

*Rulesbook & Design Notes*

# BLITZKRIEG IN THE WEST

THE GERMAN CAMPAIGN IN WESTERN EUROPE, 1940



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**[1.0] INTRODUCTION**

**BLITZKRIEG IN THE WEST** is a simulation of the German campaign in Western Europe, 1940. The German blitzkrieg stunned the world by defeating the Allied armies in the span of a few short weeks. Yet prior to the campaign beginning, no one, even the Germans, expected such a victory. **BLITZKRIEG IN THE WEST** puts the players in the same position as the commanders at the opening of the campaign, each side believing they have their own advantages. Central to **BLITZKRIEG IN THE WEST** are Operational Cards. Operational Cards represent the underlying doctrines and plans with which both sides entered the campaign. They show the very real effects of prewar training and organization which caused the campaign to go in the way it did. Players may choose Operational Cards prior to start of play, thereby developing different game strategies and perhaps exploiting unique strengths and vulnerabilities to gain great victories, or go down to ignominious defeat. **BLITZKRIEG IN THE WEST** is a two player game. One player controls the Axis (Germany) and the other the Allies (France, Britain, Belgium, Netherlands). Within each coalition, individual countries can collapse if they reach their Shock Limit.

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## [2.0] GAME EQUIPMENT

### 2.1 Map.

The 34" by 22" mapsheet shows the campaign area. A hexagonal grid has been superimposed over the terrain features in the mapsheet in order to regularize movement and positioning of the playing pieces. The hexagons are called "hexes" in the game rules.

#### 2.1.1 Extensions.

There are one map attachments: one shows the northern Netherlands plus adjoining areas of Germany, and the other the Brittany peninsula. These are placed adjacent to the adjoining map edges.

#### 2.1.2 The map is divided into countries.

(1) The Ardennes & Northern Belgium. Belgium is divided into two areas: the Ardennes, which includes all hexes in Belgium south of the Meuse River, and northern Belgium, which includes all hexes in Belgium north of the Meuse River. This has to do with certain Operational Cards.

### 2.2 Operational Cards

Each player has a set of Operational Cards. Each Operational Card has the following items of information on them.

**Name.** This is a general description of the operation the card represents.

**Point value.** This is the "cost" of the card. Each player must expend Operational Parts prior to start of play in order to pick cards.

**Capabilities.** This gives the player who possesses the card any/all of the following: additional capabilities for their units, additional reinforcements, restrictions on their forces.

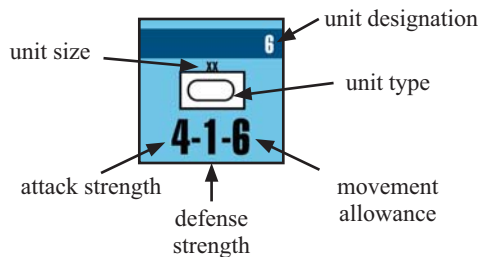
**Special.** Certain cards may be used only under certain circumstances.

### 2.3 The Playing Pieces.

The cardboard pieces represent the actual military units that took part in the original campaigns. These playing pieces are referred to as "units" (for military forces), and "markers" (for informational pieces).

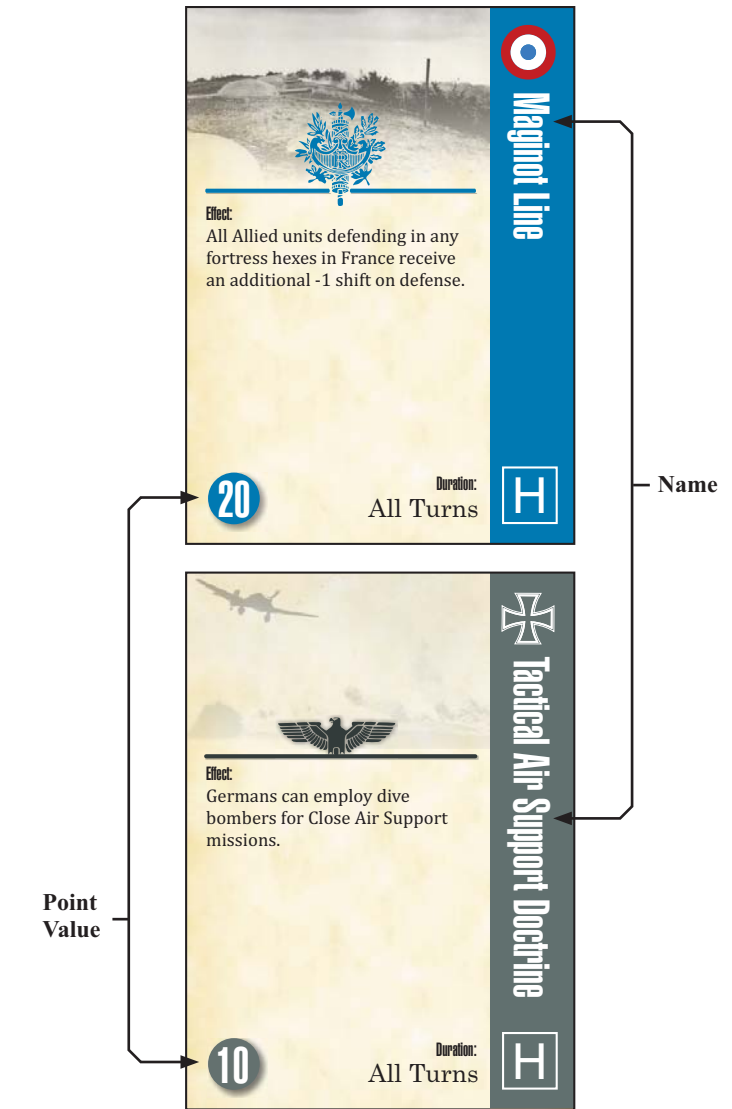
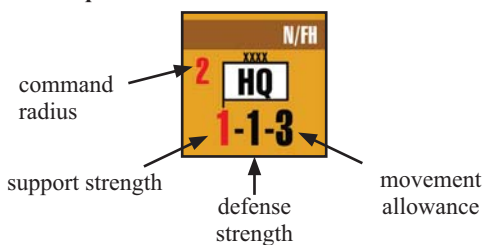
#### 2.3.1 How to read the units.

##### Sample Combat Unit

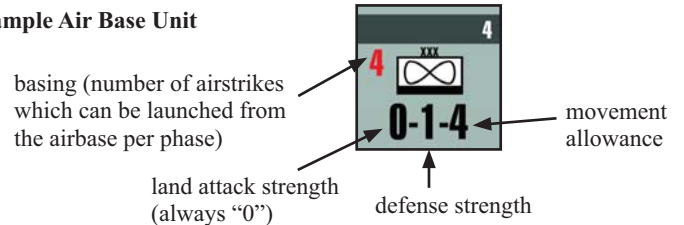


A highlighted attack strength is explained under 23.0.

##### Sample Headquarters Unit

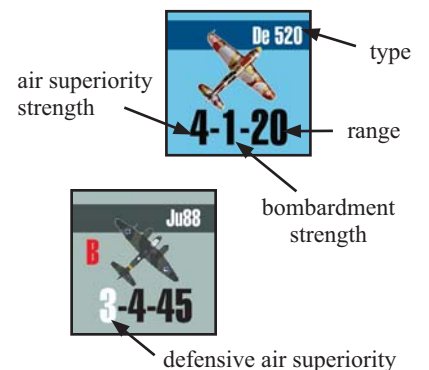


##### Sample Air Base Unit

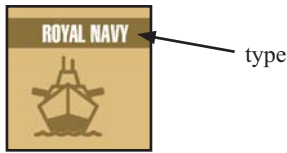


##### Sample Airstrike Unit

A non-highlighted air superiority strength is referred to as an Offensive Air Superiority value. This means the unit can conduct offensive and defensive air superiority. A highlighted air superiority strength is referred to as a Defensive Air Superiority value. This means the unit can use air superiority only on the defense.



Sample Naval Unit



Sample Amphibious Unit



2.3.2 Back-Printing

- (1) The front side of a land unit represents its Combat Effective status. Its reverse side represents its Fatigued status.
- (2) The front side of an airstrike represents its Combat Effective status. Its reverse side represents its Fatigued status.
- (3) Naval units are never Fatigued.

2.3.3 Unit Types

Land Combat Units

Mechanized Units

- Mechanized Headquarters (Mech HQ)
- Armor, Panzer
- Armored Infantry, Panzergrenadier
- Armored Cavalry
- Motorized Infantry
- Self-Propelled Anti-Tank/Assault Guns
- Deception (Mechanized)

DECEPTION

Non-Mechanized Units

- |                          |                             |
|--------------------------|-----------------------------|
| Headquarters (HQ)        | Special Operations Infantry |
| Infantry (First Line)    | Special Operations Airborne |
| Infantry (Second Line)   | Naval Infantry/Marine       |
| Marine or Naval Infantry | Fortress Garrison           |
| Airborne Infantry        | Fortress Assault            |
| Airlanding Infantry      | Air Base                    |
| Mountain                 | Deception (Non-Mechanized)  |
| Cavalry                  |                             |

DECEPTION



Air Supply

2.3.4 Unit Sizes

- XXXX = Army or Group headquarters
- XXX = Corps or Corps headquarters, air command, Luftwaffe Fliegerkorps
- XX = division
- X = brigade or group, RAF air group, USAAF air wing, German Geschwader
- ||| = regiment, RAF air wing, USAAF air group, French air group, German air Gruppe
- || = battalion or squadron

2.3.5 Unit Designations.

Units may be identified by a single number or a two part designation. In two part designations, the number to the right is the unit's superior formation.

Abbreviations

German:

- BB:** Brandenburger
- FC:** Fighter Command (for the individual Luftflotten)
- GD:** Grosser Deutschland (Greater Germany)
- Hed:** Heddingen
- HGA, HGB, HGC Res:** Army Group (Heers Gruppe) A, B, C reserves
- Kleist:** Panzer Group Kleist
- Koch:** Assault battalion Koch
- Niwi:** Niwi
- SS-LAH:** SS Leibstandarte Adolf Hitler (Adolf Hitler Bodyguard)
- SS-Pol:** SS Polizei (Police division)
- SS-T:** SS Totenkopf (Death's Head division)
- SS-V:** SS Verfügungstruppen (Special Purposes division)
- StG:** Assault gun
- 47, 88:** caliber of SP antitank guns

Airstrikes:

- Bv-138:** coastal aircraft
- Do-17:** light fast bomber/recon
- Do-19:** experimental long range bomber
- He-115:** Ground attack
- Hs-123:** short range recon
- Ju-52:** standard Luftwaffe transport
- Ju-87:** Stuka dive bomber
- Ju-88:** medium bomber/recon
- Me-109:** fighter
- Me-110:** "destroyer" strategic fighter
- He-100:** experimental long range fighter
- He-111:** medium bomber

Belgian:

- CA:** Chasseurs Ardennes
- Liege:** Liege & Eban Emael fortress garrisons
- Namur:** Namur fortress garrison

British:

- AC:** Air Component
- AASF:** Advanced Air Striking Force
- ANAC:** Australia New Zealand Army Corps
- BEF:** British Expeditionary Force
- Can:** Canadian
- FC:** Fighter Command
- LOC:** Lines of Communications troops
- RN:** Royal Navy (marines)

**Airstrikes:**  
**Battle:** Battle  
**Blenheim:** Blenheim  
**Hurr:** Hurricane  
**Spitf:** Spitfire

#### French:

**1R, 2R, 3R:** 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Army Reserve  
**Belf:** Belfort  
**Cav:** Cavalry corps (mechanized)  
**Col:** Colonial  
**Esc:** Escaut  
**Fland:** Flanders  
**Hagen:** Hagenau  
**Mont:** Montmedy  
**Rohrs:** Rohrsbach  
**Thion:** Thionville

**Airstrikes:**  
**Bloch-15:** fighter  
**C-75:** Hawk fighter (US import)  
**De-520:** fighter  
**Farman-222:** four engine bomber  
**Leo-451:** bomber  
**Martin-167** (Maryland bombers)  
**MS-406:** fighter  
**P-63:** ground attack/recon  
**P-631:** night fighter

#### Netherlands:

**AAS:** Army Aviation Service  
**FA:** Field Army  
**FH:** Fortress Holland  
**Lt:** Light  
**Res:** Reserve

#### United States

**Airstrikes:**  
**C-75:** Hawk fighter  
**Martin-167:** Maryland bomber

### 2.3.6 Airstrikes

There are two general types of air units: Air Bases, which are treated in all respects as ground units, and airstrikes, which can fly. Airstrike types are indicated on their counters by a letter code as follows.

**F:** Fighter  
**B:** Bomber  
**A:** Attack (dive bombers & ground attack aircraft)  
**T:** Transport  
**R:** Reconnaissance

### 2.3.7 Naval:

**Gunfire.** Indicates hexes targeted by naval gunfire.  
**Amphibious.** Used to conduct amphibious landings.

### 2.3.8 Nationalities.

**Axis**  
 Black = German

#### Allies

Blue = French  
 Red = British Empire  
 Green + blue = Belgian  
 Green + red = Dutch  
 Blue + red = Polish and Czech  
 Blue + green = optional United States

### 2.3.9 Markers.

Markers are not units per se but rather indicate the presence of various supporting activities on the map.



**Air Supply.** Indicates a hex which is being supplied by air.

**Anti-Aircraft Level.** Indicates the current level of anti-aircraft strength for a side on the Anti-Aircraft Charts.

**Bridgehead.** Indicates a river hexside which has been secured.

**Damaged.** Indicates a port or supply source hex which has been temporarily knocked out of action.

**Entrenched.** Indicates units which have “dug in”.

**Flooded** indicates hexes which have been inundated to inhibit enemy operations.

**Fortification destroyed.** indicates a fortification which no longer exists.

**In/Out of Command.** Indicates a unit which is In Command or Out of Command (these are used as mnemonics, players do not have to place them on the map if they want to reduce clutter).

**Open City.** Indicates a city which has been officially abandoned in order to reduce civilian casualties.

**Out of Supply.** Indicates units which can not trace a valid line of supply.

**Phase.** Indicates the particular part of the turn which is occurring.

**Rail Move.** Indicates units which have employed a rail move.

**Shock Points.** Indicates the amount of morale damage for a particular country. The reverse side indicates the country is in a state of Paralysis.

**Terror!** Indicates city hex or unit which has been terrorized by aerial bombing.

**Turn.** Indicates the current turn.

### 2.4 Charts & Tables.

**Air Combat Results Tables** (Air CRTs) are used to resolve aerial combat. There are two Air CRTs: Air Superiority for air to air combat, and Bombardment for Air to Ground attacks.

**Air Missions Display** is used to organize airstrikes for missions.

Antiaircraft show the current Anti-Aircraft strength of each side within the theater of operations.

**Eliminated** units is used to store units which have been eliminated.

**Evacuated Box** is used to store Allied units which have been permanently evacuated from play.

**Land Combat Results Tables** (Land CRTs) are used to resolve land combat. There are three land CRTs: Probe, Assault and Combined Arms.

**Eliminated Units Box** is used to place eliminated units which.

**Land Units in Reserve** is a convenient place to store reinforcement units which are not yet committed to the hex portion of the map.

**Terrain Effects Chart** is used to provide information about the effects of terrain on movement and combat.

**Turn Record** indicates the current game turn. Each game turn represents one week.

**Shock Point Index** is used to record the number of shock points inflicted on each.

## 2.5 Definitions.

**Activation** is the process of placing a unit In Command.

**Air Superiority strength** is the relative strength of an airstrike when attacking or defending against enemy airstrikes. An Offensive air superiority strength is one which can be used for both attack and defense. A Defensive air superiority strength (non-highlighted) can only be used when defending.

**Attack strength** is the relative strength of a unit when attacking enemy land units.

**Basing** is the number of airstrikes which an airbase can launch each phase.

**Bombardment strength** is the relative strength of an airstrike when attacking land targets.

**Combat Effective** is a land or airstrike at full effectiveness, indicated by the front side of the unit.

**Command radius** is the number of hexes from the headquarters which are under its influence. A unit which is within command radius is In Command and may conduct operations in the Second Impulse, as well as select a better CRT. A unit which is not In Command is Out of Command.

**Defense strength** is the relative strength of a unit when defending against enemy land units.

**Fatigued** is a land or airstrike at reduced effectiveness, due either to casualties or exhaustion of campaigning, indicated by the reverse side of the unit.

**Mechanized units** are units which have high levels of motorization. They are indicated with some variant of the "tank" symbol.

**Movement allowance** is the basic number of hexes through which a unit may be moved in a single movement phase. Movement allowance may be modified by different types of terrain.

**Non-Mechanized** units are units which have low levels of motorization. They are all land units other than mechanized.

**Occupation** means that you have a unit in a hex. To control objective hexes a player must have a unit occupying the hex. Unlike many other wargames, simply having a unit pass through the hex does not count unless the unit remains in the hex.

**Range** is the number of hexes an airstrike may fly through to conduct operations.

**Stacking** is placing more than one unit per hex.

**Zone of Control (ZOC)** is the six hexagons surrounding combat effective land units.

## 2.6 Control of Forces.

Unless otherwise specified, a player treats all units on his side the same for command, air basing, and so forth.

## 2.7 Scale.

Each map hex is approximately 20 kilometers across. Each turn represents one week of operations. Individual impulses within a turn represent more intense periods of activity. Airstrikes represent Geschwader/RAF Group sized units (nine or so squadrons).

## [3.0] VICTORY CONDITIONS

**General Rule.** Victory is evaluated in terms of Victory Points. Players receive victory points for eliminating enemy units, for certain objectives they accomplish during the course of play, and for occupying strategic objectives at the end of the game. At the end of the game, players check to see who wins the game (who has more victory points).

### 3.1

At the end of the game the Axis player receives victory points for:

- (1) 1 Victory Point for each Shock Point inflicted against belligerent Allied countries.
- (2) For the Collapse of the following countries:
  - 35 France
  - 35 Britain
  - 15 Belgium
  - 15 Netherlands
- (3) 3 for each Allied capital hex occupied by supplied Axis land units.
- (4) 1 for each other Allied city hex occupied by supplied Axis land units.

### 3.1.2

The Allied player receives victory points for:

- (1) 1 Victory Point for each Shock Point inflicted against belligerent Axis countries.
- (2) For the Collapse of the following countries:
  - 100 Germany (see Sudden Death Victory, below)
- (3) 2 for each German city hex occupied by supplied Axis land units.
- (4) 1 for each city hex in France, Belgium and the Netherlands occupied by supplied Axis land units.

### 3.2

To determine victory, subtract the lower player's total from the higher player's total.

Victory Point Difference	Level of victory
0-50	Draw
51-100	Marginal
101-200	Operational
201+	Strategic (highest)

## 3.3 Sudden Death Victory.

A player wins a Strategic victory if at the end of any turn:

- (1) **Axis:** France and Britain have both Collapsed, and Germany has not Collapsed.
- (2) **Allied:** Germany has Collapsed, and both France and Britain have not Collapsed.

## [4.0] CO-BELLIGERENTS

**General Rule.** Each side is composed of several different allied countries.

### 4.1 Axis.

The Axis consists of Germany. Germany always begins the game as a belligerent. Italy may become an Axis co-belligerent, however, there are no Italian units in the game (see 4.1).

### 4.1.1 Italian entry.

Italy enters the war and becomes a Belligerent when called for as a result of the Shock Effects Table (see the table for more details). At this point, play the *Italian Belligerency* card. During each German Operational Card Phase that the *Italian Belligerency* card is in effect, roll once on the Italian Belligerency Table and apply the results. This is done after all cards have been played.

## 4.2

Italy has no Shock Points, nor any units in the game (they are all off to the south).

### 4.2.1 Allies.

The Allies initially consist of France, Britain and Belgium. The Netherlands (Holland) begins the game as a neutral but may become an Ally if the Axis triggers Netherlands belligerency.

### 4.2.3 Netherlands entry.

The German player may move land and/or air units into and attack into the Netherlands at any time. This automatically triggers the Netherlands entry into the game as an Ally.

## 4.3 Neutrality.

Countries which are not belligerents are Neutrals. Neither player controls their forces. No belligerent units may enter their countries, nor attack across their orders. Lines of supply, etc., may not be traced into neutral territory. Neutral units have no zones of control, and do not require any supply.

## 4.4 Coordination.

Generally, a player may utilize all forces he controls in any manner, with the following exceptions:

- (1) **Land Combat:** Co-belligerent forces may not be involved in the same attack. This includes land, naval and air units. This includes any use of naval or air close support. They defend together normally.
- (2) **Air Combat.** Different airstrikes of the same co-belligerent may be utilized in Air Superiority combat without penalty. Co-belligerent air units may not otherwise be involved in the same air attack on the map.
- (3) **Headquarters.** Headquarters of one co-belligerent may not provide supply, combat support or activation to other countries of the same alliance.
- (4) **Supply:** Each country's supply sources may be used only by that country's units.
- (5) **Operations Cards.** Certain operations cards may be utilized by only certain powers in an alliance. This is explained on the cards.

## 4.5 Luxembourg.

Both players may enter Luxembourg freely. Luxembourg has no units.

## 4.6 British Isles.

Southern Britain is shown on the map. All British cities are considered to be Allied occupied. The Allied player may use British Isle hexes for all game purposes. No Axis land or air units may ever enter or attack into Britain.

## 4.7 USA.

The USA enters the war and becomes a Belligerent when called for as a result of the Shock Effects Table (see the table for more details). At this point, play the *USA Intervention* card. On the following turn, the Allies receive the designated air units as reinforcements. The USA has no shock points. In order for the card to go into effect, the Allied player must have purchased it at the start of the game.

## [5.0] SETTING UP

**General Rule.** The map should be set up between the players. Players then determine which side each will play. Next, they should be punched out the counters from the unit counter sheet.

### 5.1

Setting up goes through the following steps:

- (1) **Select Operational Cards.** Each player may select a number of cards whose combined total value does not exceed the starting value for the scenario. Each player does so simultaneously and in secret.
- (2) **Deploy initial forces.** Consult the specific scenario rules to determine which player sets up first. The initial deployment charts tell players which units are in play (on the map) at the start of play. Units may be assigned specific set up hexes, or the players may be instructed to choose the set up hexes for their units.

### 5.2

Begin play with the start of the first turn. After all units in the Initial Deployment have been set up, remaining units should be placed aside and brought into play according to the reinforcements schedule. Play proceeds according to the Sequence of play for the number of game turns specified in the scenario.

### 5.3

Players should note that not all the units will be used in a particular scenario. Different Operational Cards will bring in different force mixes. Also, French fortress corps each have a corresponding infantry corps with the same unit identity. The latter are used only if the No Maginot Line card is selected.

## [6.0] OPERATIONAL CARDS

**General Rule.** Scenarios assign each player a certain number of pints with which he can "purchase" Operational Card.

### 6.1 Purchase.

All Operational Point purchase is done prior to the start of play. Once the game is in progress, a player can not purchase any more cards. A player does not have to use all Operational points to purchase cards.

### 6.2 Secrecy.

All purchases are done in secret. A player may keep his cards face down and reveal them during any friendly Operational Card phase. Once revealed, a card remains face up for the remainder of the game.

### 6.3 Disposition:

Certain Operational Cards remain in effect for the remainder of the game. Others may be used for one (or more) turns, as indicated on the card.

For example, if a card duration reads "Four turns" and it is played on turn 2, then it would be in effect for turns 2, 3, 4 and 5.

**6.4**

Generally, all the information is stated on the cards, but the following are some critical points:

- (1) **Additional Impulses:** This will allow a player to use a second or sometimes a third impulse for certain units, generally mechanized ones. “+1” impulse means the designated units receive one additional impulse. Units can receive up to two additional impulses if some combination of Operational Cards allow it
- (2) **Combat shifts:** these are column shifts when making certain types attacks or defenses. A “+” shift means shift that number of columns to the right. A “-” shift means shift that number of columns to the left. Alkyl shifts are cumulative.
- (3) **Command enhancement.** This allows units to exceed normal stacking restrictions.
- (4) **Extra reinforcements:** these are listed on the cards.
- (5) **Condition.** If a Condition is listed on the card, then:
  - (5a) If the player fulfills the condition at the end of any of the turns listed, then the player reduces his current Shock level by that number of points AND increases the shock levels of all enemy countries by that amount.
  - (5b) Conversely, if the player does NOT fulfill the condition at the end of the last turn listed, then the player increases his current Shock level by that number of points AND decreases the shock levels of all enemy countries by that amount. This is applied at the end of the player’s turn listed on the condition.

**6.5 Historical Cards:**

Cards marked with a (H) are those which were used in the original campaign.

**[7.0] SHOCK EFFECT & COLLAPSE**

**General Rule.** Shock Effect represents the impact that the new ways of war had on the will to fight of each country, as well as the impact on morale of the changing fortunes of war. See the Shock Index in the game charts.

**7.1 Shock Points.**

Each time certain game actions occur, a country accumulates Shock Points. During the Shock Effect Phase, check each country’s Shock Index. A country’s Shock points may never go above 99 or lower than 0.

**7.1.1**

The Shock Table gives a list of game actions which raise the Shock Point index for each country.

**7.1.2 Operations cards.**

Certain Operations cards have a Condition on them which will affect Shock Points. See [6.4].

**7.1.3**

Certain other game actions, as indicated in various rules sections, will raise or lower the number of Shock Points for a country.

**7.1.4 Application of Points.**

- (1) Points inflicted for elimination of units apply only to the country whose units are eliminated.
- (2) Points inflicted for occupation of geographical objectives (hexes) apply only to the country in which the hex is located

**7.2 Shock Threshold and Collapse.**

If it has reached its Shock Threshold (printed on the Index), it must roll on the Shock Effect Table during the Shock Effect Phase. If more than one country has reached its Shock Threshold, then roll in the order given, from left to right. A country must be rolled for each turn its Shock Points are at or above its Shock Threshold.

**7.2.1**

When a country Collapses, remove all of its units from play. It may never take any more reinforcements or replacements. Its supply sources no longer function. Other countries may still move and fight within that alliance. If all countries on one side Collapse, then that side is defeated and the game ends; see rule [3.0] Victory.

**7.2.2 Italian Belligerency.**

Italian Belligerency may be triggered by the Shock Effect Table. The German player then checks on the Italian Belligerency Table each friendly Operational Card phase following.

**7.3 Effects of Collapse.**

If a country receives a Collapse result from the Shock Effect Table, then implement the following:

- (1) Remove all of its units from play. None of its units may ever re-enter play.
- (2) All of its supply sources cease to function.
- (3) Co-belligerent units may not longer use strategic movement in that country.
- (4) Once a country has Collapsed, do not roll for it on the Shock Effect Table again,

**7.4**

Polish, Czech and USA units count as British for Shock purposes. Italy, Luxemburg and the USA have no Shock Points. If Britain collapses, then remove all Polish, Czech and USA units. If France collapses, then Luxemburg also collapses. If Germany collapses, do not roll on the Italian Belligerency Table (the game would end, anyway).

**[8.0] SEQUENCE OF PLAY**

**General Rule.** BLITZKRIEG IN THE WEST is played in sequential Game Turns, composed of alternate Player Turns. Turns are further subdivided into discrete segments called Phases. All game actions must be taken within the sequence outlined below. The player whose turn is currently in progress is termed the “Phasing Player”; the other player is the “Non-phasing Player”. Players should follow the Sequence of Play closely as it explains a number of critical game functions.

**8.1 The Game Turn.****SEQUENCE OF PLAY****(1) MUTUAL AIR WARFARE PHASE**

- (1.1) **Air Planning Phase.** Each player, simultaneously and secretly, allocates all of his available airstrikes to Air Missions.
- (1.2) **Air Mission Revelation Phase:** Each player simultaneously reveals all airstrikes and the missions to which they have been committed.
- (1.3) **Air Superiority Phase.** Both players now conduct Air Superiority combat, extracting losses from enemy airstrikes. Surviving airstrikes can be utilized throughout the turn on appropriate missions.
- (1.4) **Combat Air Patrol placement Phase.** Each player may now place any Airstrikes committed to Combat Air Patrol missions onto the map.



**(2) AXIS PLAYER TURN**

**(2.1) Operational Card Play.** The Axis player may play any and all Operational Cards he has in his hand. (If *Italian Belligerency* is in effect, after all cards have been played, roll on the Italian Belligerency Table.)

**(2.2) Reinforcement Phase.** The Axis player deploys any reinforcements for the turn.

Axis First Impulse

**(2.3) First Movement Phase.** The Axis player may move all, some or none of his land units. He may also conduct railroad movement. He may conduct air transport missions.

**(2.4) Air Bombardment Phase.** The Axis player now places all airstrikes committed to bombardment missions on the map. After they are all placed, he then executes all bombardment missions. He then removes all airstrikes used for Bombardment from the map.

**(2.5) First Land Combat Phase.** The Axis player may use his land units to attack Allied land units. He may place Airstrikes committed to Close Support missions. The Allied player may utilize any naval units used for defensive close support.

Axis Second Impulse

**(2.6) Second Movement Phase.** If Operational Cards allow for it, the Axis player may conduct a second movement phase, the same as (2.3).

**(2.7) Second Land Combat Phase.** If Operational Cards allow for it, the Axis player may conduct another combat phase the same as (2.5).

Axis Third Impulse

**(2.8) Third Movement Phase.** If Operational Cards allow for it, the Axis player may conduct a second movement phase, the same as (2.3).

**(2.9) Third Land Combat Phase.** If Operational Cards allow for it, the Axis player may conduct another combat phase the same as (2.5).

**(2.10) Axis Administration.**

- (a) **Bridgehead Phase.** Place any bridgehead markers.
- (b) **Entrenchment Phase.** Make any entrenchment attempts.
- (c) **Recovery Phase.** The Axis player may attempt to restore any of his Fatigued units to their Combat Effective status.
- (d) **Damage & Terrorized Recovery Phase.** The Axis player may attempt to remove Damaged and Terrorized markers from city hexes he occupies.
- (e) **Air Supply Removal Phase.** The Axis player removes all Axis air supply markers from the map.
- (f) **Open City Phase.** The Axis player may place Open City markers on any city which began the game as Axis controlled.

**(3) ALLIED PLAYER TURN.**

**(3.1) Operational Card Play.** The Allied player may play any and all Operational Cards he has in his hand.

**(3.2) Reinforcement Phase.** The Allied player deploys any reinforcements for the turn.

Allied First Impulse

**(3.3) First Movement Phase.** The Allied player may move all, some or none of his land units. He may also conduct railroad movement. He may conduct air transport missions.

**(3.4) Air Bombardment Phase.** The Allied player now places all airstrikes committed to bombardment missions on the map. After they are all placed, he then executes all bombardment missions. He then removes all airstrikes used for Bombardment from the map.

**(3.5) First Land Combat Phase.** The Allied player may use his land units to attack Allied land units. He may place Airstrikes committed to Close Support missions. The Axis player may utilize any naval units used for defensive close support.

Allied Second Impulse

**(3.6) Second Movement Phase.** If Operational Cards allow for it, the Allied player may conduct a second movement phase, the same as (3.3).

**(3.7) Second Land Combat Phase.** If Operational Cards allow for it, the Allied player may conduct another combat phase the same as (3.5).

Allied Third Impulse

**(3.8) Third Movement Phase.** If Operational Cards allow for it, the Allied player may conduct a second movement phase, the same as (3.3).

**(3.9) Third Land Combat Phase.** If Operational Cards allow for it, the Allied player may conduct another combat phase the same as (3.5).

**(3.10) Allied Administration.**

- (a) **Bridgehead Phase.** Place any bridgehead markers.
- (b) **Entrenchment Phase.** Make any entrenchment attempts.
- (c) **Recovery Phase.** The Allied player may attempt to restore any of his Fatigued units to their Combat Effective status.
- (d) **Damage & Terrorized Recovery Phase.** The Allied player may attempt to remove Damaged and Terrorized markers from city hexes he occupies.
- (e) **Air Supply Removal Phase.** The Allied player removes all German air supply markers from the map.
- (f) **Open City Phase.** The Allied player may place Open City markers on any city which began the game as Axis controlled.

**(4) GAME TURN INTER-PHASE****(4.1) Air Basing.**

Players remove all Combat Air Patrol airstrikes on the map.

**(4.2) Shock Effect.** If Paralysis is in effect for any country, it ends (flip the Shock marker face up).

Players then check to see if any countries have reached their Shock Threshold and potentially roll on the Shock Effect Table.

**(4.3) Turn Advancement.** Advance the turn marker to the next turn.

**(4.4) End of Game.** If this is the last turn of the scenario, the game comes to an end and victory is determined.

**[9.0] IMPULSE STRUCTURE**

BLITZKRIEG IN THE WEST uses a multiple impulse turn structure. What this means is that a player can sometimes move and fight with certain units more than once per turn.

**9.1 Land Units.**

Normally, a land unit may move and fight only in the first impulse. It may move and fight a second or third time (in the friendly second and third impulses, respectively) if a player has played an Operational Card allowing it. Use the location at the beginning of the phase to determine if it the unit can conduct operations in that phase.

*For ex:* The German player has played the Mobile Warfare card. This allows all mechanized units to move and fight in both the first and second impulses. He plays the Guderian card and this allows certain units to move and fight in the third impulse.

*For ex:* The Allied player plays the Plan Dyle card. This allows French and British units which begin their third movement phase in Northern Belgium to move in that impulse (in addition to any other prior movement in the same turn). It also allows French and British units which begin their third combat phase in Northern Belgium to attack (in addition to any prior attacking in the same phase).

## 9.1.1

Units must be In Command (see below) in order to use a second or third impulse. This is in addition to other requirements. That is, in order for a unit to use a second or third impulse it must (1) be allowed to do so by the player having played the appropriate Operational Card, AND must be In Command.

## 9.1.2

A unit which satisfies the requirements of location and being In Command at the start of a phase may move or attack into regions which are not part of any region designated by a card as a being a prerequisite. But this qualification lasts only for that phase.

For example, an Allied unit which begins its third movement phase in Northern Belgium would be able to take advantage of the Dyle Plan card. It could move out of Northern Belgium. However, if it begins its subsequent Combat Phase outside of Northern Belgium, then it could not attack in that third impulse.

Note that several operational Cards (such as Mobile Warfare) have no geographic prerequisite.

## 9.2 Airstrikes.

Generally, each airstrike must be employed only once per complete game turn, friendly plus enemy. However, certain Operational Cards allow for them to be used more than once in the same game turn, though at a price in Fatigue. See 24.0.

## 9.3 Naval Units.

A naval unit may be employed in as many movement and fight impulses as allowed by land units in the same turn.

## [10.0] REINFORCEMENTS

**General Rule.** Players may receive additional units in the course of a game. These units are called reinforcements. Reinforcements appear in the owning player's Reinforcement Phase.

### 10.1 Deployment.

Certain units start the scenario on the map. Reinforcements are listed via scenarios.

### 10.2 Reinforcement procedure.

During the friendly Reinforcement Phase, a player places reinforcement units in the hexes designated on the map. Reinforcements perform normally during their turn of arrival.

### 10.3 Placement of Land Unit Reinforcements.

(1) **German units:** on any German supply source city in Germany, or on any hex on the eastern map edge within the Reich itself.

(2) **French units:** on any French supply source city in France, or on any hex on the western or southern map edges within France itself.

(3) **British units:** on any British supply source city in Britain (they will have to be transferred to the continent via amphibious movement).

(4) **Belgian units:** on any Belgian supply source city in Belgium.

(5) **Dutch units:** on any Dutch supply source city in the Netherlands.

### 10.4 Placement of Airstrike Reinforcements.

Airstrikes are placed in the "Reserve" box of the appropriate country. Note that since reinforcements are placed after the mutual Air Warfare phase, air units will not come into play until the turn after they have arrived.

### 10.5 Placement of Naval Unit Reinforcements.

Naval units are available the turn they arrive.

### 10.6 Restrictions.

#### 10.6.1

Land Units may not be placed in a hex containing a enemy land units. They may be placed in an enemy ZOC. Placement takes place in the Reinforcement phase and is not considered movement.

#### 10.6.2

If, and only if, all scheduled entry hexes are occupied by enemy units, the reinforcing unit is delayed one turn for placement. If all possible hexes are blocked again, then the reinforcements are delayed until a Reinforcement Phase in which an unblocked hex is available. A player may not otherwise withhold reinforcements from game turn to game turn.

### 10.7 Replacements.

Once a unit is eliminated, it is permanently removed from play. Given the relatively short time span of the original campaign, as well as the general structure of the armies engaged, it would have been difficult to impossible to rebuilt entire units within the course of a game scenario.

### 10.8 Strategic Reserves.

Both players have certain units in the Scenario indicated as "Strategic Reserves". The player can bring these units into play at a cost in Shock points to that country, i.e., raise that country's Shock Index by the designated number of points and bring the unit into play. Costs are as follows:

May turns: 2 shock points per corps or HQ.

June or later turns: 1 shock point per corps or HQ.

All turns: 1 shock point per division

## [11.0] HEADQUARTERS AND COMMAND

**General Rule.** Headquarters have the following general functions :

(1) **Supply.** Units trace supply to a friendly headquarters and then from that HQ back to a friendly supply source. See [18.0].

(2) **Combat Support.** HQs have a combat support value (the highlighted number). This may be added to any one attack conducted by friendly land units within the command radius.

(3) **Activation.** In order for units to move or fight in a second or third impulse, it must be "In Command." This means the unit must be within the command radius of a friendly HQ.

Certain Operational Cards will provide exceptions to this.

### 11.1 Tracing Command Radius.

Command radius is traced from the HQ to the units being supported. It may be traced a number of movement points equal to the Command Radius value. Each HQ can support an indefinite number of units as long as they are all within friendly command radius.

*For ex: a HQ with a command radius could provide activation to units through one clear (1 movement point) and one broken (2 movement points) hexes.*

*For ex: a HQ with a command radius can provide support to all friendly units within one, two or three movement points, as well as its own hex.*

### 11.2 Restrictions.

#### 11.2.1

Command radius may be traced only through hexes which friendly units could otherwise enter. It is blocked by prohibited terrain, neutral countries, enemy units, and enemy Zones of Control ( however, see the Zone of Control rule 14.0).

#### 11.2.2

Interdiction: See the Interdiction rule for the possibility of air attack against HQs providing command.

#### 11.2.3 Allies.

HQs of one nationality may not provide command support to units of other friendly nationalities. For ex: A French HQ can not provide command support to a British unit.

#### 11.2.4 Exceptions include the following:

(1) Polish and Czech units trace Command and Supply to any French HQs.

#### 11.3

An HQ can always provide supply and activation to itself, if other conditions are satisfied. It may not provide combat support, since it may not attack by itself.

### 11.4 Judging Command Radius.

Units are judged to be In Command:

- (1) **For supply purposes:** at the start of the appropriate phase. This stays in effect for the remainder of the phase, even if the unit moves out of command. Also, if a unit which starts a phase out of command moves into command, it is not then supplied.
- (2) **For combat support purposes:** at the instant that the unit engages in combat.
- (3) **For Operational Card activation:** see the card.

### 11.5 Effects:

#### 11.5.1

**Supply:** See the Supply rules. Note that the supply rules apply only to land units.

#### 11.5.2 Combat Support

The support combat strength of HQ units represents corps and army level artillery, engineer and recon units. HQs may not attack by themselves. However, they may provide combat support to any one friendly attack with command radius by adding in this combat strength. The HQ is not affected by the outcome of combat unless it is adjacent to the enemy hex being attacked.

## [12.0] MOVEMENT

**General Rule.** During a Movement Phase, the phasing player may move as many or as few of his units as he desires. Units may be moved in any direction or combination of directions.

### 12.1 Movement Procedure.

Units are moved one at a time, tracing a path of contiguous hexes through the hex grid. As each unit enters a hex, the unit pays one or more movement points from its movement allowance.

#### 12.1.1

Certain units are effected differently by terrain. Consult the Terrain Effects Chart for further details.

Advance and retreat due to combat are not movement per se and do not consume movement points.

#### 12.1.2 Multiple Impulses.

Certain operational cards allow for units to move in more than one impulse. A unit which can move in more than one impulse may use up to its full movement allowance in each.

For example, a unit with an "8" movement allowance can move in two impulses. It could expend 8 movement points in the first impulse, and another 8 in the second, for a total of 17.

### 12.2 Movement Restrictions & Prohibitions.

#### 12.2.1

A player's units may be moved only during his own movement phases. Once a unit has been moved and the player's hand removed, it may not be moved again.

#### 12.2.2

A unit may expend all, some or none of its movement points in any one game turn. Unused movement points may not be accumulated from turn to turn or transferred to another unit.

#### 12.2.3 Minimum movement.

All units may always move a minimum of one hex per turn. Exception: they may not move into prohibited terrain, or through enemy ZOCs via Minimum Movement.

#### 12.2.4 Zones of Control.

Units pay no extra movement cost to enter enemy Zones of Control. They do pay extra costs to leave and move through enemy Zones of Control. See the Zone of Control rule.

### 12.3 Effects of Terrain

#### 12.3.1

A unit expends one movement point to enter a Clear terrain hex. To enter other types of hexes, a unit must expend more than one movement point. When the terrain effects calls for a movement point expenditure to cross a terrain hexside, this cost is in addition to the terrain cost for entering the hex.

#### 12.3.2 Bridgeheads.

Bridgehead markers negate the cost of moving across a river hexside for friendly units. They also negate any river cost for tracing a line of command or line of supply across a river hexside. See Optional Rule [35.0].

## 12.4 Railroad movement.

Railroads are not printed on the map, simply because of the high density of railroads in Western Europe. Each player may move units by railroads in the first movement impulse (only). Units moving by railroad may move an unlimited number of hexes from any one city in their own country to any other city in their own country. This consumes the unit's entire movement for the turn.

### 12.4.1 Restrictions.

Rail movement may not be out of, into or through hexes containing in enemy land units, zones of control, or prohibited terrain. It may not start or end in a hex containing a Terrorized marker or City Damaged marker. A unit may start in an interdicted hex. It may enter an interdicted hex via rail movement, but must stop in it.

### 12.4.2 Capacity.

The following is the maximum number of rail moves a player may make per turn:

- (1) **Germany:** three units.
- (2) **France:** three units.
- (3) **Belgium:** one unit.
- (4) **Netherlands:** one unit.
- (5) **Britain:** three units in Britain. Additionally, one British unit per turn may use rail movement in France, but this counts against the French total.

## 12.5 Air Transport.

This is explained in the Air operations rules.

## 12.6 Amphibious Transport.

This is explained in the Naval operations rules.

## [13.0] LAND UNIT STACKING

**General Rule.** Having more than one unit in a hex is called Stacking.

### 13.1

A player may have up to four divisional equivalents in a hex:

- (1) Each division, land headquarters (regardless of echelon), or air base equals one corps.
- (2) Each corps equals three divisions.
- (3) Each brigade or regiment equals one division.
- (4) Battalions do not count for stacking.

#### 13.1.1

Stacking limits apply at the end of movement and combat phases (with the exceptions noted in [13.12]). Friendly units may move through hexes occupied by other friendly units at no extra cost. However, if at the end of any movement or combat phase (friendly or enemy) a hex is overstacked, then the excess units are eliminated by the friendly player.

#### 13.1.2 Traffic Jams.

Units may not exceed stacking limits during movement, retreat or combat if in rough or mountain hexes.

#### 13.1.3

A friendly land unit may never enter a hex containing an enemy land unit.

For an exception see the airborne and special operations units rule.

## 13.2 Airstrike Stacking.

Generally Airstrikes are kept off the board in the friendly air display. When placed on the map, they are under the following restrictions:

- (1) A player may generally not have more than two Airstrikes in a hex, unless an operational card allows it.
- (2) In addition, a player may be restricted to the number of Airstrikes which may conduct a particular type of mission in a hex. See the Air Mission Chart.

### 13.2.1

Friendly and enemy airstrikes may stack together, and they may stack in the same hex as land units.

## 13.3 Naval Units.

There is no limit to the number of naval units which may stack in the same hex.

## 13.4 Markers stack for free.

They may also be in hexes occupied by enemy units (since these are markers and not units).

## 13.5

Units must obey stacking limits during initial setup.

## [14.0] ZONES OF CONTROL

**General Rule.** The six hexes immediately surrounding a Combat Effective land unit's hex constitute the unit's Zone of Control (ZOC). Hexes upon which a unit exerts a Zone of Control are called Controlled Hexes. Units must cease movement when entering enemy Zones of Control and are obliged to conduct combat.

### 14.1

Units exert a ZOC at all times, regardless of the phase or Player Turn. The presence of Zones of Control is never negated by other units, enemy or friendly. Zones of Control generally extend into all type of terrain and across all types of hexsides, unless otherwise noted by the Terrain Effects Chart. 14.11 The following units do not exert ZOC:

- Fatigued Units
- Brigade, Regimental and Battalion level units
- Units with an attack factor of "0"
- Airstrikes
- Naval Units
- Game markers

*Note: combat effective units with a support attack factor of "1" or more do have a ZOC.*

### 14.2

Both friendly and enemy units may exert ZOCs on the same hex. There is no additional effect if more than one unit casts its ZOC on the same hex.

## 14.3 Effects on Movement.

There is no additional cost for entering an enemy controlled hex. A unit may continue moving from an enemy controlled hex, but must pay "3" movement points in addition to the normal terrain cost. Within this restriction, a unit can move directly from one enemy ZOC to another at the cost of "3" additional movement points. To move directly through enemy ZOCs, a unit must be able to pay the movement points. Otherwise, a unit may exit an enemy ZOC even if it does not have enough movement points to do so – this is the one minimum hex allowed.

## 14.4 Effects on Combat.

Attacking is completely voluntary; units do not have to attack because they are in enemy ZOCs.

### 14.4.1

Units which retreat into or through an enemy ZOC are affected as follows: Fatigued units are eliminated; Combat Effective units are fatigued. If a unit retreats through more than one hex containing enemy ZOCs then it is eliminated..

### 14.4.2

Units may advance after combat (“Pursue”) freely through enemy Zones of Control; enemy Zones of Control never block advance after combat.

## 14.5

ZOCs block command radius.

## [15.0] LAND COMBAT

**General Rule.** Combat is voluntary for units in enemy zones of control. The phasing player is termed the **attacker**; the non-phasing player is the defender, regardless of the overall strategic situation. There are three different land combat results tables (CRTs): Probe, Assault and Combined Arms. Each reflects a separate and approach to battle and each has different outcomes.

### 15.1

Each unit may attack up to once per each friendly combat impulse. If a unit can engage in more than one impulse per turn, then it can attack in each and every one of them.

## 15.2 Combat Procedure.

For each combat:

- (1) **Attack Declaration.** The attacker declares which attacking units will be attacking which defending units. Declare which Combat Results Table (CRT) will be used, either the Probe, Assault or Combined Arms.
- (2) Total the combat Strength of all attacking units for that particular combat. Add in any headquarters combat support value.
- (3) Total the defense strength of all defending units which are the target of the attack.
- (4) Divide the attacker’s strength by the defender’s strength. This gives a percentile ratio.
- (5) Consult the appropriate CRT under the appropriate percentile column.
- (6) Make any shifts to the percentile column for terrain, concentric attacks, and close air and naval support.
- (7) Roll one die. Cross index the die roll with the percentile column.
- (8) Apply any combat results immediately, including retreats and advances after combat

## 15.3 Which Units Attack.

### 15.3.1

The phasing player resolves combat in any order . The player does not have to name all the battles ahead of time; they can decide on a one for one basis as they occur.

### 15.3.2

A defending unit may be attacked from as many as six adjacent hexes.

### 15.3.3

No unit may attack more than once per combat phase.

*Note: A unit may be attacked more than once per combat phase as long as no single unit attacks more than once.*

### 15.3.4 Headquarters support.

The attacker may add the support value of any one headquarters to an attack. The HQ must be able to trace a Command Radius to at least one of the attacking units.

*Note: HQ support is in terms of additional combat factors, not percentile shifts.*

## 15.4 Multi-Unit & Multi-Hex Combat.

### 15.4.1

If a phasing unit is adjacent to more than one hex of enemy units, it may attack only one of those hexes.

### 15.4.2

Units in two or more different hexes may combine their combat strengths and attack a single hex if all the attacking units are adjacent total the defending units.

### 15.4.3

Attacks may involve any number of attacking or defending units. For the attack to be resolved as a single combat, however, all the attacking units must be adjacent to all the defending units.

### 15.4.4

The attacker player may never reduce the percentile column of any given attack.

### 15.4.5 Combat Strength Unity.

A unit’s attack and defense strengths are always unitary. A unit’s strength may not be divided among different combats, either for attack or defense.

### 15.4.6

Units in the same hex may be combined for an attack, or attack separately.

*Note: Units defending in the same hex must be attacked as a single combined total; they may not be attacked separately.*

## 15.5 Choice of Combat Results Table.

The attacker always chooses which CRT will be used, either Probe, Assault or Combined Arms.

### 15.5.1

A player may always choose the Probe or Assault CRTs.

### 15.5.2

The Combined Arms CRT may be chosen only by a player if allowed by the conditions of an appropriate Operational Card

**15.6 Combat Percentile.**

Combat Percentage is determined by dividing the attacker's strength by the defender's strength and then multiplying it by 100%. Then use the corresponding column on the CRT when rolling the die.

*Note: There are no minimum or maximum "odds" per se – for example, a unit with a combat factor of "1" can attack, regardless of the defender's strength (using the <=49% column, which can be shifted right per below). Similarly, there are no automatic victory attacks.*

**15.7 Combat Results.**

Explanations of combat results are adjacent to the CRT.

**15.8 Combat shifts.**

A combat shift is a change in the percentile column. A shift to the right (+ #) means that the percentage column is increased (in favor of the attacker). A shift to the left (- #) means that the percentage column is decreased (in favor of the defender). If both attacker and defender are applying shifts, then use the cumulative total of shifts.

**15.9 Attacker Shifts****15.9.1 Close Air Support.**

The attacker may add one airstrike capable of close support to each combat (Attack class, if the friendly Close Air Support card is in play). This shifts the combat percentile a number of columns to the right equal to the airstrike's bombardment value.

*Note: The defender may not add close support.*

**15.9.2 Naval Gunfire.**

The attacker may add one Naval gunfire marker per combat, attack or defense. The defending hex must be on a coastal hex. This shifts the combat percentile one column to the right.

**15.9.3**

In-hex Airborne Assault: shift +1 to the right (see [30.0]).

**15.9.4 Concentric Attack.**

If the attacker has a defending hex completely surrounded with units, zones of control and/or otherwise prohibited terrain, then shift +1 to the right.

In other words, if the defender would have no place to which to retreat, it's a concentric attack. And again, remember that certain ZOCs do not extend into certain types of terrain!

**15.10 Defensive Shifts.****15.10.1 Terrain.**

Defending units benefit from the terrain in the hex they occupy and/or that hex's perimeter hexsides. Terrain in hexes occupied by the attacker have no effect on combat. The effect of terrain on combat is reflected by (sometimes) giving the defender defensive shifts (to the left). The Terrain Effects Charts gives the defensive shifts.

**15.10.2**

Terrain benefits are cumulative if there is more than one type of terrain in the hex.

**15.10.3 River Hexsides.**

A force receives the benefit for defending behind a river only if all attacking units are attacking across river hexsides. This is in addition to inhex terrain.

*Example 1: The attacker has 20 combat factors and the defender 13.  $20/13 \times 100\% = 153\%$  so the combat is resolved on the 150-199% column.*

*Example 2: The attacker has 10 combat factors and the defender 13.  $10/13 \times 100\% = 77\%$  so the combat is resolved on the 50-99% column.*

*Example 3: An attack is being made at 200-299% with a two column shift to the left. The final column is 100-149%.*

*Example 4: The attacker has 10 combat factors and the defender 1. The start percentile column is 600%. The attacker has one shift and the defender two. The combat is resolved on the 500-599% column.*

*Note: the CRTs are set up so that sometimes small forces can take on larger forces if properly supported. This models the many tactical turnarounds of the original campaign.*

**15.11 Armor and Operational Cards**

Operational cards which provide a CRT shift for armor support require a division or brigade sized armor, armored infantry or light armor unit. Other types/sizes of mechanized class units do not count.

**[16.0] RETREATING & PURSUIT**

**General Rule.** There are two types of combat which may take place immediately after combat: Retreat (in which losing units are moved involuntarily) and Pursuit (in which winning units are moved voluntarily).

**16.1 Retreat.**

When a combat result requires a player's units be retreated, the player designated by the result must immediately move those units the indicated number of hexes away from their combat position. Retreat is not normal movement; it is determined in terms of hexes, not movement points, and units may always retreat the number of hexes indicated, regardless of their printed movement allowances, unless blocked.

**16.1.1**

Retreat is subject to the following restrictions and if a unit is unable to retreat within these restrictions, it is eliminated instead.

- (1) Units may never retreat into hexes containing enemy land units or ZOCs. (For an exception, see [16.1(2)].)
- (2) Units may not retreat after combat off map or into terrain or across hexsides it could not normally enter.
- (3) Units may retreat into and through hexes containing friendly units. This does not affect units retreated through. Remember, though, that units must obey stacking restrictions at the end of the combat phase or the excess is eliminated.
- (4) The retreating unit must terminate the retreat the indicated number of hexes away from its former combat position. If it can not, and can retreat only a portion of the number of the obligated hexes, it is eliminated in the last hex in which it was able to retreat. The Retreat Path terminates in the hex in which a unit as eliminated.
- (5) Units may be retreated together or separately.
- (6) In no case may a unit be retreated into a hex which would cause it to be eliminated or overstacked if other retreat paths are available.

- (7) Units with a “0” movement allowance are destroyed if forced to retreat.
- (8) Fortress garrison units (with the symbol) ignore retreats when in friendly fortress hexes; this is so for both defend and attack. Other unit types in the same hex are affected normally.

Remember, Fatigued units do not have ZOCs so units can retreat next to them, though not into their hexes.

### 16.1.2

Units which retreat into a hex that is then attacked defend normally and contribute their defense strength normally.

## 16.2 Pursuit.

If a combat result calls for a player to conduct a Pursuit, he may immediately move some, none or all of his qualified units which were involved in the combat the number of hexes indicated. All unit types may advance after combat.

### 16.2.1

Pursuit movement does not expend movement points. It may only be into hexes into which units could normally enter. Pursuing units may ignore enemy zones of control but may not enter hexes containing enemy units.

### 16.2.2

Units with a “0” movement allowance may not pursue. “Pursuit” is what other wargames term “Advance after Combat”.

### 16.2.3

Certain combat results will increase the number of hexes for the pursuit.

### 16.2.2

In some cases, the defender can advance.

*Notes: “Pursuit” is what other wargames term “Advance after Combat”.*

## [17.0] FATIGUE & RECOVERY

**General Rule.** Land and airstrikes have two sides. The front represents their Combat Effective status, the reverse is their Fatigued status.

### 17.1 Land Unit Fatigue.

A Combat Effective unit is flipped to its fatigued side when:

- (1) A combat result calls for it.
- (2) When retreating into a hex containing an enemy ZOC.
- (3) At the end of any third impulse in which it moved and/or attack.

#### 17.1.1

A Fatigued land unit which receives another fatigued result is eliminated. This may be as a result of [16.1].

#### 17.1.2

Fatigued units have no ZOCs and, as noted on the counter, reduced attack, defense and movement values, or command radius if HQs.

#### 17.1.3

Fatigued units are otherwise treated as normal units for all game purpose (such as stacking).

## 17.2 Land Unit Recovery.

During the friendly Recovery Phase, the phasing player checks each and every Land unit for recovery.

### 17.2.1 Prerequisite:

A unit must be able to trace a line of supply in order to make a recovery check.

### 17.2.2 Procedure.

For each unit attempting recovery, check the Recovery Table. Roll one die, making any die roll modifiers as noted next to the table.

## 17.3 Airstrike Fatigue.

A Combat Effective Airstrike is flipped to its fatigued side when:

- (1) A combat result calls for it.
- (2) If used more than once in the same game turn. It becomes fatigued at the end of the second mission. Each Combat Effective Airstrike may make up to two air missions per turn, but is automatically Fatigued at the end of the second Mission, in addition to any other combat results.

### 17.3.1

A fatigued Airstrike which receives another fatigued result is eliminated.

## 17.4

Airstrike Recovery is done in the same manner as Land unit Recovery, with the following additional restriction:

- (1) a player may attempt to recover a total number of airstrikes equal to each country’s total in supply Air Base units.

## 17.5

Naval Units are always in Combat Effective.

## 17.6

Supply Source & Port Damaged Markers may be placed as a result of Air Bombardment missions.

### 17.6.1

Supply Source and Port Damaged markers negate the effects of supply sources and ports respectively until they are removed. They are removed during the friendly Recovery phase if the hex is occupied by a friendly headquarters unit and the hex is supply. Roll for recovery on the appropriate column on the recovery table.

### 17.6.2

An already damaged supply source or port which receives another damaged result has no additional effect; they may not be destroyed in the course of the game.

## 17.7 Terrorized Markers.

### 17.7.1 Cities.

Terrorized markers negate any defensive benefit for a city. They also reduce the recovery attempts for damaged markers in the hex.

### 17.7.2 Units.

A unit may have a terrorized marker placed on it as a result of air attack. The only effect the marker has is that it provides a die roll modifier for recovery from Fatigue.

**17.7.3**

Terrorized units are removed via the Recovery procedure. A Terrorized city must have at least one friendly unit in the same hex of the same nationality to attempt recovery.

**17.8**

Bridge destroyed markers are handled differently; see the appropriate rules section.

**17.9**

Certain units may begin a scenario fatigue. These are listed in the scenario deployment as (fatigued). All other units are deployed in their combat effective status.

**[18.0] LAND UNIT LOGISTICS**

**General Rule.** Logistics include supply, maintenance, administrative and medical support to the armed forces. For logistical purposes, units are in one of two statuses:

- In Supply
- Out of Supply

**18.1 Lines of Supply.**

In order for a unit to be In Supply, it must be able to trace a Line of Supply (abbreviated LOS). A LOS is a path of hexes from the unit receiving the Logistics point back to a Headquarters which can in turn trace a path of hexes to a friendly Supply Source. A Line of Supply will (generally) have two parts:

- (1) An initial Command Radius, traced from the unit to a friendly headquarters, within the Command Radius as defined in [8.0].
- (2) From the Headquarters back to a friendly Ultimate Supply Source hexes.

**18.1.1**

The Headquarters unit itself must be able to trace a path of hexes of indefinite length back to a friendly supply source hex.

Note: Railroads are not shown on the map since the Western European rail net was so pervasive.

**18.1.2**

HQs themselves do not need to trace a Line of Supply to other HQs. they can trace directly to a supply source. This includes airbase HQs. In other words, non-HQ units must first trace a supplied HQ. They can not trace directly to a supply source, other than as indicated in [18.3]. This represents a wide array of logistical and command control factors.

**18.2 Supply Sources.**

Supply source hexes are indicated on the map. A player may only trace to a supply source of the same nationality. The only exception is that British units may trace to any Allied occupied port hex. A player may not use captured Supply Sources.

**18.2.1**

Supply sources may not be destroyed.

**18.3 Automatic Supply.**

The following units are always in Supply, regardless of any other considerations:

- (1) Units in the same hex as a friendly supply source.
- (2) Fortress units in a fortress hex of the same country.
- (3) All special operations units.
- (4) Naval units.

- (5) Airstrikes are always in supply, though their ability to deploy on map may be limited by the number of supplied Air Bases.

**18.4 Effects of Supply.**

Units that are Out of Supply are affected as follows:

- (1) **Movement:** their movement factor is halved.
- (2) **Combat:** their attack and defense factors are halved.
- (3) **Recovery:** they may not attempt Recovery.
- (4) **Combat support:** headquarters may not provide combat support.
- (5) **Airbasing:** airbase units have their basing factor reduced to "0".

**18.5 Determination of Supply.**

A unit's supply status is always determined at the start of a phase. The supply status remains the same regardless of other factors which might change it. use the Out of Supply markers as mnemonics.

**18.6 Air Supply.**

The Germans have air supply markers. They can use these to supply units via air. See the Air Operations rules.

**18.6.1**

Air supply markers are placed in the hex at the start of a phase and provide supply for the remainder of the phase for all units in that hex. Units in other hexes may not trace supply to them. They are expended at the end of the phase. They may not be accumulated from turn to turn.

**[19.0] LIMITED INTELLIGENCE**

Players may not examine the composition of enemy forces, unless certain conditions are in effect.

**19.1**

A player may examine enemy stacks under the following conditions:

- (1) A player may always examine the top unit of any stack.
- (2) A player may always examine a stack after he has declared any type of combat against it (land or air); however, he may not call off the attack once it has been declared.

*Players' note: the Probe CRT is useful for determining the composition of an enemy stack at low cost.*

- (3) A player may not examine the enemy Air Display while the other player is allocating his airstrikes. He may do so once mission have been revealed.

- (4) As a result of Air Recon (see the Air Missions Chart). Whenever an Air Recon unit is placed on the map, the player can examine all enemy land units in its hex and all six adjacent hexes.

**19.2 Deception units.****19.2.1**

At the start of play, each player determines the number of Deception units he will receive. Each player rolls one die to determine the number of mechanized deception units, and then one more die for non-mechanized Deception units.

**19.2.2**

Deception units are treated in all respects as divisional land units (mechanized or non-mechanized), with the following exceptions:

- (1) if for any reasons the enemy can examine the hex in which they are located they are removed from play. They do not count for Shock Points.



- (2) If at any time, an enemy land unit is advance into their hex (or an airborne unit in their hex), then the Deception units are revealed and removed.

## [20.0] FORTIFICATIONS

**General Rule.** The fortification hexes printed on the map represent major fortified zones. They must be garrisoned in order to be used. Otherwise, they are treated as the other terrain in the hex.

### 20.1

Fortification hexes have no inherent combat value in themselves. These provide the defensive modifiers as shown on the Terrain Effects Table. Note that fortifications provide full defensive bonuses only if all attacking units are attacking through fortified hexsides. If attacked from a non-fortified hexside, or a combination of fortified and non-fortified hexsides, then the reduced benefits apply.

### 20.2

When using the Maginot Line card, the Allies receive additional benefits for having fortress units occupying fortified hexes.

### 20.3

Fortification hexes may be destroyed as follows: if at the end of any combat phase, at least one enemy unit occupies a friendly fortification hex, then that fortification is no longer in existence. Treat it as the other terrain in the hex.

## [21.0] NAVAL GUNFIRE

The Allied player has naval gunfire units. These can be used to enhance combat.

### 21.1 Procedure.

During any combat in which an Allied land unit is involved, the Allied player may add in any or all naval gunfire units. The situation is that at least one defending unit be in a coastal hex on the English Channel or North Sea. For each naval gunfire unit, the combat is shifted one column in the Allies' favor (to the right if attacking, to the left if defending).

That is, if the Allies are attacking, then at least one defending Axis unit must be on a coastal hex. If the Axis is attacking, then one defending Allied unit must be on a coastal hex.

### 21.2

Naval gunfire units may be used in any impulse that Allied or Axis land units can attack. Naval gunfire units may not attack by themselves.

### 21.3

Naval gunfire units are never affect by the outcome of land combat. Also, enemy airstrikes may not attack them.

### 21.4

Naval gunfire units do not otherwise count as units for stacking. They are always in supply.

*Design note: while the Axis air forces were capable of attacking and sinking enemy warships, on the scale of the game this would not be a factor. That is, if individual Allied warships were sunk, they would be replaced by other ones.*

## [22.0] AMPHIBIOUS OPERATIONS & NAVAL EVACUATION

**General Rule.** Allied land units may move from a coastal hex to any other coastal hex via amphibious units. This is called amphibious movement.

### 22.1 Procedure.

The Allied player utilizes amphibious markers to make amphibious movements. The unit making the amphibious movement must begin on a coastal hex. The Allie player then picks it up and moves it to any other coastal hex, within the limits set below. This consumes all that land unit's movement for the impulse. The unit may otherwise conduct operations normally in the same turn.

### 22.2 Capacity.

Each Amphibious unit may move the following number of units:

- (1) One non-mechanized corps or three non-mechanized divisional units.
- (2) One mechanized division or three non-divisional mechanized units.
- (3) One headquarters (mechanized or non-mechanized).

### 22.3 Limits.

Units are restricted in how they move as per the hexes on which they begin and end the movement:

- (1) Port to Port. No additional restrictions.
- (2) Port to non-port coastal hex. No additional restrictions.
- (3) Non-port coastal hex to Port. All Combat Effective units are Fatigued. Already Fatigued units are placed in the Evacuated box.
- (4) Non-port coastal hex to Non-port coastal hex. All Combat Effective units are Fatigued. Already Fatigued units are placed in the Evacuated box.

*Note: The Fatigue in this case represents units abandoning their heavy weapons and vehicles.*

### 22.4 Restrictions.

units may use amphibious movement to and from hexes I enemy ZOCs. They may not land in hexes containing enemy units, with the exception of Amphibious Assault, below.

### 22.5 Amphibious Assault.

A unit may make an amphibious landing against an enemy occupied hex, attacking from an all sea hex. This is resolved as other forms of combat, except that if the attacker does not clear all defending units from the hex and advancer after combat into it, the attacking land units are eliminated (the amphibious marker is also eliminated in this case).

#### 22.5.1 Limits.

The Allie d player may have a maximum of one non-Mech corps plus one marine division make an amphibious invasion in any particular turn.

### 22.6 Activation.

Amphibious Operations may be conducted only in the Allied first impulse.

## 22.7 Evacuation.

A player may move units to the Evacuated box in the following cases:

- (1) If stated above under 22.3.
- (2) By declaring emergency evacuation. In this case, double the capacity of each amphibious unit. However, all Combat Effective units being evacuated by emergency evacuation are Evacuated. Already Fatigued units remain Fatigued. A player may declare emergency evacuation on a amphibious unit by amphibious unit basis.

### 22.7.1

Units placed in the Evacuated Box are out of play for the remainder of the game (they are considered to be in Britain recovering). However, they do not count as units lost for Shock Points.

## 22.8

Amphibious units do not otherwise count as units for stacking. They are always in supply.

## 22.9 Inland Ports.

Several cities are inland ports. The Allied player may use them as ports if there is a line of river hexsides from the city to the English Channel/ North Sea. None of these hexes may be occupied by enemy units, or in enemy ZOCs.

## [23.0] SPECIAL UNITS

### 23.1 Fortresses.

Fortress Units ignore any retreat results if they are defending in a fortress of the same country. This applies to both attacks and defenses. Non-fortress units suffer retreats normally.

### 23.2 Mountain Units.

If at least one attacking unit is a Mountain unit, combat odds are shifted one to the right when attacking into mountain or rough terrain. This is cumulative with other shifts.

### 23.3 Fortress Assault Brigade.

The German fortress assault brigade may use its attack factor only against hexes containing enemy fortresses.

### 23.4 Assault Guns & Self-Propelled (SP) Anti-Tank Units.

They may use their attack strengths only when attacking in conjunction with other friendly units. Also, when defending with other unit types, and the enemy contains any armor, then shift one additional column to the left in defense.

### 23.5 Special Operations Units.

#### 23.5.1

Special operations units always pay "1" movement point per hex entered. They never pay any hexside crossing costs. Special Operations units always ignore enemy ZOCs.

Note that since they are battalion sized units, special operations units have no ZOCs themselves.

#### 23.5.2

Airborne special operations units may conduct airborne landings and airborne special operations. See 30.0 and 32.0.

## [24.0] AIRPOWER IN GENERAL

**General Rule.** There are two general types of air units: Air Bases, which represent the command control and logistical centers for aerial formations. Airstrikes, which represent the actual aircraft "in the air". Air Bases unit are always on the map (unless eliminated or withdrawn) while airstrikes are organized in the Airstrike displays until placed on the map only when performing operations.

**Design note:** *Airpower is shown on the operational level. Consequently, much of the air operations takes place "off" map (in the air missions display) and is assumed to be occurring over the entire theater of operations, with airstrikes being placed on map only when needed to resolve certain types of air missions.*



### 24.1 During the Mutual Air Warfare Phase:

- (1) Both players secretly allocate their Airstrikes to applicable Air Missions on the Air Mission chart. This is done by the players placing their Airstrikes in the appropriately labeled boxes.
- (2) Both players then simultaneously reveal their air missions.
- (3) Conduct Air Superiority Combat.

Following Air Superiority combat, surviving Airstrikes will conduct Ground Attack, Combat Air Patrol, Air Transport and Interdiction missions throughout the course of the turn. During the Air Recovery segment, both players may return to play a percentage of their Fatigued Airstrikes equal to their Air Recovery Rate.



## 24.2 Allocation of Air Missions.

The player places each friendly Airstrike in one of the listed Air Missions boxes on the Air Operations Chart. Each Airstrike must be allocated to one mission. This can include Ready, Reserve and Recovery, in which cases the Airstrikes do not fly. Each Airstrike may perform only one mission per turn, and may perform only missions of which they are capable.

### 24.2.1 Airstrike Types.

Each Airstrike has a type (ex: F = Fighter, see 2.3.6). Various missions can be flown only by designated unit types. Mixed Airstrikes are generally treated as bombers, unless otherwise stated.

## 24.3 Air Command Control

### 24.3.1

Each Air Base has an air command rating printed on it. Note this value is reduced when the Air Base is Fatigued.

### 24.3.2

A player may allocate a maximum number of airstrikes to Active air missions in a turn equal to their total Air Base support factors (from HQs on the map). This is checked during the Mutual Air Warfare Phase, so if the total support actors change in the course of the turn, it does not affect the Airstrikes already assigned to missions. There is no limit to the number of airstrikes which may be assigned to Passive air missions (Reserve, Recovery). A player is limited in the number of Airstrikes which may be “based” on friendly air bases equal to the Command rating for that headquarters. Units which are placed on the map for any mission must be staged from an Air Base: that is, they can fly missions from it. The HQ’s basing factor may be reused each phase.

*For example, an Air Base with a command rating of “3” could be used as the base for up to three Airstrikes in a single phase.*

*Airstrikes are not physically based on the Air Bases on the map. These are considered to be the centers for air command control for surrounding complexes of airfields.*

### 24.3.3 Range.

Airstrikes can perform air missions only within range. Range is measured in hexes from a friendly Air Base to the target hex. This may be over any type of terrain and units. It may not be traced through neutral countries. See the Air Missions Chart for details.

*For example, an Airstrike with a range of 20 could conduct an air mission against a hex up to 20 hexes from a friendly Air Base.*

### 24.3.4

During the Air Superiority phase, the total number of airstrikes launched may not exceed the total Air Command values of the Air Bases the player has on the map. Air Superiority missions have no range per se, but note that they affect only enemy airstrikes which are not in Reserve.

*They are targeting enemy airstrikes which are “up front” actively engaged in operations and consequently within range of offensive air.*

### 24.3.7

Passive Air Mission are not affected by range.

### 24.3.8

An Air Base that stages any air missions in a given game turn may not move in that same game turn, and vice versa.

## 24.4 Stacking.

A player may normally have up to two Airstrikes flying over a hex. This may be increased to four if the player has played the Air Command Control card. This applies only to on-map mission, not to Air Superiority, which can include any number of Airstrikes.

## 24.5 Allies.

Air nits may only be staged from Air Bases of their own nationality.

- (1) Exception: USA Airstrikes may stage from any British or French Air Bases, and are in all other respects treated as British Airstrikes.

### 24.5.1 Airstrike Fatigue & Recovery.

Combat Effective Airstrikes may become fatigues in one of two ways:

- (1) As a result of Combat Results on the Air Missions Table.
- (2) If an Airstrike is fatigued as a result of conducting more than one operation in a single turn – see “Disposition” below.

### 24.5.2 Airstrike Recovery.

During the friendly Recovery Phase, each player checks which Fatigued Airstrike in the Recovery box to restore it to Combat Effective status. Each country has a modifier to this die roll.

## 24.6 Disposition & Command Control.

Normally, an Airstrike may conduct a maximum of one Air Mission per complete game turn. At the end of that mission, it is placed in either:

- (1) the Reserve box (if it survives without being destroyed or fatigued),
- (2) the Recovery box (if it is fatigued as a result of the mission),
- (3) or eliminated box (if destroyed).



## 24.6.1

However, the player may take any Airstrike which survived an Air Mission in combat effective status and place it back in its Mission box (the same one to which it had been assigned at the start of the turn), flipping it to its Fatigued side. It may then fly a second mission in that same turn of that type (while fatigued) in a subsequent impulse.

*Note that in this case, this applies only to Airstrikes which completed its mission in combat effective status. If it completed its mission fatigued, then it could not do this since it would be eliminated by being fatigued again.*

## 24.6.2

If the player has played the Air Command Control card: same as 24.6.1, however, a fatigued Airstrike may be placed on a second or subsequent mission without being eliminated by this.

*In this case, the fatigued Airstrike would remain fatigued when flying the second (and possibly third subsequent mission). However, any fatigue it suffered in combat would eliminate it.*

## 24.6.3

Airstrikes may perform a mission in any impulse within the above restrictions and Mission type. An Airstrike may never fly more than one mission per impulse.

## 24.6.3 Low Countries

Netherlands and Belgian airstrikes can not be placed in Reserve.

*Note: Owing to their airbases being located within range of the Luftwaffe.*

## [25.0] AIR SUPERIORITY COMBAT

**General Rule.** Air Superiority occurs during the Air Warfare segment, as noted in the sequence of play. This uses airstrike Air Superiority values:

**Offensive Air Superiority value:** this is indicated by black print (Fighters, some Mixed types).

**Defensive Air Superiority value:** this is indicated by white print (all other types).



## 25.1 Procedure.

Each player totals (1) the number of Offensive Air Superiority factors (per above) committed to the Air Superiority mission, plus (2) the friendly Anti-aircraft level. Each player then simultaneously “fires” on the Air Superiority Table. Utilize the column with a number equal to the total strength. The outcome gives the number of enemy Airstrikes eliminated + fatigued. Results are applied simultaneously.

*Note: Defensive Air Superiority factors do not come into play at this stage—see Combat Air Patrol.*

## 25.2

If a player does not allocate any Airstrikes to Air Superiority missions, that side would still fire on the Air Superiority table using the friendly Anti-aircraft value.

## 25.3

Air Superiority results are allocated as follows:

- (1) Elimination: eliminate that number of airstrikes, regardless if combat effective or fatigued.
- (2) Fatigue: flipped that number of airstrikes from their Combat Effective side to their Fatigued side, or eliminate that number of already Fatigued airstrikes, or any combination. A player can apply two Fatigues against a Combat Effective airstrike which eliminates it.
- (3) Eliminations must be applied prior to Fatigue.
- (4) A player always selects which friendly Airstrikes will be eliminated or fatigued. They may come from any air missions, except those in the Reserve mission (which are not affected by Air Superiority combat and may not be taken as losses).

*Example of Air Superiority Combat. The Axis commits four Me-109s to Air Superiority. Their total air Superiority strength is 20, plus 4 more for German AAA. They inflict a result of 2/3. This means the Allies must eliminate two airstrikes and fatigue another three.*

## 25.4 Anti-Aircraft (AAA).

Each player has an Anti-aircraft level assigned by scenario, representing the quantity and effectiveness of their ground based air defenses. Place the Anti-Aircraft Level marker on the appropriate space on the Anti-Aircraft Chart. This level does not change in the course of the game, except as noted below. AAA strength is added to the total Air Superiority value of Airstrikes. Should a player allocate no Airstrikes to Air Superiority, they use just their Anti-aircraft level.

## 25.4.1

Anti-aircraft strength fire at airstrikes in the same manner as (and in addition to) airstrikes committed to air superiority.

## 24.4.2

Anti-Aircraft Level can change as follows:

- (1) If France collapses, reduce the Allied anti-aircraft value by “1”.
  - (2) If Germany collapses, reduce the Axis anti-aircraft level to “0”.
- (Although this is irrelevant since it would end the game).

*Otherwise, enemy anti-aircraft strength may never be attacked by the players in the course of a game.*

## 25.5

**Air Sneak Attack.** If a player plays the Air Sneak Attack operational Card, then on Turn 1 only:

- (1) that player may commit units with a defensive air superiority strength (as well as an offensive air superiority strength) to the Air Superiority mission. Those units add their bombardment strength to the player’s total air superiority strength.
- (2) Enemy units in the Reserve air box are affected by air superiority attacks.

## [26.0] AIR GROUND ATTACK & INTERDICTION

### 26.1

Ground Attack missions are conducted against enemy land units or terrain features. A ground attack is performed during any active friendly combat phase by placing the Airstrike(s) on top of the enemy stack or hex to be attacked. Total the number of air strength points and roll one die on the Ground Attack table.

### 26.2

A player may make combine all airstrikes used for a single ground attack, or make individual attacks, or any combination, as long as each target in the hex is attacked no more than once.

For ex: If a target hex containing a city and an enemy unit, plus a bridge hexside, and the German player has three airstrikes over the hex, two of them could attack the city and one the ground unit (ignoring the bridge). Or one could attack the city, one the bridge and one the enemy unit.

### 26.3

The instant a player commits at least one airstrike to a ground Attack mission, he may examine all enemy units in the hex to be attacked.

### 26.4 Ground Attacks versus units.

This is resolved on the Ground Attack Table. Defending units gain the advantage of any terrain benefits from the TEC.

### 26.5 Ground Attack versus terrain features.

This is resolved on the Ground Attack Table. No terrain benefits are received. The player must designate which terrain feature is being attacked:

- (1) Supply source.
- (2) City (for terror attacks).
- (3) Bridge hexside.

### 26.6 Terror Markers.

Terror markers may be placed on cities and units as a result of bombing.

#### 26.6.1 Effects on Cities:

- (1) The city may not be used as a resupply source.
- (2) The city may not be used as a start or finish point for rail movement.
- (3) Land units defending in the hex receive no defensive bonus for the city.
- (4) The Terror marker can be removed by the Recovery procedure (see [17.0]).

#### 26.6.2 Effects on Units:

A unit with a Terror marker subtracts an additional -1 to its recovery attempts (see [17.0]).

### 26.7 Interdiction.

A player may employ Interdiction attacks only if they have played the Operational Air Force card.

#### 26.7.1

Interdiction is a special form of air-ground attack which takes place in the enemy turn. Units committed to interdiction are not placed on the map until an enemy land unit enters a hex within range of a friendly

airbase. At that point, they attack the moving unit (or moving stack of units). Resolve the ground attack normally, with an additional +1 column shift. The interdiction attack effects only the moving unit(s). Each airstrike may execute a maximum of one interdiction mission per (enemy) impulse. If it attempts a second interdiction mission in the same enemy turn, then it is fatigued.

#### 26.7.2

A player may declare an interdiction attack against a HQ which is providing support, even though that HQ is not moving. The interdiction attack is executed at the instant that the HQ declares support, and before that support is fulfilled. If the Interdiction succeeds in eliminating the HQ, or reducing the HQ's command radius such that it can not provide support to the units for which it declared that support, then the support is not provided.

## [27.0] CLOSE AIR SUPPORT

### 27.1

Close Air Support missions are performed during the friendly combat segments in order to shift the odds in favor of friendly attacking ground units. A player may execute Close Air Support only if he has an operational card allowing it, and only if using dive bomber or attack aircraft. Airstrikes used for Close Air Support are never affected by the results of land combat.

### 27.2 Disposition.

Following completion of Ground Attack missions, the player may return the airstrikes used to the Reserve box, OR may place a Combat Effective airstrike back in the Close Air Support box, for use in a later impulse—however, if this latter course is chosen, then the airstrike is Fatigued.

### 27.3

The following types are Close Air Support capable: German He-126 and Ju-87; British Battle; French P-63, P-39 and "Mixed" with a bombardment factor of "2."

## [28.0] COMBAT AIR PATROL, ESCORTS & INTERCEPTION

### 28.1

During the Combat Air Patrol phase, the player may place Combat Air Patrol (CAP) missions on the map. Only units with an offensive air superiority strength may conduct CAP. They may be placed only within range of a friendly Air Base. Thecae remain in the hex in which they are placed throughout the game turn and may "intercept" enemy airstrikes which are placed in the hex on missions.

### 28.2 Order of placement.

CAP units are applied in the following order:

- (1) Allies place over Germany
- (2) Germans place over any country
- (3) Allies place over any Allied country

### 28.3 Interception.

Whenever a player places airstrikes in a hex containing or adjacent to enemy CAP, the player with the CAP may declare Interception. If he does, then resolve Air Superiority combat. Both players may fire their

full Air Superiority strength, highlighted or not, simultaneously at each other. Any surviving intruders may then complete their missions.

## 28.4 Escorts.

The attacker may commit any units with an offensive air superiority strength to “escort” the intruders. They can fire at the CAP units and take any losses if desired.

## [29.0] AIR TRANSPORT

A player may move land units via Air Transport.

### 29.1 Air Transport Procedure.

The unit must start the movement segment on an “airbase” hex. It then moves to any other friendly “airbase” hex on the map, landing at the end of the movement segment. Air transport takes places in the friendly first impulse movement phase only.

### 29.2 Friendly Airbase Hexes.

The following are considered to contain friendly airbases:

- (1) City or Town hex occupied by at least one friendly unit, including the unit to be Air Transported.
- (2) Any city, town or clear hex containing a friendly Air Base unit.

### 29.2.1

A unit may utilize Air Transport into an airbase hex in the same movement phase that the hex was captured.

Note that a player can use airborne units to seize an undefended qualified airfield hex behind enemy lines and, in the same movement phase, Air Transport other units into that hex.

### 29.3

A land unit may make no other movement in the turn it uses Air transport.

### 29.4 Air Transport Unit Costs:

- (1) Airborne, airlanding and special operations regiments each require one air transport unit to be transported.
- (2) A single air transport can transport up to three airborne/special operations battalions, but the transport must all be from/to the same hexes.
- (3) Mountain and light infantry divisions require four air transport units to be transported.
- (4) Other units may not be air transported.

### 29.5

There is no “Scatter” for air transport (as for airborne landings, see below); units automatically land in the target airbase hex.

### 29.6

Combat. units conducting Air Transport may land in enemy zones of control. They may attack normally.

## [30.0] AIRBORNE OPERATIONS

**General Rule.** Land units may move via air in two general ways:

- (1) Air assault: parachute or glider landing.
- (2) Air landing: movement by aircraft to airfield hexes secured by other troops.

### 30.1 Air Assault Procedure:

All airborne and special operations units may use Air Assault. An airborne unit must start in a hex which contains a friendly “Airbase”

hex (see Air Transport rule for definition of Airbase hex.). The player picks the Airborne unit up and places it on any land hex on the map, checking for “Scatter”.

## 30.2 Restrictions.

### 30.2.1

An airborne unit may make no other movement in the impulse it makes an airborne landing.

### 30.2.2

Generally, an airborne unit may not land in a hex which contains an enemy unit or prohibited terrain. It may land in an enemy ZOC. However, see the Special Operations rule for landing in enemy occupied hexes.

## 30.3

Each Airborne brigade/regiment/battalion requires ONE (1) Air Transport group to conduct the airborne movement.

## 30.4 Scatter Table:

The player must roll one die for each airborne unit making an airborne landing. Roll one die per unit on the Scatter Table.

## 30.5 Combat.

Units making airborne landing may land adjacent to enemy units and attack normally in the same impulse.

## 30.6 In-Hex Air Assault Combat.

### 30.6.1

An airborne unit may land on top of an enemy unit (i.e., in the same hex). Roll for scatter. The unit remains in the same hex as the enemy throughout the movement phase. During the ensuing combat phase, the air assaulting units must attack the enemy units in hex. They may not attack into adjacent hexes. Additionally, other friendly units in adjacent hexes may also join in the attack, and air and naval support may be called in. If all enemy units in the hex are NOT eliminated or retreated out of the hex as a result of this combat, the air assaulting units are eliminated at the end of the combat. Adjacent attacking units suffer combat results normally.

### 30.6.2

Air assaulting units in the same hex as enemy units lose their ZOCS. They still count as a unit for blocking enemy retreats/advances/supply into the hex itself. Enemy units in the same hex retain their normal ZOC and their in-hex presence.

### 30.6.3

Air Assaulting units may not trace a land line of supply if an enemy unit is in the same hex. They may be air supplied.

### 30.6.4

Enemy units defending in the same hex as an air assault receive no terrain benefits for defense. Additionally, the attackers receive a +1 column shift for the attack.

## [31.0] AIR SUPPLY

Air Transport units may provide air supply to ground units by using air supply markers.

### 31.1 Procedure.

The Air Transport unit flies from an in supply Air Base unit. It flies to the target hex. Place an Air Supply marker in the hex.

### 31.1.1 Capacity.

Each supplied Air Base can be the base for one air cargo mission.

## 31.2

The target hex must contain a friendly unit. The friendly units may be airborne units making an air assault, in which case the air supply may be dropped into a hex containing enemy units.

### 31.2.1 Effects.

All friendly units in the hex are considered to be In Supply for all game purposes. The Air Supply marker applies only to units in the hex; units in other hexes may not trace to the hex as a supply source.

### 31.2.3 Duration.

The Air Supply marker remains in the hex until the end of the friendly Administration phase, at which point it is removed from the map. It may also be removed from the map if at any time an enemy land unit enters the hex, at which point it is immediately eliminated (the only exception is in the case of Air Assault, above).

### 31.2.4

Air Supply markers have no other effects on play – they do not count as units, nor may they be the target of any attacks. They simply indicate the presence of air supply in the hex.

## [32.0] SPECIAL OPERATIONS

The German player if he plays the Special Operations Forces card may use certain airborne and special operations units to conduct special operations.

### 32.1 Types of Special Operations Units.

There are two general types of units which can conduct special operations:

- (1) German airborne regiments (not airlanding!).
- (2) Special operations units (with the commando symbol).

#### 32.1.1

Only combat effective units can conduct special operations. Fatigued units may not.

### 32.2 Types of Special Operations:

#### 32.2.1 Airfield Seizure:

this may be done by airborne and special operations units.

- (1) The units conduct a standard air assault into a city hex containing enemy units.
- (2) If the assaulting units complete the landing (see the Scatter Table) then the player rolls on the Special Operations table under the Airfield Seizure column.
- (3) If the Special Operations succeeds, immediately fly into the same hex any airborne or airlanding units, using normal air transport rules. This may be done into a hex containing enemy units.
- (4) During the Combat Phase, resolve any combat in the hex according to the rules of In-Hex airborne assaults [30.6].
- (5) If at the end of the combat phase, all enemy units have not been cleared from the hex, then any friendly units in the hex are eliminated.

That is, special operations units may remain in a hex containing enemy units at no penalty until the end of the combat phase, at which point the survival of the special operations unit is checked.

### 32.2 Fortress Coup.

This may be done only by airborne special operations units.

- (1) The units conduct a standard air assault into a hex containing a printed enemy fortress (there may also be enemy units in the same hex).
- (2) If the assaulting units complete the landing (see the Scatter Table) then the player may immediately declare a Fortress Coup special operation. This may eliminate the fortress.
- (3) If more than one air assault against a fortress hex is attempted, then each one resolves any attack against the fortress as it lands and before the next air assault unit attempts to land.
- (4) During the Combat Phase, if there were enemy units in the hex, resolve any combat in the hex according to the rules of In-Hex airborne assaults.
- (5) If at the end of the combat phase, all enemy units have not been cleared from the hex, then any friendly special operations units in the hex are eliminated.

### 32.3 Special Operations Table:

Roll on the special operations table, using the designated column. Make any die roll modifiers. Then apply the result for the particular mission declared.

*For ex: The German player lands an airborne regiment on the city of Rotterdam, which contains a Dutch unit. He rolls on the Special Operations Table, under Airfield Seizure, and he rolls a success. He could then, in the same movement phase, fly in an airlanding regiment from the 22<sup>nd</sup> Airlanding Division into the same hex. During the Combat Phase these two units would attack the Dutch unit in hex—hopefully, with reinforcements coming from other hexes!*

### 32.4 Sequencing.

The Special Operation is resolved prior to any combat in the hex. A result of Fortress Destroyed on the Special Operations table destroys the printed fortress (place a marker in the hex). The result does not affect any fortress garrison unit in the hex, which the Special Operations unit would attack via in-hex Air Assault combat following the resolution of the Special Operation.

## OPTIONAL RULES

Optional rules add additional complexity to the game. They also will change game strategy.

## [33.0] OPEN CITIES

General Rule. The Allied player may declare a major city hex an Open City.

### 33.1

During any friendly Administration Phase, the Allied player can declare the city an Open City. Place an Open City marker on the city. In order to do so, there may be no friendly or enemy land units in any hexes of the city at the instant it is declared an Open City. If a city has more than one hex (for ex: Paris) then all conditions must apply to all hexes of that city.

### 33.2 Effects.

As long as the Open City marker is on the city, then:

- (1) Friendly land units may not enter the city for any reason (including retreat). Friendly lines of supply may not be traced into the city. The city loses any supply source capability it may have had.

- (2) The Shock Point value of the city is reduced as per the chart.  
 (3) Enemy land units may enter the city freely.

### 33.3 Duration.

Once an Open City marker has been placed on a city, it remains in play until an enemy land unit occupies any hex of the city, or the enemy launches any kind of air attack against the city. At this instant, the marker is removed, but may be placed again if the conditions above apply and the payer who originally controlled the city chooses.

## [34.0] ENTRENCHING

### 34.1 General Rule.

A player creates an entrenchment in a hex during a friendly Entrenchment Phase by having a Combat Effective, supplied land unit in the hex during a friendly Movement Phase. The unit rolls one die and if the result is “1-2” then place an entrenched marker. On a roll of “3-6” the attempt fails.

### 34.2 Effects.

If a friendly entrenched marker is in a hex, then defending units receive a one column shift to the defense when attacked by land or air attacks. This is in addition to any other shifts for defense. Enrichments do not affect attacks made from their hexes.

### 34.3 Restrictions.

No more than one entrenchment may be created in a hex. No more than one unit may attempt to build an entrenchment in a hex per Entrenchment phase.

#### 34.3.1

Entrenchments may be created in any type of hex, including fortified hexes.

### 34.4 Duration.

An entrenched remains on the map for as long as there is at least one friendly land unit in the hex. The instant that all friendly land units move out of the hex or otherwise cleared by combat, then the fortification is removed from play. This means that you may not use enemy entrenchments.

## [35.0] BRIDGEHEADS

### 35.1 Bridgeheads.

A player creates a Bridgehead in a hex by having a Combat Effective, Supplied headquarters unit in a hex adjacent to an unbridged river hex during a friendly Bridgehead Phase. The HQ rolls one die and if the result is less than or equal to the command rating of the HQ, then place a bridgehead marker. Otherwise, the attempt fails.

### 35.2 Bridgehead Effects.

This negates the river hexside for purposes of movement and tracing activation and supply.

### 35.3 Bridgehead Duration.

The bridgehead marker remains in effect as long as the player maintains a friendly HQ adjacent to the river hexside on which the marker is placed, even if the HQ becomes fatigued or unsupplied. At the instant there is no friendly HQ adjacent to it, the bridgehead is removed.

### 35.4 Bombing Bridgeheads.

Certain Bombardment results may cause a printed bridge or bridgehead marker to be destroyed.

*Design note: Many of the river hexsides have bridges across them, though these are not shown on the map. One reason is that bridges tended to be choke points, so even with an intact bridge, movement would be impeded. What bridgeheads represent is either securing bridges and establishing traffic control across them, or emplacing pontoons bridges where bridges have been destroyed. This rule avoids the necessity to have much more complex rules involving bridge destruction and building by looking at the higher level command control issues invalid in establishing bridgeheads.*

## [36.0] FLOODING

### 36.1

The Allied player may declare flooding of the following regions:

- (1) The Flood hexes in the Netherlands. This may be done if the Netherlands are Belligerents and have not collapsed.
- (2) The Flood hexes in France. This may be done if France has not collapsed.

### 36.2 Procedure.

During any Allied administration phase, the Allied player may declare “Flooding” in either or both of the above. No German units may have entered any of the potential Flood hexes. Roll one die. On a 1-3 the flooding succeeds. On a 4-6 it fails. If it fails, it may not be attempted again in the course of the game.

### 36.3 Effects.

See the Terrain Effects Chart for effects on movement and combat. Also, at the instant of flooding, all entrenchments in flooded hexes are eliminated.

### 36.4 Penalty.

Increase the shock points for a country by 5 if it has declared Flooding. (Since this represents damage to the civilian economy or whatever.)

## [37.0] MAGINOT LINE & FRENCH COLLAPSE

**General Rule.** If France collapses, then French fortress units in fortress hexes in France remain on the map until the end of the game turn following the collapse. At the end of that game turn, they are removed from play. They remain in supply for that extra turn.

Historical note: French fortress troops were something of an elite in 1940 and initially refused to capitulate even when France surrendered.

## [38.0] INTENSIVE AIR SUPERIORITY

**General Rule.** A player may commit Combat Effective Airstrikes to Intensive Air Superiority (declare which airstrikes will do so). This doubles the Airstrike’s air superiority strength. However, all units committed to intensive air support are automatically Fatigued at the end of Air Superiority. If also fatigued by Air Superiority combat, then they are eliminated.

*Note: use a blank marker to indicate this.*



## BLITZKRIEG IN THE WEST NOTES

by Joseph Miranda

**In General.** Nobody in 1940 knew what the next war was going to look like. The Allies are frequently criticized for trying to refight the “last war”, but even the Germans did not expect the rapid Allied collapse. So two of the central game systems, the Operations Cards and Shock Points, model this uncertainty.

**Operations Cards.** When choosing your initial strategy, you have to think in terms of what it is you are trying to accomplish. At the same time, you have to try to out-think the other guy. Operations cards model a wide range of training and doctrinal factors in a game-able format. For example, historically the French decided to use their armor to support infantry attacks, while the Germans used the panzers for independent mobile operations. This means they have to function differently within the game. So the French chose the **Armor Support** card, while the Germans chose the **Mobile Warfare** card. The idea here is that the differences between armies went beyond the decisions the commanders during the 1940 campaign made. Even if the French had wanted to use their armor for blitzkrieg style operations, they lacked the leadership, logistics, and so forth to conduct them. The Operations cards also give players certain advantages when conducting operations in certain parts of the map. Again, this represents a wide range of factors. The Allies were prepared to move into northern Belgium, but not the Ardennes. Even had they made a last moment decision to do so, things like a lack of staff and logistical preparations to move in that direction would have made it difficult. On the German side, there is the choice between retrying the Schlieffen Plan from World War One, the OKH Plan, or the historical Manstein plan. Each has its advantages and disadvantages.

**Shock Points.** National morale was critical in the 1940 campaign. Several countries collapsed even when they had some capability to resist further. Some of this was due to the after-effects of World War One—no one wanted another protracted bloodbath. Some of it was owing to the rapid pace of German operations: mass airstrikes on cities such as Rotterdam, panzers penetrating deep into the rear, and the exaggerated rumors of paratroopers also contributed to Allied [panic and demoralization. The idea here is that you can win as much by the psychological impact of your actions as by eliminating units on the battlefield. The rewards and penalties for certain Operations cards reflect additional morale factors involved in fulfilling, or failing to fulfill, objectives. If you can anticipate what your opponent is up to and then frustrate his plans, you can hand him a real defeat. While Allied morale was shaky in 1940, Hitler’s position was none too secure—the Third Reich did not go over to full war production until much later in the war as the Hitler and company feared that too much discomfort in the civilian sector might lead to another internal collapse as had happened in Germany in 1918. Failure to win in 1940 might have brought down the Nazis. So both sides are balanced on a razor’s edge.

**The combat system.** Multiple CRTs allow for inclusion of a wide range of tactical situations without a lot of special rules. The Assault CRT is much more “bloody”, with World War One style outcomes. The Combined Arms CRT include results which cause panic and routes, representing the wider swings of fortune which mobile warfare produces. One thing I did was give headquarters support factors, based on the amount of non-divisional artillery and engineer units they possessed. The Fatigue versus Combat Effective unit statuses represents the tendency of units to run down in efficiency during the course of a campaign, even if they have not taken that many casualties. So players will find it necessary to sometimes stop and rest up their units.



**Order of battle.** I chose to go with corps for infantry and divisions for mechanized units as this reflects the outlook of the time. i.e., infantry “mass” armies with a smaller number of mobile units used to gain the decision. Realistically speaking, players are cast in the role of a theater commander. They would not be maneuvering anything smaller than an infantry corps, though the mechanized units are an exception owing to their use as instruments of decision. Some German panzer divisions are stronger than others owing to the types of tanks they had assigned: the stronger units have a higher proportion of Panzer IVs and Czech manufactured tanks, which were better than the Panzer Is and IIs which made up the bulk of Wehrmacht’s tank pool. Allied armored divisions have high attack factors owing to their heavier tanks, but low defense because of their lank of infantry or combined arms training. So the German panzer divisions are, on the whole, a more balanced force. The varying strength of corps level units is based to some degree on non-divisional artillery and engineers assigned to them. The French were much more standardized than the Germans in this matter as you can see by looking at the unit counters. Headquarter support values reflect, again, the amount of non-divisional artillery and other units assigned at higher echelons.

**Airpower.** Air forces are more than aircraft and pilots. There’s the issue of ground support. The airbases represent centers for air force command and logistics(not airbases per se). Then there are the training and doctrinal factors (again!). The operations cards model the various schools of airpower in this era. You have to figure out what kind of air force you need, then build it. Players will notice the Luftwaffe will give the Germans a considerable edge. German air superiority in 1939-41 contributed much to their victories, though this is frequently understated in the histories which tend to emphasize ground operations. But the Allies have a chance to counter the Luftwaffe by playing certain Operational cards.

**Logistics.** As usual in warfare, logistics is a key factor. HQs move a little more slowly than the combat units, so it is possible to outrun your lines of supply. I did not show railroads or roads on the map simply because the Western European transportation network was so extensive, it would have covered virtually every hexagon on the map! Even the rough terrain hexes had roads running through them. So strategic movement becomes a matter of moving between cities, which were the main transportation hubs. Maintenance is a critical factor in the game, represented by the fatigue and recovery of units. The Germans have a better recovery roll at the start of the game (also representing morale factors), but this decreases as the campaign is protracted. They really did not have the wherewithal for a long war in 1940. Several Allied units begin the game Fatigued. This is due to them being understrength or otherwise unprepared when the campaign opened.

**Fortifications.** I only included the most fortified areas on the map. The Allies had actually fortified sectors of the Rhine and parts of the Netherlands, but these defenses are represented by the **Pre-Campaign Entrenchments** card.

**Other stuff.** The Germans actually did make considerable use of special operations units in the opening of the campaign to seize some critical targets and crossroads. These units also contributed to wild rumors of Fifth Columnists, so they can have a considerable impact in the game owing to their increasing Allied Shock Points.

**Player’s Notes.** You need to plan operations for their Shock impact as well as their military effects. Often, this is a matter of “out-thinking” the other guy. The strength of units can be deceptive. Movement values can be effectively doubled or tripled by the use of Operations cards. Also, combat values can vary in effectiveness, again by the play of different Operations cards. Headquarters will do much to determine the pace of your operations, so you have to have them at the right place and time. In a sense, you have to think in terms of moving your headquarters forward before moving your combat units. Airpower is decisive. While the Germans have an edge here, the Allies, by concentrating all their airpower on air superiority missions, can at least have a chance of holding their own.