes.

Hex number indicates set-up hex.

MA in parentheses indicates unit may only use Tactical Movement (17.1.3).

Heavy Tank

Tank silhouette indicates the unit is eligible for the Tank Shift (9.2)

Defense Strength in a red box indicates Elite TQ, while a white box indicates Low TQ (2.3.2)

An Attack Strength in a yellow box indicates the unit is a Heavy Tank unit (9.2.4).

Defense Strength in yellow indicates the unit is eligible for the Reconnaissance rule (20.1).

Units that start the game on their reduced side are indicated with a triangle.

Movement Allowance in a black box indicates the unit may not move until released (16.4).

French North African units are indicated with a black unit type box. This has no effect on play (2.3.5).

Stacking Points: A value ranging from 0 to 3 that indicates how much space the unit takes up inside a hex.

Troop Quality (TQ): Units with their Defense Strength in a red box are Elite. Those with their Defense Strength in a white box are of Low quality. All others are normal. This rating is used for the following purposes:

- For TQ Shifts (9.5).
- For a DRM on a Determined Defense (11.2.4).
- As a DRM on the Rally Table (13.4.2)
- As a DRM in Isolation Attrition (18.5.3).

Unit I.D.: The actual name or number of the unit.

(2.3.3) Unit Size

II = Battalion	XX = Division
III = Regiment	XXXX = Army
X = Brigade	GP = Group

(+) = elements attached, (-) = elements detached

(2.3.4) Unit Type Summary

All units are either Mechanized or Non-Mechanized. This is important for determining the cost to move into each hex.

Non-Mechanized	*Mechanized*
⊠ Infantry*	🛤 Tank
▮▮ Fortress Infantry*	⊠ Armored Infantry*
⊠ Mountain Infantry*	⊠ Motorized Infantry*
⊠ Airborne Infantry*	MG Mtr. Machine Gun*
� Cavalry	⊘ Reconnaissance
⬡ Fort unit (may not move)	HQ HQ

*Infantry-class unit types.

(2.3.5) Unit Colors

The background color of a unit's counter denotes its nationality or branch of service.

Khaki	British	Gray	German Wehrmacht
Green	Belgian	Black	German Waffen SS
Blue ⊠	French (North African)	Blue-gray	German Luftwaffe
Dark Blue	French Colonial	Orange	Dutch

(2.3.6) Steps

Units have either 1, 2 or 3 steps. 2-step units have a front and back side. Three step units are indicated with a thin stripe across the reverse side of their counter (units on their last step are indicated with a much thicker stripe). When a 3-step unit takes a second step loss it is replaced with a Remnant (10.3) of the appropriate type.

XX 1-C 3 ⊠ 3 **6-8-3**	XX 3 ⊠ 3 **4-6-3**	REM A ⊠ 2 **1-3-3**
Full Strength	Reduced Strength	Remnant

3.0 SEQUENCE OF PLAY

France '40 is played in a series of Game Turns each representing one day of the campaign. A Game Turn is composed of two Player Turns. Each Player Turn is subdivided into several Phases. Every Game Turn is played in the order shown below:

A. GERMAN PLAYER TURN

1. German Initial Phase

- The German player flips all of his Air units from their Used side to their Ready side.
- The German player places his Reinforcements in their Entry Hexes.

2. German Movement Phase

The German player may move all, some or none of his units.

3. German Combat Phase

The German player conducts all of his attacks (8.0).

4. German Recovery Phase

The German player removes or attempts to remove Disrupted and Full Retreat markers from his units (13.4).

5. German Supply Phase

a. Check the supply status of all German units (18.0).

b. Roll for Isolation Attrition (18.5) of all German units that are:

- marked with a **red** Out of Supply marker (including those just marked), and
- adjacent to an enemy unit.

6. GQG Phase —*Sickle Cut scenario only*
Any GQG markers scheduled to be removed are removed at this time (21.2.6). The German player places the remaining GQG markers currently in the GQG Marker Holding Box on Allied stacks containing at least one French unit. He then rolls two dice and removes the GQG markers with those numbers (21.2.4).

B. ALLIED PLAYER TURN

1. Allied Initial Phase

The Allied player flips all non-Disrupted HQs from their Used side to their Ready side (17.2.1).

NOTE: The Allied Movement, Combat, Recovery, and Supply Phases are identical to the German like phases except switch the term German with Allied.

2. Allied Movement Phase
3. Allied Combat Phase
4. Allied Recovery Phase
5. Allied Supply Phase

C. END PHASE

Record the completion of a Game Turn (by advancing the Game Turn marker one box) and proceed to the next turn.

Important: For the Dynamo scenario, see the Expanded Sequence of Play inside the Player Aid Card.

4.0 STACKING

4.1 Stacking Limits

Stacking occurs when multiple units are in one hex. The stacking limit for both sides is **7 Stacking Points.**

4.2 Stacking Points

Stacking Point values are printed on all units and generally follow these guidelines:

BATTALIONS = 1
REGIMENTS, BRIGADES, and REMNANTS = 2
DIVISIONS = 3

HQs, Fort units and all markers have no stacking value and may freely stack in a hex without limit.

4.3 Stacking Exceptions

(4.3.1) Divisional Stacking: Units of the same division stacked together are never valued at more than three Stacking Points.

EXAMPLE: The three units of a German Panzer division each have a stacking value of 2, but if stacked together count as only three Stacking Points total. The German player can stack up to two Panzer divisions in a hex (6 Stacking Points).
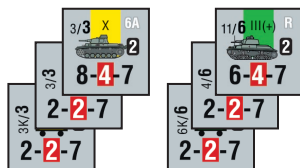
(4.3.2) Tank Support: Every stack is allowed to have one tank unit with a stacking value of 2 or less, even if it would exceed the stacking limit. A stack with two tank units that exceeds the 7 point stacking limit is prohibited.

DESIGN NOTE: This rule allows the British tank brigade or a French DLM remnant to stack in a hex with two Allied infantry divisions.

4.4 Stacking Restrictions

The stacking limit can never be exceeded except during the course of Movement, Retreat (12.1.4), and Advance After Combat. The stacking limit must be strictly observed at the completion of each Movement and Combat Phase and after each Advance After Combat. The owning player must correct all stacking violations at these times by eliminating enough units from the hex to satisfy the stacking limit.

5.0 ZONES OF CONTROL

5.1 General Rule

(5.1.1) The six hexes immediately surrounding a hex occupied by one or more units constitute the Zone of Control (ZOC) of those units. ZOCs extend across all hexsides except All-Sea/Tidal River hexsides.
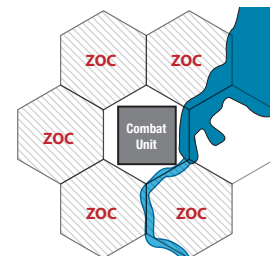
(5.1.2) Units Without ZOCs: HQs and static Fort units do not have ZOCs—units without a ZOC are indicated with a line around the edge of their counter.

5.2 ZOCs and Movement

All units must stop upon entering an enemy ZOC (EZOC). It costs no additional MPs to enter an EZOC; however, units must pay two additional MPs to exit an EZOC. A unit that starts its move in an EZOC may move directly into another EZOC and stop, as long as it does not cross or enter an enemy ZOC Bond (6.0).

5.3 When Units Lose Their ZOCs

Units in an Entry Hex, under a Train marker, or in Full Retreat have no ZOCs.

5.4 Other Effects of ZOCs

• EZOCs and Retreats: 12.2-12.4.
• EZOCs and Advance After Combat: 14.4.
• EZOCs and Lines of Supply: 18.3.

6.0 ZOC BONDS

6.1 How to Form a ZOC Bond

Any Good Order (13.1.1) unit or stack of units that has a combined Defense Strength of at least 2 can form a ZOC Bond. When two such units (or stacks) are two hexes apart, with one vacant intervening hex, they create a bond between them that no enemy unit may enter or cross (exception: 14.4.2). Due to the pattern of a hex grid, there are two types of ZOC Bonds—Hex Bonds and Hexside Bonds.

PLAY NOTE: Disrupted units and units/stacks with only 1 Strength Point still have a ZOC, but cannot be used to form a ZOC Bond.

6.2 Effects of ZOC Bonds:

• Units may not enter an enemy Hex Bond or cross an enemy Hexside Bond during the Movement Phase.

• Units forced to Retreat into an enemy Hex Bond or across an enemy Hexside Bond are eliminated.

• Units may not Advance After Combat into an enemy Hex Bond or across an enemy Hexside Bond, unless they are entering the defender's vacated hex (14.4.2).

• Supply can never be traced into an enemy Hex Bond or across an enemy Hexside Bond.

6.3 Negating ZOC Bonds

A Hexside Bond is negated when enemy units are located on each side of the intervening hexside (as in between units D and E in the diagram at the bottom of the page). A Hex Bond is negated when the intervening hex contains an enemy unit (as between units E and F in the same diagram). The Bond is broken as soon as the condition occurs.
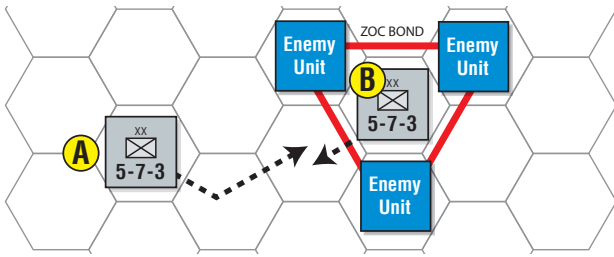
EXAMPLE: Unit A moves adjacent to unit B which immediately breaks the Enemy ZOC Bond allowing unit B to move into unit A's hex. Since that hex is in an enemy ZOC unit B must end its movement.

6.4 Intersecting ZOC Bonds

If both players have intersecting ZOC Bonds as between units F and G in the example below, then neither player may cross or enter the other's ZOC Bond until it is negated.

6.5 ZOC Bonds and Terrain

(6.5.1) **Restrictions:** A ZOC Bond cannot extend:

- through a City Hex.
- across an All-Sea/Tidal River hexside.
- across two Major River hexsides (as in a loop of a river).

When determining if a City Hex or a Major River breaks a ZOC Bond, push the *Hexside* Bond to one side or the other of the City or Major River, but it may *not* be pushed into a hex occupied by an enemy unit.
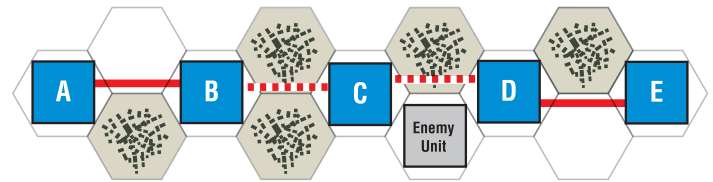
EXAMPLES: Hexside Bond B-C is broken because of the City hexes. C-D is broken because the Bond cannot be pushed into either hex.
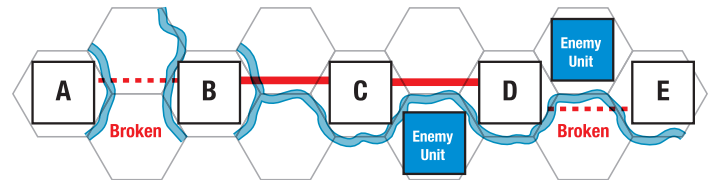

EXAMPLES: A-B is broken because the bond crosses two Major River hexsides. B-C crosses only one Major River hexside. C-D doesn't cross any river hexsides. D-E is broken because the bond has to be pushed to a hex that is not occupied by an enemy unit—this results in the ZOC bond crossing two Major River hexsides.

6.6 ZOC Bonds with the Map Edge

(6.6.1) A unit can form a ZOC Hexside Bond (but not a Hex Bond) with a *friendly* map edge. All map edges are friendly to the Allied player except those edges that are German Entry Hexes or edges that lie between two German occupied or friendly Entry Hexes. ZOC Bonds with an Enemy Entry Area are not allowed.

(6.6.2) **The Coast:** A unit cannot form a ZOC Bond with the coast which was allowed in *Normandy '44*.
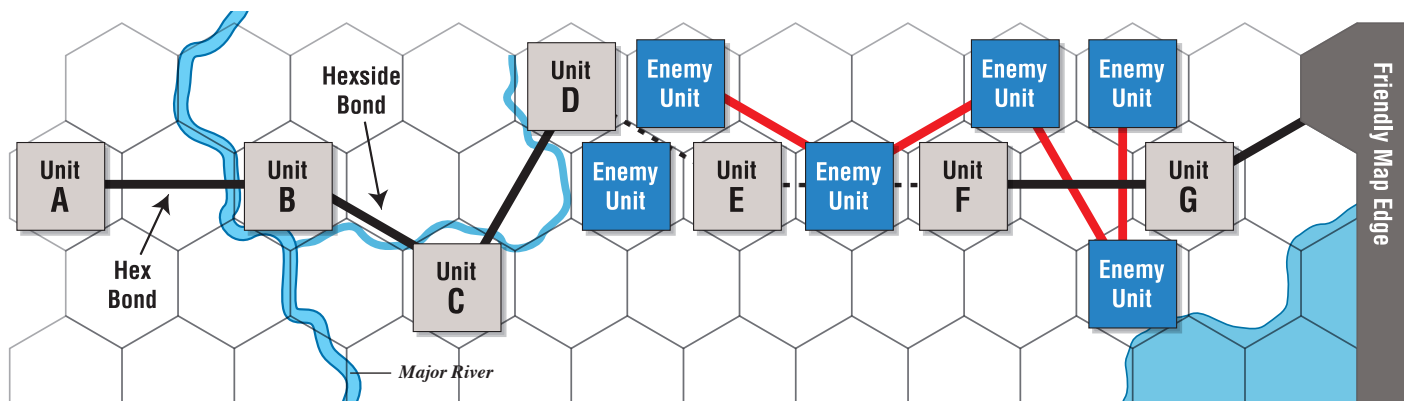
EXAMPLES OF ZOC BONDS: Black lines indicate friendly ZOC Bonds, red lines indicate enemy ZOC Bonds, thin dashed lines indicate broken ZOC Bonds. There is no Hexside Bond between units D and E—it has been negated; likewise the Hex Bond between units E and F. The ZOC Bond between units C and D is not broken by the two minor river hexsides. Units F and G still have a ZOC Bond even though it is intersected by the enemy ZOC Bonds.

Unit G has a Hexside Bond with the friendly map edge, but not a hexside bond with the coastline as in some other games in the system.

7.0 MOVEMENT

7.1 The Basics

During a friendly Movement Phase, the player may move all, some, or none of his units as desired. Each unit has a Movement Allowance (MA) that is the number of Movement Points (MPs) it may expend for movement. Each hex entered costs a certain number of MPs as determined on the TEC. Movement may be made by individual units or by stack. If units are moved as a stack, they move at the rate of the slowest unit in the stack. A stack may drop off units as it moves, but the units dropped off may not move further that Movement Phase. A unit or stack may not enter a hex occupied by an enemy unit. You must complete the movement of one unit or stack before starting to move another. All unused MPs are lost, they may not be accumulated.

7.2 Exiting the Map

Units that exit the map during the Movement Phase are permanently out of play (but not counted as being eliminated). A unit that is forced off the map by a retreat is considered eliminated.

7.3 Extended Movement

Mechanized units (except Heavy Tank) may use Extended Movement to increase their MA by **4 MPs.** Cavalry Extended Movement is +**3 MPs**, while all other units (non-Mechanized units and Heavy Tank) is + **2 MPs**. Units that use Extended Movement may not move adjacent to an enemy unit. A unit is allowed to start adjacent to an enemy unit and still use Extended Movement as long as all hexes entered are not adjacent to any enemy units.

7.4 Tactical Movement

All combat units, including HQs, may use Tactical Movement. Tactical Movement does not use MA or MPs and allows a unit to move one or two hexes. Units that use Tactical Movement *may* attack in the Combat Phase. Units using Tactical Movement must abide by all of the other rules of movement, specifically:

• Must stop upon entering an EZOC.
• May not cross or enter enemy ZOC Bonds.

DESIGN NOTE: This rule is to make the game easier to play—no need to count MPs if you are just going to move the unit two hexes.

7.5 Movement and Terrain

(7.5.1) Roads: A unit that follows the path of a road may use the reduced rate of the road.

(7.5.2) Rivers: It costs non-Mechanized units **+1 MP** to cross an unbridged River hexside (Major or Minor), and Mechanized units **+2 MPs** to cross. Units must start adjacent to an unbridged *Major* River hexside in order to cross it unless the conditions for a Pontoon bridge exist (7.5.4). Units may move normally after crossing.

(7.5.3) Bridges: Whenever a road or rail line crosses a river hexside a bridge is assumed to exist. A road bridge cancels the cost to cross a river hexside. A railroad bridge reduces the cost to cross the river by 1 MP. Bridges cannot be destroyed.

EXAMPLE: A non-mechanized unit that crosses a River at a Railroad bridge pays +0 MPs.

EXAMPLES: Numbers in yellow or blue ovals indicate MP cost. Unit A must stop upon entering a Restricted Hex. Mechanized unit B starts adjacent to an unbridged Major River to cross it and pays +2 MPs. Mechanized unit C using Extended Movement and pays 1 MP per road hex, 1 MP per City hex, and 2 MPs per Woods hex. Unit D must *pay +2 MPs to exit an EZOC and must stop upon entering an EZOC. Unit E using Extended Movement crosses the Major River using a road but then pays +1 MP to cross the unbridged minor River hexside. Non-mechanized units pay only 1 MP per Woods hex.*

(7.5.4) Pontoon Bridges: There are no Pontoon Bridge markers. Pontoon Bridges are assumed to exist at every Major River hexside where both hexes tangent to the river hexside are occupied by friendly Combat Units. One of the units can be the unit that is moving as shown in the example on page 6 (unit C). The pontoon bridge is built the instant this occurs and disassembled the instant the condition no longer occurs. This is true in the Movement Phase and during Advance After Combat. The Disruption or Supply status of the units making the Pontoon Bridge possible is not important—even units in Full Retreat can be used. A unit forming a Pontoon Bridge, which has not moved beforehand, may be moved later in the game turn, after one or more other friendly units have used it for crossing.

EFFECTS: A Pontoon Bridge allows a unit to cross an unbridged Major River hexside (at the normal rate of **+1 Non-Mechanized** or **+2 Mechanized** rate) without having to start its move adjacent to the Major River hexside.

(7.5.5) Restricted Hexes: Wooded Rough and Marsh hexes are collectively called Restricted Hexes. Mechanized units are prohibited from entering these hexes except along roads and non-Mechanized units must stop upon entering unless they entered the hex along a road.

7.6 Allied Rail Movement

This is helpful in bringing Allied Non-Mechanized units to the front.

(7.6.1) The Allied player may move **three** friendly units (of any type, including HQs) per turn by rail. The chosen units must be either reinforcements or a unit with a Train marker on it from a previous turn. The units moved by rail may move up to 15 contiguous rail hexes. All rail hexes traversed must be **4 hexes or more** from all German units and German controlled city hexes. An entrained unit that finds itself within 4 hexes of an enemy unit at the start of its move must immediately detrain. A unit may not combine rail movement with off rail movement in a single Player Turn.

Units using Rail Movement:

• must be in Good Order.

• must start and end their movement on a rail hex (or in an Entry Area), and follow a path of connected rail hexes.

• may not end their Rail Move stacked with other Combat Units using Rail Movement.

(7.6.2) Train Marker Effects: A unit under a Train marker may not attack, has its Defense Strength reduced to 1, receives no Terrain benefits if defending by itself, and has no ZOC. Tank units under Train markers may not gain or deny the Tank Shift. HQs are not flipped to their used side when they are moved by Train but they may not provide a CRT shift. A unit's TQ is not affected.

(7.6.3) Entraining: Only Good Order units in a Town or City hex that are at least 4 hexes from the nearest enemy unit may entrain; place a Train marker on each such unit that entrains. On the turn a unit entrains it may move up to two hexes to reach the Town or City hex, but it may not move by rail in the same Player Turn it entrains. It may move by rail in the following friendly Movement Phase. Reinforcements may be considered already entrained and may enter the map using rail movement.

(7.6.4) Detraining: To detrain, simply remove the Train marker at the start of the Allied Movement Phase and *replace it with a Disrupted marker.* The Disrupted marker will be removed at the end of the turn but serves to limit the unit's movement to two hexes and prevent it from attacking. A unit may detrain in any rail hex—it does not need to be in a Town or City. A unit may not detrain in the same player turn it moves by rail. Detraining is voluntary—a Train marker can remain on a unit if the Allied player wishes to move the unit again by train. Detraining also occurs immediately if the unit is forced to retreat in combat. A Train marker removed from one unit may be used immediately on a different unit.

7.7 Automatic DS

Defending units (including Fort units) can suffer an Automatic Defender Shattered result during a Movement Phase when the phasing player has moved enough units adjacent to the defender's hex to ensure 10-1 odds against it. Tank and TQ Shifts may be used but not Air or HQ Shifts (which are only allocated in the Combat Phase). At that point the defending unit(s) immediately suffer a DS result and survivors are retreated 4 hexes by the defender abiding by the Retreat guidelines (12.1.3). All units that made the 10-1 possible are marked with "Auto DS" markers—they cannot move any further that Movement Phase nor take part in *regular* combat in the upcoming Combat Phase. The phasing player can move other units into and through the hex where the Automatic DS result occurred. The units marked with Auto DS markers may, at any time in the subsequent Combat Phase, conduct their Advance After Combat (at the appropriate DS rate), at which time the markers are removed.

As in regular combat, only one stack in each Automatic DS attack may conduct Breakthrough Combat (15.0).
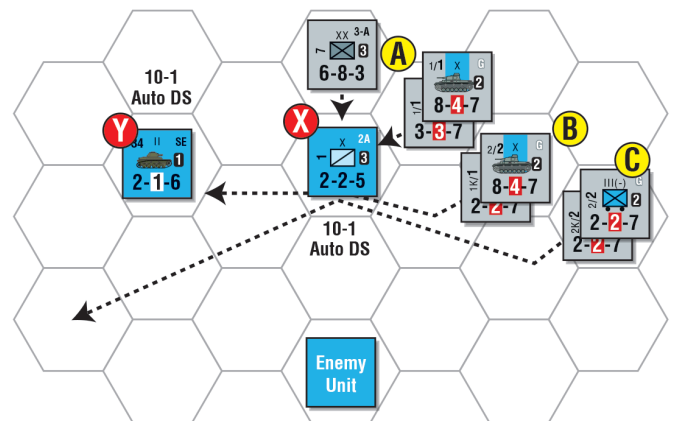
EXAMPLE OF AUTOMATIC DS: At A the German player has brought up enough factors to achieve 10-1 against unit X (8-1 odds plus CRT column shifts for TQ and Tanks). The unit is immediately removed from play and the units have an Auto DS marker placed on them. With that unit gone, the two units at B can now move through and achieve a 10-1 against unit Y. The French unit is removed and the two German units have an Auto DS marker placed on it. The units at C are now free to move into the French rear.
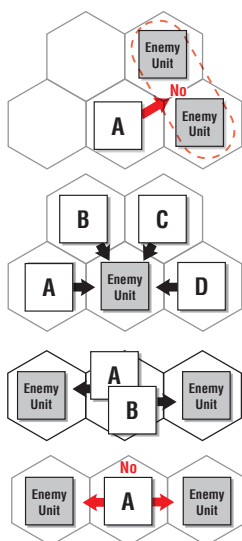
8.0 COMBAT

8.1 Basic Rules of Combat

Phasing units may attack adjacent enemy units in the Combat Phase. Attacking is voluntary; no unit is forced to attack. No unit may attack or be attacked more than once per Combat Phase (exception: Breakthrough Combat). All defending units in a hex must be attacked as one combined Defense Strength. The attacker may examine enemy stacks before committing to combat and conduct his attacks in any order and need not pre-designate them. A unit may not attack into a hex or across a hexside it is prohibited from entering or crossing in the Movement Phase.

8.2 Multi-Hex Combat

- The attacker may attack only one hex at a time; he may not target two hexes in a single combat.
- A defending unit or stack can be attacked from up to six different adjacent hexes.
- Units in the same hex may attack adjacent defenders in different hexes as long as each attack is conducted separately.
- No unit may split its Attack Strength to attack a second hex in a separate attack.

Unlike some other game systems, attacking units are not required to attack all adjacent defending units.

8.3 Combat Procedure

Follow these steps for each combat:

STEP 1: Compare the combined Attack Strength of the participating attacking units against the total Defense Strength of the involved defending units and express the comparison as a numerical odds ratio (attacker to defender). Round off the odds ratio downward to conform to one of the odds ratio columns found on the Combat Result Table (CRT). *EXAMPLE: A 15 to 4 would be a 3-1. 11 to 12 would be a 1-2.*

STEP 2: The attacker, followed by the defender, must declare whether he will apply Air (9.3) or HQ (9.4) Support to the combat. He also determines if he receives an Tank (9.2) or TQ (9.5) Shift.

STEP 3: After taking column shifts into account, a 6-sided die is rolled, and the results are implemented. Players immediately remove any step losses (10.2), perform Retreats (12.0), and Advance After Combat (14.0).

8.4 Minimums and Maximums

(8.4.1) 40 Attack Factors: The attacker can use a maximum of 40 Strength Points in a given combat. All Strength Points in excess of this are ignored. This limit applies before halving.

(8.4.2) 20 Defense Factors: The defender can use a maximum of 20 Strength Points in a given combat. All strength points in excess of this are ignored. This limit applies *after* halving and doubling.

EXAMPLE: Two 5-7-3s defending in a city hex would have a modified strength of 20—not 28.

DESIGN NOTE: These strength limits prevent excessive factor counting and put more dependence on combined arms.

(8.4.3) Combat Odds: Combat at odds less than 1-3 is not allowed. Combat at odds 8-1 or 9-1 is resolved on the 7-1 column. Combat at odds 10-1 or greater automatically achieves a DS result.

(8.4.4) Column Shifts: When applying column shifts beyond the 7-1 column assume that 8-1 and 9-1 columns exist and have identical results as the 7-1 column. Use the 7-1 column if the odds end up as 8-1 or 9-1.

EXAMPLE: Odds of 8-1 with one CRT shift left would be resolved on the 7-1 column, not the 6-1 column. Odds of 7-1 with one shift right would be resolved on the 7-1 column.

8.5 Allied Cooperation

French, British and Belgian units may stack and defend together but may not participate together in the same attack. See 17.1.2 for HQ restrictions.

9.0 COMBAT MODIFIERS

9.1 Halving & Doubling

Each attacking unit can never be halved more than once and each defending unit can never be doubled more than once. When halving, always halve by individual unit (not stack) and round any fractions up to the next higher whole number. Exception, if there are two or more 1-strength units participating, then those 1-strength units are added up and then halved. If a unit is both halved and doubled (i.e., a Disrupted unit defending in a City hex), then the unit returns to it's printed strength. Units are halved for the following reasons:

- Attacking across a Major River (9.6.2) or Maginot Line hexside (16.3).
- Attacking *out of* a Restricted Hex (9.7).
- Defending units that are Disrupted (13.2).
- Attacking when *marked* Out of Supply (18.4).

EXAMPLES: Five units with an Attack Strength of 1 would have a combined strength of 3 after halving. A defender in a City hex defending behind a river is only doubled—not tripled or quadrupled.
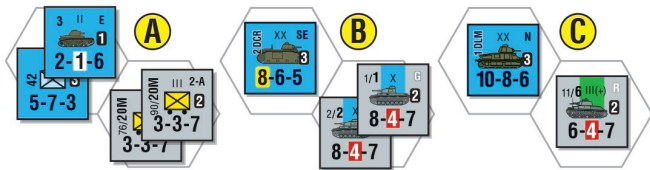
9.2 The Tank Shift

(9.2.1) Attacker Shift: Terrain permitting, the attacker gains a column shift right on the CRT if he has a tank unit participating in the attack and the defender's hex contains no tank unit.

(9.2.2) Defender Shift: Terrain permitting, the attacker suffers a column shift left if he has no tank unit participating and the defender does.

(9.2.3) Where the Tank Shift is Prohibited: The Tank Shift cannot be gained if the defender is in a Woods, Wooded Rough, Marsh, Polder, City, or any hex containing a Fortification (16.0). Tank units attacking across a River hexside (major or minor), a Marsh River hexside or out of a Restricted Hex (7.5.5) cannot be used to gain the Tank Shift but their presence is enough to prevent the defender gaining the Tank Shift (unless the defender has Heavy Tanks).

(9.2.4) Allied Heavy Tanks: Allied heavy tank units are indicated with their Attack Strength in a yellow box. Terrain permitting, if an Allied heavy tank unit is involved in a combat (attack or defense), the Allied player *always* receives the Tank Shift—regardless of the presence of German tank units in the combat. Allied heavy tank units must still abide by the terrain restrictions of 9.2.3.

DESIGN NOTE: The British 1st Army Tank Brigade had only a few Matilda IIs in the brigade, so only the front side of the British tank brigade is classified as heavy tanks.

EXAMPLES: In the three French attacks above the French player would earn the Tank Shift in A and B. Neither player would earn the Tank Shift in C.

9.3 Air Units

 (9.3.1) Air Support: Adding an Air unit to a combat gives the owning player a favorable shift of one column on the CRT. Air units can be used when attacking or defending. No more than one Air unit may be used in each attack with the exception of Turn 1 of the *Sickle Cut* scenario (21.5). After the Air unit is used it is flipped to its Used side. All Air units are returned to their Ready side in each friendly Initial Phase. Only Air units on their Ready side may provide support. There are no terrain, range, or other restraints upon the use of an Air unit in combat—it may be placed anywhere on the map. For the RAF Air Units see 22.6.

(9.3.2) Air Units and DD Support: See 11.2.6.

9.4 Allied HQ Support

Only the Allied player has HQs. Each HQ may be used once per turn to provide a favorable shift on the CRT, either attacking or defending. HQs may not be used for DD Air Support. See 17.1.1 for full details.

9.5 Troop Quality (TQ) Shifts

(9.5.1) Elite Combined Arms: The attacker or defender earns an Elite Combined Arms shift if they have both an Elite Tank unit and an Elite Infantry-type unit stacked together in the combat. Elite Combined Arms can be earned in any type of terrain—even when attacking across a river or into a City hex. It is cumulative with the Tank Shift.

(9.5.2) Low Quality Units: If *all* defending units in a hex are Low Quality (ignoring any units that are prohibited from contributing Defense Strength), then the attacker receives a favorable shift of one column right on the CRT. If all attacking units are Low Quality, then the defender receives a favorable shift of one column on the CRT. This shift is cumulative with 9.5.1, so an attack with Elite Combined Arms against a hex of all Low Quality units would earn the attacker two shifts.
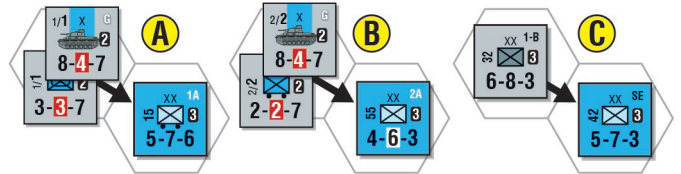

EXAMPLES: In the three German attacks above the German player would receive two shifts in A (Tank and Elite Combined Arms), three shifts in B (Tank, Elite Combined Arms, and all defending units are Low Quality), and no shifts in C.

9.6 River and Marsh River Hexsides

(9.6.1) Defender Doubled: The defender is doubled if all participating attacking units are attacking across a River hexside (major or minor), a Marsh River hexside, out of a Restricted Hex (7.5.5), or any combination of those three. If one or more attacking units are not attacking across one of those hexsides, the defender is not doubled.

(9.6.2) Major Rivers: All units are halved attacking across a Major River hexside, this is cumulative with 9.6.1.
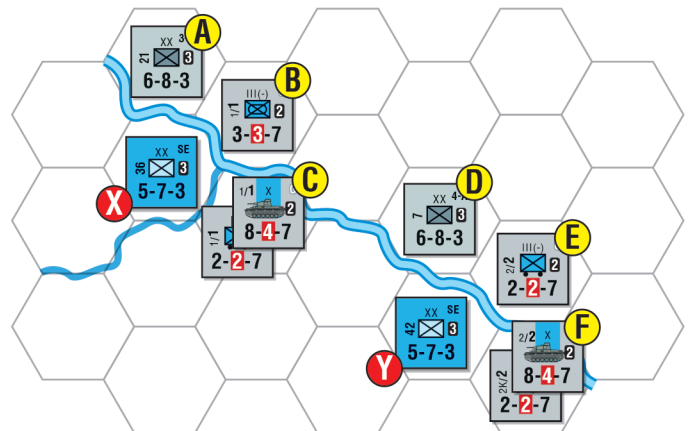
EXAMPLES: Units A, B and C attack unit X. Units A and B are halved for attacking across a Major River hexside, while the units in C attack at full strength. Unit X is doubled because all attacking units are attacking across river hexsides. Odds are 15 to 14 + a TQ Shift = 2-1. Next, units D, E and F attack unit Y. Units D and E are halved attacking across a Major River hexside. Unit Y is NOT doubled because stack F is not attacking across a river hexside. Odds are 14 to 7 + Tank Shift + TQ Shift = 4-1.

(9.6.3) Marsh Hexsides: Treat Marsh River hexsides the same as Major Rivers. Marsh terrain around a Minor River upgrades the hexside to a Major River hexside.

9.7 Restricted Hexes in Combat

Units are halved attacking *out of* a Restricted Hex (7.5.5) or from one Restricted Hex to another. Units are not halved attacking into such hexes. Also see 9.6.1 on how the defender can be doubled. Remember also that Mechanized units may only enter via roads and therefore may not attack Restricted Hexes at all from hexes which are not connected by a road (8.1).

9.8 Miscellaneous Modifiers

- See TEC
- Entrained (7.6.2)
- Defender Disrupted (13.2)
- Attacker is Out of Supply (18.4)

10.0 COMBAT RESULTS

10.1 Explanation of Combat Results

The words "attacker" and "defender" refer only to the units participating in the combat in question—not to the strategic situation.

DS = DEFENDER SHATTERED: The defender loses one step—the unit selected is determined by the *attacker*. Surviving defenders must **Retreat 4 hexes** and are marked in Full Retreat. The attacker may Advance After Combat up to 4 hexes (14.2.1).

DR4 = The defenders must **Retreat 4 hexes** and are marked in Full Retreat. The attacker may Advance After Combat up to **3 hexes**.

DESIGN NOTE: Advancing only 3 hexes is a change from other games using this system.

D1 = The defender loses one step. Surviving defenders must **Retreat 3 hexes** and become Disrupted, or conduct a Determined Defense. If the defender Retreats, the attacker may Advance After Combat up to 3 hexes.

A1/D1 = Both sides lose one step. Surviving defenders must **Retreat 2 hexes** and become Disrupted, or conduct a Determined Defense. If the defender Retreats, the attacker may Advance up to 2 hexes.

DR2 = The defender must **Retreat 2 hexes** and become Disrupted, or conduct a Determined Defense. If the defender Retreats, the attacker may Advance up to 2 hexes.

DRX = Both sides lose one step—the unit selected is determined by the *opposing player*. The defender must **Retreat 2 hexes** and become Disrupted, or conduct a Determined Defense. If the defender Retreats, the attacker may Advance up to 2 hexes.

A1/DR2 = The attacker loses one step. The defender must **Retreat 2 hexes** and become Disrupted or conduct a Determined Defense. If the defender Retreats, the attacker may Advance up to 2 hexes.

EX = Exchange: Each side loses one step—the unit selected is determined by the *opposing player*. No Retreat for the defender. If the defender had only one step involved, then the attacker may enter the vacated hex and stop—a Limited Advance (14.2.2).

A1 = The attacker loses 1 step. No Retreat or Advance.

10.2 Selecting Step Losses

(10.2.1) Step losses must come from participating units—a unit that contributed no Attack or Defense factors may not be selected. Any participating unit can be selected, it doesn't have to be one that provided a shift.

> *EXAMPLE: Overstacked units, and units that retreated into the hex from a previous combat would contribute nothing to the defense of the hex and could not be selected.*

(10.2.2) Who Picks: The owning player selects the unit that will take the step loss unless a **DS, EX,** or **DRX** was rolled. When those results are rolled the *opposing player* selects the step loss. Whether the owning or opposing player selects the step loss, both must abide by the following two restrictions:

- *Infantry* Remnants may not be selected for a step loss unless there are no other units remaining. *Their NATO symbol box is colored pale yellow as a reminder.*
- Within a German Panzer or Motorized division, a full strength unit must be selected over a reduced unit if they are stacked together. *This is important—as long as a panzer division has a full strength unit of the division in the stack, reduced units in the division are shielded from being targeted for a step loss in an EX or DRX result.*
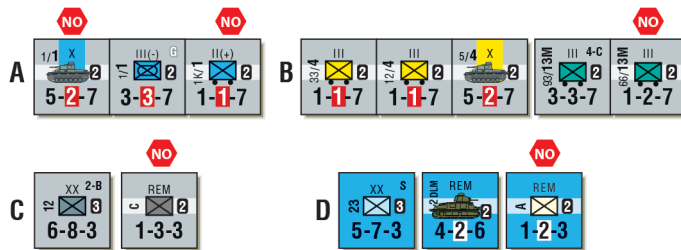
> *EXAMPLE: Stacks A, B, and C are attacking stack D and a DRX is rolled. The units marked with a red "No" cannot be selected. All other units in each stack may. At A, the full strength motorized infantry unit protects the two reduced units within the division. In B, the full strength unit in the Motorized division protects its reduced unit, but does not protect any of the units in the 4th Panzer Division. In C, only the Remnant is protected. In D, the tank Remnant is not protected—only infantry Remnants are protected.*

10.3 Indicating Step Losses and Remnants

Flipping a unit over indicates the unit has suffered a step loss. If it is a 1-step unit, or a 2-step unit that is already flipped, then it is eliminated. Any 3-step unit on its reduced side forms a Remnant when it takes its second step loss. Remove the division from the map and replace it with a Remnant of the appropriate type. All French 3-step infantry-class units (Infantry, Mountain, Motorized, Colonial and North African) use the 1-2-3 infantry Remnant. The Remnant unit must abide by any Retreats of the CRT result. If there is no Remnant unit available when a division takes a second step loss, then none is created (the step is forfeited).

PROPERTIES: Remnants have a stacking value of 2 and function like any other unit. See also 10.2.2, 1st bullet.

11.0 DETERMINED DEFENSE

A Determined Defense represents a hold-at-all-cost order or an immediate counterattack.

11.1 In General

The defender may attempt to cancel the Retreat portion of an A1/DR2, DR2, A1/D1, DRX, and D1 result on the CRT by using the Determined Defense Table provided at least one step survived the combat and the hex contains an eligible Lead Unit (11.2.3). A successful result on the Determined Defense Table cancels the Retreat, the Disruption, and the associated Advance After Combat.

11.2 The Determined Defense Table

(11.2.1) Procedure: Step losses from the CRT are implemented before resolving the Determined Defense. If there are two or more surviving units in the defending stack, the defender picks one as the Lead Unit (11.2.3). If there is only one eligible unit, then that unit must be the Lead Unit. The terrain of the defender's hex determines the column to use on the table. Use the "Clear" column for units in Clear hexes (without a Town). Use the "Fortified Hex" column for Allied units in hexes with Fortifications but with no Fort Unit (including the Dyle Line). Use the City/Fort units column for units either in a City hex or where a Fort unit is the Lead Unit. Use the "Other" column for all other hexes. Roll two dice.

(11.2.2) CRT Color Codes: The background color of the CRT result means the following:

■ = Determined Defense is not allowed.

■ = The Determined Defense suffers a –1 DRM.

(11.2.3) Lead Units: The Lead Unit determines any possible DRMs and will be the unit to suffer the step loss if one is called for. Any Good Order Combat Unit can be a Lead Unit except entrained units and HQs. If a Fort Unit is in the hex it must be the Lead Unit.

(11.2.4) Dice Roll Modifiers (cumulative):

+1   Lead Unit's TQ is Elite (2.3.2)
–1   Lead Unit's TQ is Low (2.3.2)
–1   French Collapse (11.2.5)
+1   DD Air Support (11.2.6)
–1 The CRT result is highlighted in light-orange ▭.

All modifiers are cumulative.

(11.2.5) French Collapse: The Allied player suffers a –1 to his Determined Defense dice roll if the Lead Unit is French and the unit is Out of Supply at the *moment* of the Determined Defense. Determine supply at the moment of the dice roll and disregard the presence or absence of an Out of Supply marker on the unit.

(11.2.6) DD Air Support: DD Air Support provides a +1 DRM to the Determined Defense dice roll. No more than one Air unit may be used in each Determined Defense, so the maximum modifier is +1 for DD Air Support. After using the Air unit, it is flipped over and returned to the holding box. Due to German air superiority, Allied HQs may not be used to provide this +1 modifier.

If an Air Unit was used to provide a defensive CRT Shift in combat, then the Air Unit remains in the hex to provide DD Air Support at no extra cost if one occurs.

11.3 Explanation of Results

(11.3.1) Types of Results

F = Determined Defense fails

H = Defender Holds

Ⓗ = Defender Holds but Dyle Line marker (if present) is removed

#/# = Step losses: Attacker/Defender's Lead Unit

(11.3.2) Single Step Defenders: If the defending hex contained only one unit with one step, and that step was lost in a *successful* Determined Defense, the attacker may advance into the defender's vacated hex (only) and stop. If the defender's hex still contains units (HQs, Disrupted units, etc.) then the hex holds.

11.4 Desperate Defense

**(11.4.1) When:** A Desperate Defense is only allowed if all defending units in the hex:

• will be eliminated if they retreat, or
• they occupy a port hex and the loss of that port will cause those defending units to become OOS at the end of their retreat.

Units in a Desperate Defense may roll again and again until the retreat is either canceled or all of the defending units are eliminated.

> *PLAY NOTE: The defender does not conduct a Determined Defense and then, when that fails, a Desperate Defense—the Desperate Defense starts from the beginning.*

(11.4.2) Restrictions: Units that suffer a **DS** or **DR4** result may not do a Desperate Defense.

(11.4.3) Procedure: Declare that the defending units are in a Desperate Defense situation and conduct the Determined Defense in the usual manner. However, if the result is a Fail of any type, apply a step loss to the Lead Unit and try again (treat all Fail results, no matter if it is -/1 or -/-, as a -/1 Fail result). The DD Air Support DRM is applied to every roll of the Desperate Defense. A new Lead Unit may be selected after each attempt.
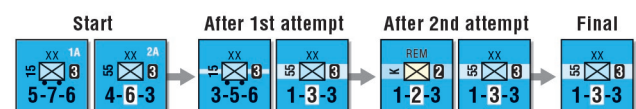
> *EXAMPLE: A stack of two French divisions suffer a D1 result but have no retreat path. The Allied player first flips the low quality 55th Divison for the CRT step loss and then declares it is a Desperate Defense so he may keep rolling on the Determined Defense Table until he succeeds. The stack is surrounded so the –1 French Collapse modifier applies. The terrain is Woods and the Allied player selects the full strength 15th Divison as his Lead Unit. The dice roll is a 5 = fail. He reduces the 15th Division and rolls again—another fail, the 15th Division is now a Remnant with a Low TQ. The third attempt with a –2 DRM is a 9—it succeeds but he loses another step and so the remnant is removed. The defender lost a total of four steps (one for the D1 and three conducting the DDs).*

12.0 RETREATS

12.1 Retreat Procedure

(12.1.1) Retreat Length: When called upon to retreat by the CRT or by an Auto DS, defending units must abandon the hex and be retreated by the owning player a number of hexes indicated by the CRT result. A retreat can be stopped after at least one hex in some situations (12.4).

(12.1.2) Stacks: A stack of retreating units may split up and retreat to different hexes. Units can retreat through friendly units without disturbing the non-retreating units.

(12.1.3) Retreat Direction Guidelines: All retreats must follow these guidelines. The guidelines are listed in order of priority (#1 takes priority over #2, etc.):

1. A unit may never enter the same hex twice in its retreat nor may it be moved in a zig-zag method to shorten its retreat.

2. If possible, retreat to a hex that does not cause a step loss or elimination of the retreating unit/stack (12.2).

3. If possible, a stack that is directed to retreat X hexes must end its retreat X hexes away from the hex where it started from. If not possible, the stack must retreat as far as it can and then lose 1 step for each hex it cannot fulfill. See 12.4 for exceptions.

4. If more than one retreat path is available, priority must go to a path that will put the defender in Supply at the end of its retreat.

(12.1.4) Over-Stacking: Units may end their retreat in violation of stacking restrictions. However, the over-stacking must be corrected before the end of the owning player's next Movement Phase when all units in excess of the limit must be eliminated (4.4). See 12.5 if the overstacked hex is attacked again. If the hex is the target of Breakthrough Combat (15.0) then all units in excess of the stacking limit (defender's choice) contribute no Defense Strength but must still retreat if the Breakthrough Combat is successful.

(12.1.5) Attacker Retreats: The attacker never retreats unless he has conducted a successful Disengagement (20.3).

12.2 Elimination Due to a Retreat

Units are eliminated if they retreat:

- off the map or into a hex or across a hexside they are prohibited from entering or crossing in the Movement Phase.
- into a hex occupied by an enemy unit.
- across or into an enemy ZOC Bond (6.0).
- into two consecutive EZOC hexes.
- into one *uncontested* EZOC hex other than the first hex of their retreat (see 12.3).
- end the retreat in an EZOC. A unit may retreat one and only one additional hex if that hex will save it from elimination. This does not allow a unit that has retreated into two consecutive EZOCs to survive.
- across a Major River hexside, even if there is a bridge.

Important: Units facing elimination if they retreat are eligible for Desperate Defense (11.4). There is no penalty for retreating more hexes than the unit's MA.
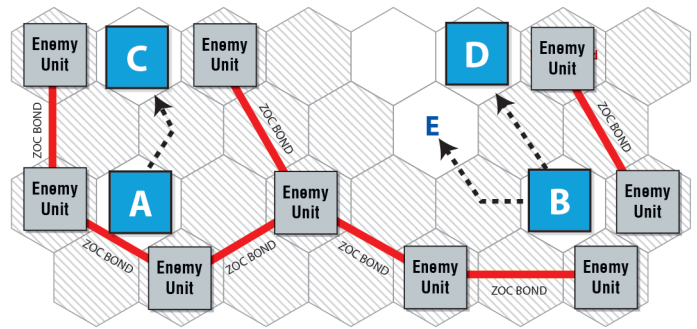
EXAMPLES: Both units A and B must retreat two hexes. They cannot retreat across an enemy ZOC Bond nor enter two consecutive EZOCs. Unit A has only one retreat path—into the hex containing unit C. This is allowed since unit C cancels EZOCs in the hex it occupies for purposes of retreats. Unit B can retreat to either vacant hex E or into unit D's hex.

12.3 Retreats and Uncontested EZOCs

Units are eliminated if they retreat into an **uncontested** EZOC *after* the first hex of their retreat. An uncontested EZOC is a hex where only the enemy has a ZOC into the hex—do not count the units retreating to determine if the hex is contested. Friendly units that have not retreated in the current combat negate EZOCs in the hex they occupy and (if not in Full Retreat) contest adjacent hexes for purposes of other friendly units retreating.
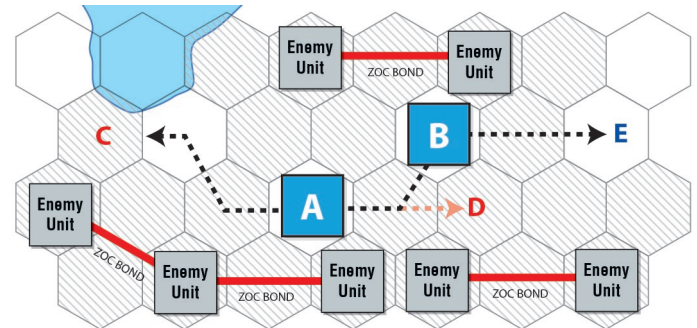
EXAMPLE: Unit A has to retreat 3 hexes, it can increase its retreat to 4 hexes and retreat through unit B and end its retreat at E. Retreating into hex C is prohibited since that hex is an uncontested EZOC. Retreating into D is prohibited since that would be two consecutive EZOCs.

12.4 Stopping a Retreat

(12.4.1) How: A retreat can end before its required length and without a step loss penalty *if all* the following conditions are met:

- It retreats at least one hex.
- The units retreat into either a friendly City hex or friendly Fortified hex (Allied units only).
- The units do not end their retreat in an EZOC unless a friendly non-Disrupted unit is already in that hex.

(12.4.2) No Change to CRT Result: Ending a Retreat after one hex does not effect the attacker's Advance After Combat result nor does it reduce the defender's Disruption or Full Retreat result.

12.5 Combat Against Previously Retreated Units

If a unit or stack is retreated into a friendly occupied hex and that hex undergoes an attack (not Breakthrough Combat) in the same Combat Phase, the retreated units do not add their Defense Strength to the combat, may not be selected to satisfy a step loss, and if required to retreat again are eliminated.

13.0 DISRUPTION AND RECOVERY

13.1 Disrupted, Full Retreat and Good Order

(13.1.1) The Basics: Combat Units are always in one of three states: Disrupted, Full Retreat, or Good Order. A unit that is neither Disrupted nor in Full Retreat is classified as being in Good Order.

(13.1.2) How Units become Disrupted: Any Combat Unit that Retreats 1-3 hexes becomes Disrupted.

(13.1.3) How Units go into Full Retreat:
- Any Combat Unit that suffers a DS or DR4 result.
- Any Disrupted unit that is forced to retreat again has its Disrupted status changed to Full Retreat.
- VOLUNTARY METHOD: During a friendly Movement Phase (except Turn 1 of the Sickle Cut scenario), a player may replace any number of Disrupted or GQG markers on his units with Full Retreat markers in order to receive the benefits of Full Retreat. The German player may not replace Halt! markers with Full Retreat markers.

13.2 Effects of Disruption

(13.2.1) A Disrupted unit:

- ZOC BONDS: Has a ZOC but cannot be used to form a ZOC Bond.
- MOVEMENT: May only use Tactical Movement. It may not use Rail Movement.
- COMBAT: May not attack. Disrupted units have their Defense Strength halved (9.1). Disrupted Tank units still earn or deny the Tank Shift when defending.
- HQ: May not flip to their Ready side nor provide CRT shifts (17.1).

ABILITIES: Disrupted units retain their TQ, ZOC and Tank Shift abilities. Other units may enter or pass through friendly Disrupted units without becoming Disrupted.

13.3 Effects of Full Retreat

(13.3.1) Full Retreat Benefit: Units in Full Retreat may move their full MA, use Extended Movement and if they start their movement adjacent to an enemy unit do not pay the +2 to exit the EZOC *(they must still stop upon entering an EZOC.)*

(13.3.2) Full Retreat Penalties: Units in Full Retreat suffer all the penalties of Disruption (except the movement penalty) with the following additional penalties:

- NO ZOCS: Full Retreat units do not have a ZOC.
- MOVEMENT: They may not move into an EZOC unless a friendly unit that is not in Full Retreat also occupies that hex, nor may they enter an enemy controlled City hex (18.3.4).
- COMBAT: They have a Defense Strength of 0. If stacked with other units they contribute nothing to the defense (including Tank Shifts, TQ, and Determined Defense).
- AUTOMATIC RETREAT: If an enemy Combat unit moves, advances, or retreats adjacent to any unit(s) in Full Retreat, that are not stacked with friendly Combat Unit(s) not in Full Retreat, then those unit(s) must immediately be retreated 2 hexes by the owning player following all the retreat guidelines of 12.1.3. The enemy unit may then continue moving/advancing/retreating. There is no additional penalty if units in Full Retreat suffer another retreat.
- RECOVERY: They take longer to recover (13.4.1).

13.4 The Recovery Phase

(13.4.1) Rally: During the Recovery Phase all friendly Disrupted and Full Retreat units that are not in an EZOC automatically recover one level—Disrupted markers are removed and Full Retreat are flipped to their Disrupted side. If a Disrupted/Full Retreat unit is in an EZOC then recovery is determined by a die roll on the Rally Table. Players may choose to not recover a unit in Full Retreat in order to retain its Automatic Retreat ability (13.3.2).

(13.4.2) The Rally Table: If a Disrupted unit is adjacent to an enemy unit, then the unit must make a Recovery Die Roll.

Die Roll	Result
1-4	Unit remains at its present state
5-6	Unit recovers one level

DIE ROLL MODIFIERS (cumulative):
+2 unit is in a City Hex or in a hex with a Fort Unit (16.1).
+1 for Elite TQ units
–1 Low TQ units

14.0 ADVANCE AFTER COMBAT

14.1 The Basics

(14.1.1) General Rule: If the defender is eliminated or retreats, then all Combat Units that participated in the attack (with the exception of HQs that provided a shift) may Advance After Combat. Advance After Combat expends no MPs, you just count the hexes. Stacking limits must be observed at the end of each advance.

(14.1.2) Tag Along Advances: In addition to the participating attacking units, all Good Order Combat Units that did not participate but are stacked with the attacking units may also take part in the Advance After Combat (as long as they have not attacked or advanced previously in the Combat Phase). These tag along units follow all the rules of the other advancing units and are eligible to be, or be part of, the Breakthrough Group (15.2.4). French, British, and Belgian units may tag along in an attack conducted by an Ally.

14.2 Length of Advance

(14.2.1) In General: The number of hexes a unit may Advance After Combat is determined by the CRT result (i.e., "Adv 4" allows a four hex advance). However, Non-Mechanized units (except cavalry), Heavy Tanks, and units marked Out of Supply may never advance more than two hexes and Cavalry units may never advance more than 3 hexes.

Type of Unit	Maximum Advance
Mechanized	4 hexes
Cavalry	3 hexes
Non-mechanized, Heavy Tanks, and OOS	2 hexes

(14.2.2) Limited Advance: This occurs when the defender is eliminated in an EX result or when the last step in a Determined Defense is successful but is eliminated while doing so (11.3.2)—the attacker may only occupy the defender's vacated hex and stop.

14.3 Advance in Any Direction

With the exception of a Limited Advance, units may advance in any direction and are not required to enter the defender's vacated hex. However, entering the defender's vacated hex allows advancing units to ignore EZOCs (14.4.1) and enemy ZOC Bonds (14.4.2) in the defender's vacated hex.

14.4 Advance and Enemy ZOCs

(14.4.1) EZOCs: Units must stop upon entering an EZOC (even if the hex contains a friendly unit) with one exception: units may ignore EZOCs in the defender's vacated hex.

(14.4.2) Enemy ZOC Bonds: These may never be entered or crossed during an Advance After Combat except when *entering* the defender's vacated hex.
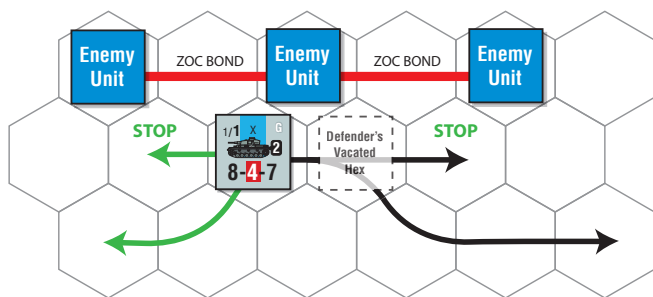
EXAMPLE: The tank unit can advance ignoring the EZOCs in the Defender's vacated hex. Green paths are shown to demonstrate units may advance in any direction. Enemy ZOC Bonds may only be crossed entering the defender's vacated hex.

14.5 Terrain and Advance

• No unit may advance into a hex or across a hexside that is prohibited to it in normal movement.

• Units may only cross a Major River hexside during the first hex of their advance **and must stop and end its advance after crossing** even if a bridge is present.

• Advancing units must stop if they enter a Restricted Hex.

NO EFFECT: Minor Rivers, Woods, Cities and Towns, have no effect on an Advance After Combat.

15.0 BREAKTHROUGH COMBAT

15.1 In General

Any combat that achieves an Advance After Combat allows the attacker to conduct Breakthrough Combat. Breakthrough Combat allows units to conduct an attack during their Advance After Combat.

15.2 Procedure

(15.2.1) Sequence:

1. Declare which stack will be the Breakthrough Group (15.2.2). If the Breakthrough Group will be formed in the Defender's vacated hex, do that now (15.2.3, 15.2.4).

2. Conduct the Advance After Combat of the Breakthrough Group and resolve any Breakthrough Combats as they occur.

3. Conduct the Advance After Combat of the other units in the attack that were not part of the Breakthrough Group. These units may not conduct Breakthrough Combat.

(15.2.2) The Breakthrough Group: In each attack, only *one* stack may conduct Breakthrough Combat—that stack is called the Breakthrough Group. The Breakthrough Group *must* complete its entire Advance After Combat and all Breakthrough Combats before the other units that participated in the attack can advance.

(15.2.3) Restrictions to the Breakthrough Group:

• Stacking Limits apply to the Breakthrough Group.

• Allied Cooperation restrictions apply (8.5).

• Only units that participated in the combat or are eligible to advance with the participating units (14.1.2) may be part of the Breakthrough Group.

(15.2.4) Forming a Breakthrough Group: The Breakthrough Group may be formed in the defender's vacated hex by advancing eligible units (up to the Stacking Limit) into the defender's vacated hex. This movement into that hex costs one hex from their Advance After Combat allowance.

PLAY NOTE: There is no obligation, cost, or penalty for not entering the defender's vacated hex. The Breakthrough Group may advance in any direction—even the opposite direction of the original attack.

(15.2.5) Breakthrough Combat Cost and Penalty Shifts: Each Breakthrough Combat conducted by the Breakthrough Group costs either **one or two hexes** from their Advance After Combat allowance depending on how many hexes the attacker wishes to spend. If the attacker states that his Breakthrough Group will spend only "one hex" in the attack then it suffers two shifts left on the CRT when he resolves the Breakthrough Combat. If the attacker states that he will spend "two hexes" (a more prepared attack) then the attack suffers only one shift left on the CRT. Every Breakthrough Combat will suffer either one or two penalty shifts.

DESIGN NOTE: These costs and CRT penalty shifts are different than in other games in the ZOC Bond series.

(15.2.6) Eligible Targets: Breakthrough Combat can target any enemy units that the Breakthrough Group moves or starts adjacent to (including those that retreated in the initial combat). The target must be in a hex that the Breakthrough Group could legally advance into.

(15.2.7) Resolving Breakthrough Combat: Calculate odds and use the CRT just like any other combat with the exception that the attacker or defender may not use HQ or Air Support, the defender may not use DD Air Support unless he has an Air Unit already in the hex, and the attacker suffers either one or two shifts left (15.2.5) on the CRT. All other Combat Modifiers apply (including Tank and TQ Shifts).

DESIGN NOTE: The CRT shift penalty is due to the attack being conducted "on the move" rather than a prepared attack.
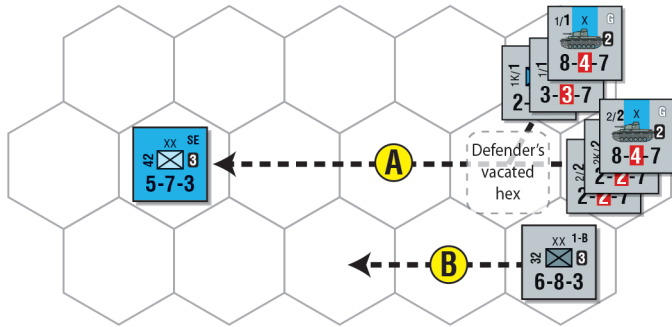
EXAMPLE: The German player has just attacked with the 7 units shown and achieved an Advance After Combat of 4 hexes. He first advances both Panzer Divisions into the defender's vacated hex and forms a Breakthrough Group. With the remaining 3 hexes he moves two hexes west and attacks the 42nd Division. The odds are 25 to 7 (3-1) with shifts for Tank, Elite Combined Arms and two penalty shifts for the Breakthrough Combat. The final odds are 3-1. If successful he can either stop in that third hex or advance into the hex vacated by the 42nd Divison and stop. After the Breakthrough Combat is completed the German infantry division can advance two hexes.

(15.2.8) Failed Breakthrough Combat: If a Breakthrough Combat does not eliminate the defender or force the defender to retreat then the Breakthrough Group must end its advance.

(15.2.9) Successful Breakthrough Combat: If the Breakthrough Combat succeeds in eliminating or retreating the defender, then the Breakthrough Group may continue its Advance After Combat if it has hexes remaining in its allowance (if the defender was eliminated by a *successful* Determined Defense, see11.3.2). The owning player has the choice of continuing the advance from the defender's vacated hex or from the hex the Breakthrough Combat was launched from. If continued from the defender's vacated hex the movement into that hex does not cost another hex of the advance—that price was already paid for by the 1 or 2 hex cost of the Breakthrough Combat.

(15.2.10) No Additional Hexes: A Breakthrough Group never earns additional hexes to its allowance by a Breakthrough Combat—it always uses the Advance Allowance from its initial attack.

(15.2.11) EZOCs Stop the Breakthrough: After conducting the Breakthrough Combat and optional advance into the defender's hex, if the Breakthrough Group is in an EZOC, then the Breakthrough Group must either end its advance or conduct another Breakthrough Combat to try to free itself (assuming it can pay for another Breakthrough Combat). If the Breakthrough Group is not

in an EZOC it may continue its advance.

(15.2.12) Dropping Off and Picking Up: The Breakthrough Group may drop off but not pick up units as it advances. Units dropped off must stop and end their advance.

15.3 Breakthrough Combat Against Previously Retreated Units

Unlike retreats from regular Combat (12.5), units that have already retreated (they are currently marked Disrupted) may defend against Breakthrough Combat and are not eliminated if forced to retreat again (but are placed in Full Retreat). If the defender's hex exceeds the Stacking Limit (12.1.4), then all units in excess of the Stacking Limit (defender's choice) contribute nothing to the defense.

16.0 FORTIFICATIONS

16.1 Fort Units (or Forts)
Fort units represent the massive pre-war fortifications built at Namur and along the Maginot Line.

Fort units have the following properties:

- They are considered normal units with no ZOC and with an MA of 0. They are eliminated if forced to retreat. They may be selected for a step loss by the German player on an EX or DRX result and may be selected for a step loss by the Allied player whenever a step loss is required.
- Use these units first in a Determined Defense.
- Fort units always receive the benefits (1L) of the Fortified Hex underneath (16.2).
- Isolated Allied units that can trace a LOS to a Fort unit receive the +2 DRM to their Isolation Attrition die roll (18.5).

16.2 Fortified Hexes

Allied units defending in a Fortified Hex (including Fort units) receive the following benefits:

- The attacker suffers a column shift left (1L) on the CRT.
- The attacker may not gain the Tank Shift (9.2).

Allied units receive these benefits even after the Fort unit (if one was present) has been eliminated. Fortified Hexes can never be destroyed. German units never benefit from Allied Fortified Hexes.

16.3 Maginot Line Hexsides

German units attacking across a Maginot Line *hexside* have their Attack Strength halved. Maginot Line hexsides are ignored (considered destroyed) when the Fort unit in the hex is eliminated.

16.4 Fortress Infantry
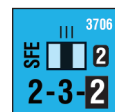
These units have no special properties except a slower Movement Allowance. The four units with a black box around their MA may not move until a German unit moves within 2 hexes of their location (i.e., one intervening hex).

17.0 ALLIED HQS

17.1 Properties

 (17.1.1) Combat Benefit: Each HQ may be used once per Turn to provide a favorable shift on the CRT in either an attack or defense. Flip it to its Used side once it has provided this benefit. It may not be used again until it is flipped back to its Ready side in the Allied Initial Phase. No more than one HQ CRT shift may be used in each combat—two HQs may not be used to provide two shifts in a single battle. The HQ must be within 7 hexes of at least one Allied unit participating in the combat. The path can traverse any type of terrain and pass through enemy units and EZOCs.

DESIGN NOTE: Besides reflecting the French superiority in artillery, these HQs are also representing the air assets that were assigned to each Allied Army (and the inflexibility of transferring these air assets to other armies).

(17.1.2) Cooperation of Allies: The British HQ may only provide a CRT shift if the combat involves at least one British combat unit. Likewise, a French HQ may only provide a CRT shift if the combat involves at least one French unit.

(17.1.3) Movement: While on their Ready side HQs may only use Tactical Movement. To move an HQ more than two hexes it must be flipped to its "Used" side. HQs are considered Mechanized units and may use Extended Movement on their Used side.

(17.1.4) Combat Situations: HQ units have no Attack or Defense Strength and cannot be selected for a step loss in combat. When alone in a hex they do not stop or slow enemy movement in any way. If an enemy unit moves adjacent (including when advancing after combat) to an HQ that is alone in a hex the HQ is immediately retreated **two hexes** by the Allied player and becomes Disrupted. If already Disrupted, it goes into Full Retreat. If the HQ cannot retreat two hexes it is eliminated. The enemy unit that displaced the HQ may continue moving. An HQ cannot be used as the Lead Unit in a Determined Defense.

(17.1.5) No DD Support: HQs may not be used for DD Support—only Air units provide DD Support.

17.2 Allied HQs and Supply

(17.2.1) During the Allied Initial Phase in the Sickle Cut scenario, all eligible Allied HQs on their Used side may be flipped to their Ready side. Only Allied HQs that are *not Disrupted* and are able to trace a LOS to a W, S, SE or E Entry Hex may be flipped. HQs may not use an N or X Entry Hex for flipping.

DESIGN NOTE: This represents the lack of munitions depots between Lille and the coast. Historically, the Allies trapped in Flanders suffered supply shortages after the Germans reached Abbeville.

(17.2.2) Attrition: Allied HQs never roll for Isolation Attrition. Instead they are eliminated at the end of an Allied Supply Phase if they are currently Out of Supply and cannot trace a LOS to an Allied *non-HQ* Combat Unit (in supply or not, and of any Allied nationality). In other words, once all non-HQ units are gone, they are removed.

18.0 SUPPLY AND ISOLATION ATTRITION

18.1 The Supply Phase

 Units are checked for supply during the owning player's Supply Phase. Units able to trace a Line of Supply (LOS) to a Supply Source (18.2) are 'In Supply.' If any unit or stack cannot trace a LOS, it receives an Out of Supply marker. If the unit was already marked Out of Supply from the previous turn, and still cannot trace a LOS, flip the Out of Supply marker over to its red side. If any friendly unit or stack bearing an Out of Supply marker can now trace a LOS, the marker is removed.

18.2 Supply Sources

Supply is available at certain locations; see each scenario for a listing of the Supply Sources available in the scenario (21.2 and 22.1).

SPECIAL: Any Allied unit that can trace to three friendly controlled City hexes is also considered to be in supply.

18.3 Line Of Supply

(18.3.1) In General: A Line of Supply (LOS) is a path of contiguous hexes. It starts in the hex of a friendly unit, runs via an Overland Path (18.3.2) to a Road (18.3.3). From there it will be traced an unlimited distance along Roads to a Supply Source. The Overland Portion (if any) must always come before the Road Portion. The Overland Portion may trace directly to a Supply Source without using a Road.

(18.3.2) The Overland Portion of the Line of Supply may be up to **five hexes long.** Count each Wooded Rough or Marsh hex that does not follow the path of a Road as **two hexes.** It may traverse all types of terrain but the path may not:

- cross an All-Sea/Tidal River hexside (5.1.1),
- enter an enemy occupied hex,
- cross an enemy ZOC Bond,
- enter two consecutive EZOC hexes or enter an uncontested EZOC hex (12.3). Friendly units negate EZOCs in the hex they occupy for the purpose of tracing a LOS.
- enter an enemy controlled City hex (18.3.4).

(18.3.3) The Road Portion of the Line of Supply may be of any length but must follow a path of contiguous Road hexes. At no time may the Road Portion of the Line of Supply:

- enter an enemy occupied hex.
- enter a hex in an EZOC. Friendly units negate EZOCs in the hex they occupy for this purpose.
- enter an enemy controlled City hex.

 (18.3.4) City Hexes and Supply Paths: An unoccupied City hex blocks an enemy LOS through the city. All City hexes are controlled by the Allied player unless a German unit occupies it or was the last to pass through the City hex. Indicate German controlled Cities with a German control marker when control is not obvious by the board situation.
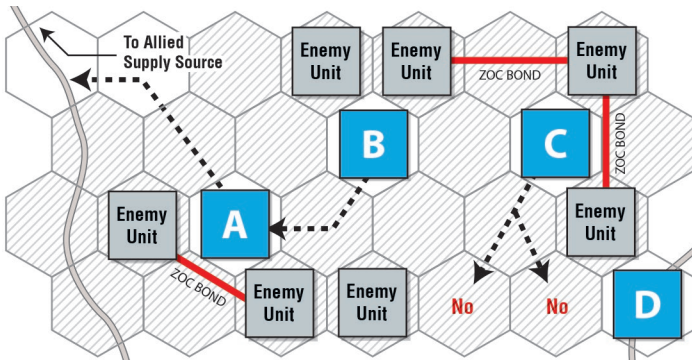
EXAMPLE: Unit A and B are in Supply—they can trace 5 hexes to a road and then along the road to a Supply Source. Unit C is Out of Supply because tracing through two consecutive unnegated EZOC hexes is forbidden.

18.4 Out of Supply Penalties

A unit bearing an Out of Supply marker suffers the following penalties:

• MOVEMENT: The unit may only use Tactical Movement.

• COMBAT: The unit's Attack Strength is halved (9.1).

• ADVANCE AFTER COMBAT: May advance after combat a maximum of two hexes.

• REPLACEMENTS: Out of Supply units cannot receive replacements (22.3).

ABILITIES: Out of Supply units retain their full Defense Strength, ZOCs, TQ and Tank effects.

18.5 Isolation Attrition

(18.5.1) All units with a red Out of Supply marker roll for Isolation Attrition except the following units:

• HQ units (17.2.2).

• Units that are not adjacent to an enemy unit.

• Units that can trace an Overland Line of Supply of any length.

• Fort units are exempt from Isolation Attrition as long as they are stacked with or adjacent to a friendly non-Fort unit. Once this is no longer applicable, then the Fort unit must roll for Attrition. Forts automatically qualify for the +2 for being able to trace a LOS to a Fort (i.e. to themselves).

(18.5.2) Procedure: Roll one die for each applicable unit. If the modified die roll is 1-4 the unit is reduced one step. A modified result of 5 or 6 has no effect. A unit can lose its last remaining step due to Isolation Attrition.

(18.5.3) Die Roll Modifiers (cumulative):

+2 if the unit can trace a LOS (of any length) to a friendly Fort unit or a friendly controlled City hex (these are not cumulative).

+1 if the unit does not qualify for the +2 above, but can trace a LOS of any length to a friendly controlled HQ.

+1 the unit's TQ is Elite

−1 the unit's TQ is Low.

EXAMPLE: A German Elite unit (+1) that can trace a LOS to a friendly controlled City hex (+2) would modify its Attrition roll by +3 and so would only lose a step on a die roll of 1.

19.0 REINFORCEMENTS

19.1 The Basics

Reinforcements enter play during the Movement Phase through Entry Hexes by paying the terrain cost of the first hex entered. They may use their full MA on the turn of arrival. Reinforcements may enter the map by moving into an enemy ZOC but must stop and move no farther. If entry is not possible due to the presence of enemy units or ZOC Bonds, then the unit's arrival is delayed until the following turn. This can be repeated indefinitely until the unit can arrive. See also 19.4.1.

19.2 Allied Reinforcements (Sickle Cut scenario only)

(19.2.1) Random Entry: All Allied reinforcements, except those listed in 19.2.3, are placed in an opaque cup at the start of the game and are drawn randomly. Starting on Turn 2, the Allied player draws units from the cup for his reinforcements. The number of units drawn is printed on the Turn Record Track.

(19.2.2) Arrival Location: Allied reinforcements arrive at one of five areas (W, N, S, E or SE) as indicated on their counter. They may be placed at any of the Entry Hexes with that code. When possible, place no more than one unit in each Entry Hex. When not possible, an Entry Hex may contain two Allied units.

(19.2.3) Scheduled Reinforcements: The following units do not arrive randomly:

• The 1st NA and the 43rd Division. They arrive on Turn 1 at the S Entry Hexes shown on the counter.

• The four French reconnaissance units listed on Turns 7-10 arrive at any S Entry Hex, as shown on the Turn Record Track.

• The 4th DCR arrives on Turn 4 at any S Entry Hex, as shown on the Turn Record Track.

(19.2.4) Rail Movement and Reinforcements: Allied reinforcements may enter the map using Rail Movement.

(19.2.5) Strategic Rail Movement: Allied units that are scheduled to arrive at W, S, SE or E may have their arrival delayed one turn to arrive at an adjacent friendly Entry Area. To indicate this place the unit on the map edge in the adjacent Entry Area and mark it with a Rail Movement marker. In the next turn it can arrive at any Entry Hex in that Entry Area or move to an adjacent Entry Area using the same procedure.

EXAMPLE: A Turn 4 reinforcement that is indicated to arrive at E could move instead to SE using Strategic Rail Movement and arrive on map on Turn 5. Or it can delay another turn to arrive at Entry Area S.

19.3 German Reinforcements

(19.3.1) Arrival Location: German reinforcements arrive at one of four areas (A, B, C, D) as indicated on their counter. They may be placed at any Entry Hex with that code. No more than one *division* may be placed on each Entry Hex per turn. A German Mechanized division consisting of 2 or 3 units counts as one division. The independent battalions are not under this restriction and may enter with a division.

(19.3.2) North Edge Entry: The "A" Entry Hexes along the north map edge become available for German "A" reinforcements on the turn indicated in the hex. Before that time those Entry Hexes may not be used.

19.4 Entry Hexes

(19.4.1) In General: Entry Hexes are not playable. Reinforcements may not remain in those hexes or attack from them. Reinforcements are placed in the Entry Hex and must either move onto the map during that Movement Phase, use Strategic Rail Movement (19.2.5) to move to an adjacent friendly Entry Area, or are returned to the Reinforcement Display to enter that Entry Area in a later turn.

(19.4.2) Closing an Entry Hex: If an enemy unit in Good Order exits the map through an Entry Hex then that Entry Hex is closed for the remainder of the game—no reinforcements may enter the map through that Entry Hex. Units may use Extended Movement on the turn they exit the map. Keep the enemy unit on the Entry Hex to indicate that the Entry Hex is closed. An Entry Hex that has been closed is considered friendly to the side that closed it. While in the Entry Hex the unit has no ZOC and enemy units in Full Retreat may move adjacent. Units that move into an enemy Entry Hex must remain there for the rest of the game.

Once all Entry Hexes in a particular entry area are closed, all further reinforcements scheduled to arrive must use Strategic Rail Movement (19.2.5) to move to a different Entry Area.

(19.4.3) Retreat and Entry Hexes: Any unit (German or Allied) that retreats into an Entry Hex is removed from play.

20. SPECIAL RULES COMMON TO ALL SCENARIOS

20.1 Reconnaissance Units

Reconnaissance units alone in a hex and attacked ignore the step loss requirement (but not the Retreat portion) on a D1 or DS result. EX, DRX, and A1/D1 results are applied normally.

20.2 Rommel and Montgomery

These two generals, who would later rise to high command, took part in this campaign as division commanders. Rommel commanded the 7th Panzer Division and was extremely energetic in leading his division—often by accompanying the lead tank units. Montgomery commanded the 3rd British Division and ably led his division in the retreat to Dunkirk.
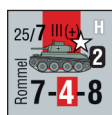
Rommel: Rommel is considered to be with the Panzer regiment of the 7th Panzer Division at all times. Each time the unit is attacking, defending, participating in a Breakthrough Combat, or is the Lead Unit in a Determined Defense the German player is allowed one re-roll. Rommel can be used up to four times per turn—each time one of those situations occur. If a re-roll is used, it must be taken—the German player cannot choose between the two die rolls. When the Panzer regiment is eliminated Rommel is no longer available.

Montgomery: If this unit is in Good Order and participating in the defense of a hex, then the Allied player is allowed one reroll for the CRT die roll and one reroll of a Determined Defense dice roll (if one occurs). If a re-roll is used, it must be taken—the Allied player cannot choose between the two die rolls. If both Montgomery and Rommel are in the same combat, Rommel always decides first if he will do a reroll.

20.3 Disengagement

(20.3.1) During the Combat Phase an attacking unit can do a special type of attack called a Disengagement Attempt. If successful, the unit may be retreated one or two hexes in any direction, following all rules of Retreat.

(20.3.2) Procedure: Any non-Disrupted unit, or group of stacked non-Disrupted units, that does not attack in the Combat Phase can attempt Disengagement once. Disengagement can be resolved at any time in the friendly Combat Phase (before or after any number of combats). To resolve the attempt, roll one 6-sided die for each unit or group of units (owner's choice) and consult the Disengagement Table. Odds and shifts are ignored.

(20.3.3) The Disengagement Table

Die Roll	Result
1-3	No
4	Yes (–1 step)
5, 6	Yes

Treat results greater than 6 as 6, and results less than 1 as 1.

Die Roll Modifiers (cumulative):

+1 if the unit/group is Mechanized*

+1 if the unit/group's TQ is Elite*

–1 if the unit's TQ (or at least one unit in the group) is Low Quality

*If disengaging as a group, these positive modifiers apply only if all units in the group qualify.

(20.3.4) Results: If the modified die roll is 1-3, the unit does not retreat. A 4 result causes one step loss from the unit or stack. A "Yes" result allows the unit to retreat one or two hexes in any direction. If the unit retreats it becomes Disrupted, but recovers normally in the upcoming Recovery Phase.

PLAY NOTE: This rule is helpful for units attempting to escape a closing pocket—they can try to retreat forward or out of the pocket.

SCENARIOS

21.0 SICKLE CUT SCENARIO

"German triumphs in this campaign have caused their military recklessness to be hailed as genius, their dangerous gambles to be thought of as miracles."

—Len Deighton, *Blitzkrieg*

21.1 Setup and Scenario Data

- **Game Length:** 10 turns. Starts on May 13th and ends on the End Phase of May 22nd (Turn 10).
- **First Player:** German
- **Map:** Sickle Cut map
- **Setup:** Use the Sickle Cut At Start Cards
- **Supply Sources:** German units trace to any of the Entry Hexes on the north or east map edge labeled A, B, C or D. Allied units trace supply to all other Entry Hexes (W, S, SE, E, N and X) or to three friendly controlled City Hexes (18.2).

21.2 GQG Markers

GQG 1

This rule is an attempt to reflect the sluggish French reaction and the often puzzling lack of counterattacks. All blame is not meant to be directed on the French high command—these markers are also representing Luftwaffe strafing, fog-of-war, harassment bombing and logistical problems.

(21.2.1) Purpose and Effect: The GQG (Grand Quartier Général) markers are placed on Allied units or stacks in an attempt to slow them down and prevent them from attacking. There are six GQG markers. Allied units with a GQG marker suffer the following effects:

- May only use Tactical Movement and may not voluntarily stop in a hex containing another GQG marker. If the only hex a GQG stack can retreat to is a hex containing another GQG marker, then they may stack together until it is possible for them to move apart. Stacking restrictions apply per 4.4.
- The marker remains with the stack until it is removed (21.2.5).
- May not attack or use the Disengagement Table (20.3.3).
- Must remain stacked together and may not split up.
- At the end of any Phase (friendly or enemy) all Allied units stacked above a GQG marker (except 21.2.3) are placed under the GQG marker and suffer all of its effects. A unit may pass through a GQG marker without negative effects.

(21.2.2) Abilities: Units under a GQG marker **may enter an EZOC,** retain their ZOC, TQ and Tank abilities, defend at full strength, and can be the Lead Unit in a Determined Defense.

(21.2.3) Units Exempt: Allied HQ units and the 4th DCR commanded by Charles de Gaulle are immune to GQG markers and may freely exit and pass through hexes containing the markers without effect. De Gaulle's DCR is marked with a French flag for easy recognition. All other Allied units are susceptible to GQG effects, even those under a Train Marker.

(21.2.4) The GQG Phase: The GQG markers are placed during this phase. On Turn 1 all six are placed; on the following turns only those markers in the GQG Holding Box are placed. The markers may be placed, a maximum of one per hex, on any stack of Allied units anywhere on the map containing *at least one French unit*. After placement the German player rolls two dice and removes the GQG markers with the ID of those die rolls (for example, if a 2 and a 4 were rolled, he would remove GQG markers numbered 2 and 4). If doubles are rolled, then only one marker is removed. Place the removed GQG marker(s) back into the GQG Marker Holding Box for the next turn.

DESIGN NOTE: For those familiar with Ardennes '44, the placement and removal works exactly like Traffic Markers.

(21.2.5) GQG Marker Removal: Besides the random removal in the GQG Phase, if a stack under a GQG marker is eliminated, Disrupted, or sent into Full Retreat the marker is removed and placed back in the Holding Box. The Allied player cannot voluntarily put GQG units into Full Retreat (13.1.3) on Turn 1.

(21.2.6) Scheduled Removals: Starting on Turn 3, one GQG marker is removed permanently from play every other turn. Removal occurs during the GQG Phase before available GQG markers are placed. Markers must be removed in numerical order (i.e., #1 first, #2 second, and so on).

21.3 von Rundstedt's Halt Order

Halt! 2

Once per game, the Allied player may use the Halt! markers against German Mechanized units. The markers reflect the "halt orders" that Rundstedt issued on May 16th in response to Hitler's fear that the Panzer divisions were too far ahead of the infantry divisions.

(21.3.1) When: The Allied player may declare the Halt Order on any turn on or after Turn 5. He may only do it once.

(21.3.2) How: During the Allied player's Supply Phase he takes the six Halt! markers and places them (one per hex and places all six markers if he can) on any German stack containing one or more Mechanized units. Every unit or stack selected must be further west than all German non-Mechanized divisions. Additionally, hexes within **three hexes** of a non-Mechanized division may not be selected. After placement, the German player rolls two dice and removes those two markers with the ID of those die rolls. If doubles are rolled, then only one Halt marker is removed.

(21.3.3) Effect: The Halt Order lasts for only one German Player Turn and then the markers are removed from play. A Halt! marker has the same effect on German Mechanized units as the GQG markers have on Allied units. A Halt! marker has no effect on German Non-Mechanized units.

21.4 The Dyle Line

Dyle Line 1L

The Dyle Line is represented by the three Improved Position (IP) markers that start the game near Namur. The three markers start the game under construction, but can be completed at the end of the Allied Movement Phase of Turn 1 if at least one of the Infantry-class units that started in the hex is still there.

EFFECTS: Once completed, these three IP markers have the same effects as a Fortified Hex—they provide one column shift left on the CRT, prevent the Tank Shift, etc. (12.4) & (16.2).

REMOVAL: An IP marker (whether face-up or under construction) is immediately removed under the following conditions:

• A boxed H result on the Determined Defense Table, or

• All units in the hex are eliminated or forced to retreat, or

• The hex contains no friendly units at the end of the owning player's Supply Phase.

21.5 German Mass Air Strike

On Turn 1 of this scenario, the German player may use up to three Air units in a single combat (which would shift the odds three columns). On all following turns the maximum is 1.

21.6 Additional Turn (Optional)

If either player is within 5 VPs of winning the game at the end of Turn 10, then that player may pay 3 VPs to extend the game one additional turn. Players should agree to use this rule or not before the game begins. The game can only be extended one turn and then victory has to be determined.

21.7 Victory Conditions

The player with the most Victory Points (VPs) at the end of the game wins.

(21.7.1) Allied VPs: At game's end, the Allied player earns VPs for the following reasons:

• 1 VP per eliminated multi-step German unit. For 3-step units, the Remnant must be eliminated before the division can be counted as eliminated. Single step battalion units are worth no VPs.

• 1 VP per "isolated" multi-step German Mechanized unit. Isolated in this case is defined as having no LOS of any length.

• 10 VPs if the Allied player can trace a contiguous rail line from one X or N Entry Hex to an S or W Entry Hex. All rail hexes must be free of German units and German ZOCs. An Allied unit *does* cancel German ZOCs in the hex it occupies for this purpose.

• 5 VPs if the Allied player is unable to trace a contiguous rail line as described above, but can trace a Line of Supply from one X or N Entry Hex to an S or W Entry Hex. Traced 5 hexes overland from the Entry Hex and then along a road to an S or W Entry Hex. Follow the procedure and restrictions of 18.3.

(21.7.2) German VPs: At game's end, the German player scores the following VPs:

• 1 VP for each Allied Entry Hex closed (19.4.2). The S/SE Entry Hex directly south of Reims counts as 2 VPs. The German player must be able to trace a LOS from the Entry Hex (at the end of the game) to receive the VP.

• 10 VPs to the German player if the Allied player is unable to earn his 10 VPs for the contiguous rail path. Note, it is possible for both the German player to earn these 10 VPs and the Allied player to earn the 5 VPs for the overland path of hexes.

• 1 VP per German unit exited off the north map edge through an X Entry Hex. The unit must be able to trace a LOS to a German Supply Source the instant the unit exits the map. Supply at the end of the game is not necessary. *This represents German units moving on Boulogne, Calais and Dunkirk.*

DESIGN NOTE: The easiest way for the German player to win is to drive across the map to Abbeville to prevent the Allied player from earning his 10 VP award. If he does this and hasn't lost many Mechanized units, he has a good chance of winning the game.

EXAMPLES OF VICTORY DETERMINATION:

• The German player has cut all rail lines to the south (10 VPs). The Allied player still has a land connection to an S Entry Hex (5 VPs) plus has eliminated five German units (5 VPs). The game is a tie (10 to 10).

• The German player has cut all rail and land connections to the south (10 VPs) plus has closed three Allied Entry Hexes (3 VPs). The Allied player has eliminated 5 German units. 13 to 5 German victory.

• The German player concentrates on the Allied Entry Hexes and has closed eight (8 VPs). The Allied player still has a rail connection to the south (10 VPs) and has eliminated two German units (2 VPs). 12 to 8 Allied victory.

22.0 DYNAMO SCENARIO

This scenario covers the British withdrawal to Dunkirk and the evacuation. One player controls the Allied forces (British, French and Belgian) while the other player controls the German forces. The Allied player tries to evacuate as many British and French units out to sea as possible, while the German player tries to prevent that.

22.1 Setup and Scenario Data

- **Game Length:** 12 turns. Starts on May 24th and ends on the End Phase of June 4th (Turn 12).
- **First Player:** German
- **Map:** Dynamo map.
- **Setup:** Use the Dynamo At Start Cards
- **Halt! Markers:** The Allied player places all six markers before the game begins and rolls two dice for removal (22.2).
- **German Supply Sources:** Any East or South map edge hex.
- **Allied Supply Sources:** Any Allied controlled Port, or to three friendly controlled City Hexes (18.2).
- **City Control:** The German player controls all City hexes outside the Allied pocket.

22.2 German May 24th Halt Order

Halt! 1

DESIGN NOTE: By May 24th the Panzer divisions had fought for two straight weeks and were exhausted and at approximately half strength in tanks. Von Rundstedt ordered the halt to allow the infantry to close up with the Panzers, and then let the halt drag on too long due to a power struggle between him and Hitler on one side and Halder, von Brauchitsch, and the Panzer generals on the other. By the third day of the halt it became evident that the Panzer divisions had to be released in order to prevent the British from escaping. In this game, each turn up to two Panzer divisions can disobey the Halt Order and attack.

Use the Sickle Cut Halt rules (21.3) with the following changes:

- The Halt Order is in effect on Turns 1-3.
- The six Halt! markers are placed at the start of the game. The markers may only be placed on Panzer divisions. The two Panzer divisions under May Not Move markers may not be targeted and the 1st Panzer Division may not be targeted until it has cleared Calais of Allied units. Other German units stacked with a Panzer division under a Halt! marker are not affected.
- At the start of the game, before the German player moves, the Allied player places all six markers and then rolls to remove up to two. This is repeated during the Allied Supply Phases of Turn 1 and Turn 2, but the Allied player may only place those Halt! markers that were removed—he may not reposition those already on the map. Placement of the Halt! markers is mandatory.
- *Important:* During the three turns of the Halt Order the component parts of all German Panzer divisions must remain stacked together, even those with no Halt! markers.
- A Panzer division under a Halt! marker that retreats has its Halt! marker replaced with a Disrupted marker.

22.3 German Replacements

During the **German Initial Phase** of Turns 1-3, each German Panzer division under a Halt! marker and currently in supply receives one replacement. The German player may select any reduced unit in the hex and return it to full strength. If all units are already at full strength, the replacement is forfeited. Eliminated and Disrupted units may not receive replacements.

22.4 Belgian Units

(22.4.1) Belgian Surrender: Belgium surrenders during any Allied Initial Phase where Brugge (hex 3210) is German controlled, or automatically during the Allied Initial Phase of Turn 5. When Belgium surrenders, immediately remove all Belgian units from the map.

(22.4.2) Belgian Movement Restrictions: Belgian units may not enter France and if forced to retreat into France are eliminated. Belgian units may operate in border hexes containing both Belgian and French territory.

(22.4.3) Belgian Supply Sources: Same as those for French and British units.

22.5 Allied Evacuations

(22.5.1) When: Starting on Turn 4 (May 27th), during the Initial Phase of each Allied Player Turn, the Allied player may evacuate units from Dunkirk. On Turn 4, evacuation is only allowed through the port. Evacuation from the beach hexes begins on Turn 5. Although there are two beach evacuation hexes, only one die roll is made—the units evacuated across the beaches may come from either of those two hexes.

(22.5.2) Procedure: To be evacuated, a unit must be on the Dunkirk port hex or one of the two Beach hexes to the east of Dunkirk at the start of the Allied player turn. Size and Disruption (including Full Retreat) have no effect. The number of units that can evacuate each turn is variable, and is determined by a die roll. The Allied player rolls one die for the selected Port and one die for the two Beaches.

The Evacuation Table		
Die Roll	*Dunkirk*	*Beach*
1	1	(+2)
2	1	(+2)
3	1	1
4	2	1
5	2	1
6+	2	1

Explanation of Results:

+2 No evacuation but apply a +2 DRM to the next evacuation attempt die roll for that beach hex. Place an EVAC +2 marker to indicate this.

EVAC +2

1 One unit is evacuated.

2 Two units are evacuated.

German Harassment Fire: Roll two dice and use the lower of the two results if a German unit is adjacent to the Allied unit being evacuated (22.5.4).

DESIGN NOTE: Remnants, brigades, battalions and HQs evacuate the same way as a division—size has no effect. It is assumed that each of those smaller units evacuated is accompanied by essential non-combat units not represented by a counter. Therefore, every unit is important and the weak units should be evacuated first.

(22.5.3) EVAC +2 Markers: A unit with this marker defends at full strength, but may not attack. If the unit moves or retreats from the hex the marker is removed. The marker cannot be transferred to a different unit.

(22.5.4) German Harassment Fire: If a German unit is adjacent to the Allied unit being evacuated, then the Allied player rolls two dice for the evacuation roll and uses the lower of the two results.

(22.5.5) Calais and Oostende: If there are no Allied units in the Dunkirk Port hex, then the Allied player may evacuate Allied units from Calais (1514) or Oostende (2810) if friendly controlled. Only one Port Evacuation die roll is allowed per turn—not per port. Use the Dunkirk column on the Evacuation Table.

22.6 The RAF
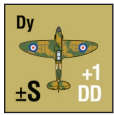
The Allied player may use the two RAF Air units each turn to provide Air Support (9.3.1) or DD Air Support (11.2.6) in the same way as the German player uses his Air units. The RAF Air units may only support an attack or defense if a British unit is involved. If used in defense the RAF remains in the hex for the +1 DD modifier for any British Lead Unit. Flip RAF units to their Used side as they are used. All RAF units are flipped back to their Ready side in the Allied Initial Phase.

22.7 Miscellaneous Special Rules

• ALLIED HQs: These units start the scenario on their used side and may not be flipped back over due to the supply shortage inside the pocket. Each counts as 1 VP when evacuated.

• REINFORCEMENTS: Only the German player has reinforcements, they arrive on the south map edge on the turn indicated on the Turn Record Track. Use any half-hex as an Entry Hex (the units are placed in the half hex and may move their full MA from there).

• AIR UNITS: The German player has only **3 Air units** per turn, instead of 5. The Allied player receives **2 Air units** per turn as described in 22.6.

• GERMAN MOVEMENT RESTRICTIONS: The 2nd and 10th Panzer Divisions did not take part in the battle—they cannot move or attack but do defend at full strength. The 1st Panzer Division may not move from its hex until Calais is cleared of enemy units. It may attack Calais each turn and may advance into Calais when cleared of enemy units. It operates normally after that.

• RAIL MOVEMENT: None allowed in this scenario.

• GERMAN WITHDRAWALS: Starting on Turn 6, the German player must withdraw the units listed on the Turn Record Track. The units are removed from play during the German Initial Phase regardless of their position on the map. If the unit was eliminated then ignore the withdrawal.

• HALF HEXES: The half hexes on the south edge are considered Entry Hexes and are not playable for units currently in play.

• The GQG markers are not used in this scenario.

22.8 Terrain Found only on the Dynamo Map

• POLDER: The Tank Shift is prohibited if the defender is in a Polder hex. Polder costs all units 1 MP to enter.

• MARSH RIVER HEXSIDES: Treat the same as a Major River hexside.

• ALL-SEA/TIDAL RIVER HEXSIDES: Units may not move or attack across.

• FERRY HEXSIDES: Units that spend their entire MA may cross a Ferry hexside. No combat is allowed across a Ferry hexside.

• CAUSEWAY HEX: Costs 1 MP for all units. Units are doubled when defending in the Causeway hex.

• TIDAL RIVER BRIDGES: Units must spend +1 MP to cross a Tidal River Bridge. Attacking across is prohibited.

22.9 Zero-Strength Remnant Units
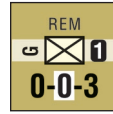
All British Combat units with a Defense Strength of **3 or more on their last step** (including Remnants) have one additional "0-0-3" step in the Dynamo scenario. *For example, a "1-3-6" Remnant would be replaced with a 0-0-3 unit if it took a step loss.* 0-strength Remnants have the following properties:

• They have a Stacking Point value of 1. British units may voluntarily shed steps in order to become a 0-0-3 unit, but may never gain the steps back. *Play Note: An Allied player might do this to fit more units in a shrinking pocket.*

• PERMANENT FULL RETREAT: Treat the unit as if in Full Retreat. They have no ZOC, no combat ability, may not be the Lead Unit in a Determined Defense, and do not slow the movement of enemy units in any way. No need to place Disrupted or Full Retreat markers on these units—they are in a permanent state of Full Retreat.

• They are Non-Mechanized units and may use Extended Movement.

• They count as 1 VP if evacuated.

• If after a combat or a successful Determined Defense, the only units in the defender's hex are Zero Strength units (and/or units in Full Retreat), then those defending units must retreat two hexes and the attacker is allowed a Limited Advance.

22.10 Victory Conditions

(22.10.1) Allied Automatic Victory: The Allied player wins the game immediately if he evacuates or moves off the west or south map edge, 15 or more units. At least 10 of the units must be British.

(22.10.2) End Game Victory: If the Allied player does not win an Automatic Victory then calculate VPs at the end of the game.

1 VP for each British or French unit (regardless of size) evacuated or moved off the west or south map edge.

1 VP for each French unit still on the map that is in supply.

1 VP for each German multi-step unit eliminated. Single-step units are worth 0 VPs. German infantry divisions are considered eliminated only if the Remnant is eliminated.

–1 VP for each British unit eliminated or still on the map.

If the Allied VP total is **15** or more, then the Allied player wins. The German player wins if he prevents that.

Summary of Special Units

	Rommel	Allows one reroll in an attack, defense, Breakthrough Combat and Determined Defense per turn (20.2).
	De Gaulle	Ignores GQG markers (21.2.3).
	Montgomery	Used in defense only. May reroll one CRT die roll and one Determined Defense dice roll per turn (20.2).
	Reconnaissance	Ignores Step Losses in D1 and DS results when alone in a hex (20.1).
	Heavy Tanks	Provides a Tank Shift even if defender has tanks (assuming terrain allows shift). Extended Movement and Advance After Combat rate = 2
	Air Units	Provides 1 CRT shift in an attack or defense. Provides +1 DRM in a Determined Defense (9.3, 11.2.6).
	Allied HQs	Provides 1 CRT shift in an attack or defense. Ignores GQG markers (21.2.3).

COUNTER ABBREVIATIONS

GERMAN
GD = Großdeutschland (Greater Germany)
Geb = Gebirgs (Mountain)
K = Kradschützen (Motorcycle Infantry)
LAH = Leibstandarte (Bodyguard) Adolf Hitler
M = Motorisierte (Motorized)
Pol = Polizei (Police)
Sch = Schnelle (Mobile)
Tot = Totenkopf (skull)
Verf = Verfügungstruppe (at the personal disposal of the Führer)

BELGIAN
ChasAr = Chasseurs Ardennais (Ardennes Light Infantry)
PFN = Position Fortifiée de Namur (Namur Fortified Position)

FRENCH
Col = Coloniale (Colonial)
DCR = Division Cuirassée de Réserve (Reserve Armored Div.)
DLI = Division Légère d'Infanterie (Light Infantry Division)
DLM = Division Légère Mécanique (Light Mechanized Division)
Lest = Lestoquoi (commander's name)
Mor = Marocaine (Moroccan)
NA = Nord-Africaine (North African)
SFE = Secteur Fortifié de l'Escaut (Scheldt Fortified Sector)
SFF = Secteur Fortifié des Flandres (Flanders Fortified Sector)
SFM = Secteur Fortifié de Montmédy (Montmédy Fortified Sector)
Spahi = Light cavalry recruited from indigenous population of North Africa

BRITISH
BEF = British Expeditionary Force
G = Guards
L = Lancers
LAR = Light Armoured Reconnaissance
T = Tank

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