

Operational Combat Series:

The Blitzkrieg Legend (v1.2c)

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Introduction

The **Blitzkrieg Legend** tells the story of the German offensive in 1940 that shocked the world by conquering France, Belgium, and Holland in a rapid campaign of maneuver. This twelfth game in the *Operational Combat Series* departs from its established norms in using a ground scale of 3 miles per hex and a time scale of two-day turns. In scale it is similar to the **Sicily** game (which has 2.5-mile hexes).

The 1940 campaign achieved the largest pocket ever to be created in the war, with the largest number of captured soldiers as well. These results are sometimes looked at as a foregone conclusion, but recent analysis indicates that the fighting could have gone differently. Because the outcome rests on a razor's edge, each player has to gamble on making the right choices to win this campaign.

v1.2 Rules. Minor clarifications and errata-fixes are in Blue. Significant changes are also marked ✓ for easy identification.

1.0 General Rules

1.1 Map & Terrain Notes

1.1a Small lakes have no effect on play. Large lakes, as well as estuaries leading to the sea, are marked by prohibited hexsides to block movement between certain hexes. For instance, C22.28 has lakes that don't impact play, while C23.27 has three of its hexsides made impassable by the lake there.

1.1b Hexes containing multiple terrain features (such as a village in polder) are usually handled per series rule 6.2d. There are two exceptions: "wooded hills" is a nasty terrain type with its own effects (per the Terrain Effects Chart), and there is likewise a special terrain line for "printed fort + minor city." Note hexes such as B36.15 are "wooded hills" even though the woods symbol is muted (use common sense).

1.1c Entry Areas along the south map edge show a span of hexes where French reinforcements arrive. Groups of new units arriving in an Entry Area can be spread out or all arrive in the same hex (player's choice).

1.1d The Zuiderzee on Map C is not part of the North Sea, so Allied ships cannot enter these waters. See 3.6b for special naval movement rules.

1.1e Rivers and Canals. There are three classes of rivers/canals: Rhine-Class, major, and minor. In terms of terrain effects, there is no difference between a canal and river.

1.1f Polder. This is marshy land (often reclaimed from a lake or the sea) that is prone to flooding. Dikes surround individual tracts. It is important to understand the ramifications of two series rules, 6.1d and 9.1f, with regard to "P" terrain costs. For example, armor cannot exit polder through a non-road hexside, even if the adjacent hex is clear.

1.2 Fortified Hexes

Both sides have fortifications printed on the map.

1.2a Allied Fortifications have a combat value, Action Rating (AR), and hedgehog level. These forts are a mixture of three things: a terrain type, an Allied combat unit (with a strength and AR), and a non-combat unit (a hedgehog).

Most forts are a 1-step unit. When they take a combat or barrage loss, place a Level-1 Hedgehog (no matter what the level was before) in the hex to indicate that the fort has been destroyed. This hedgehog replacing the fort can never be reduced below Level-1.

✓ Forts with a printed strength of 8 or more have 2 steps. The first loss on these forts reduces the notional unit's combat strength by 1/2. (Place a hog marker of the appropriate level in the hex to remind players of the loss to the fort.) **Note a Special Ops 'destroyed' result (see 2.4b) inflicts 1 loss only.**

Some special rules apply to forts:

- Forts are a very close terrain feature for combat/barrage (extremely close if there is also a minor city in the hex), but do not affect movement costs. Note the fort's terrain feature no longer exists after it is destroyed.
- For supply and stacking, forts are treated as hedgehogs, so they don't need combat or trace supply (but non-fort units in the hex still need to be supplied) and count as 0 RE for stacking and barrage density).
- For modes and loss-taking, forts are treated as Allied combat units, so they can enter DG mode and be taken as a loss (at which point the fort is considered to be "destroyed").
- Forts can never attack, move, or retreat.
- Forts can only be the "AR unit" in combat when they are the only defending unit in the hex.

1.2b The German West Wall is simply a line of printed hedgehogs (unlike the

Allied forts there is no intrinsic combat unit, etc.). There are some special rules for handling:

The West Wall hexes contain a permanent Level-2 hedgehog (that can never be improved or reduced).

Only German units can use the West Wall. (Allied units occupying these hexes gain no hedgehog benefit.)

1.3 Railroads

All railroads on the map are single track and standard gauge. Use OCS 13.3h to determine railroad control. Each side's Rail Cap is given in the scenario rules.

Design Note: *Rails shown are actually multi-track and the single-track lines on this battlefield aren't shown at all. Cap values have been adjusted to reflect this simplification. Filtering out the single-track lines doesn't create a technically exact representation of the rail system in Western Europe at this time, but works best for game play.*

Rail (and Sea) Caps are minimal because there is a decision-making loop that goes beyond theoretical capacities (some of which is handling placement of arriving SP and trace supply).

1.3a German Rail Limits. The Germans are never allowed to use railroads in France for rail transport or trace supply. (RRs in Belgium, Luxembourg, and Holland are ok.)

Design Note: *Rather than burden players with destruction and repair of railroads, this simple rule has been included to capture the essence of the German logistical problem. Be ready to use Extenders when driving into France!*

1.3b Allied Rail Limits. The Allies can only use Rail Cap on railroads connected to a non-port supply source. Allied detrainable hexes connected to a port supply source (but not to a non-port source) can be used for trace supply, just not for Rail Cap.

1.3c Off-Map Loops. The Germans can loop cargo shipped via railroad between any two rails that exit off map edge hexes in Germany (an off-map connection is assumed). Similarly, the Allies can loop cargo between two railroads that exit map edge hexes in France that are south of the Somme River (so A34.35 is the northernmost eligible rail-hex). These are the only "loops" allowed (so no connections are allowed between Holland's edge hexes, etc.).

Example: The German player can rail cargo from Prum (B34.03) to Aachen (B48.08) using an off-map loop between B34.01 and B47.01.

√ **1.3d Liege Bottleneck.** German Rail Cap is increased by 2 when both hexes of Liege are currently occupied by German combat units.

1.4 Ports

Only the Allied player can use ports for shipping units (using the scenario's Sea Capacity) between ports and as sources of trace supply. Ports are of no use to the German player.

In addition to using Sea Cap to move from port-to-port, shipped units can declare a **Naval Breakout** that is very similar to OCS 12.8e. This special form of Breakout is automatically successful, and units return after the usual 1-6 turns of delay (see 1.9d for placement).

Play Note: *Naval Breakout is how the Allied player can abstractly ship units trapped along the North Sea to off-map ports in France.*

The non-coastal ports of Antwerp, Rotterdam, and Amsterdam require special handling.

1.4a Antwerp. The capacities of the two Antwerp ports are reduced to zero when one or more of the following is currently occupied by German combat units: Terneuzen (A62.05), Breskens (C2.43), and Goes (C4.38).

1.4b Rotterdam. The capacity of Rotterdam is reduced to zero when either (or both) of the following is currently occupied by German combat units: Hoek van Holland (C17.35) and Maasluis (C16.33).

1.4c Amsterdam. The capacity of Amsterdam is reduced to zero when Haarlem (C27.28) is currently occupied by German combat units.

Design Note: *The large non-coastal ports are dependent on a river or estuary path to the sea. In testing, they seemed too easy to shut-down if German control of any hex along this path would isolate the port, so specific locations were made the keys to control. The minor river port of Dordrecht (C12.27) isn't important enough for a special rule (as the German player, you can use barrage to reduce its Cap).*

1.4d Port Damage. Standard damage effects apply. Use Step-Loss Markers to record hits on the 1 SP ports; the large ports have

damage tracks. Note the flip sides of the Port Damage markers are marked to show a non-coastal port whose capacity is now zero (per the special rules above).

The table below summarizes the effect of hits on the 1 SP ports (which don't have damage tracks):

| | | | | | |
|----------|----|----|----|----|----|
| Hits >>> | 0 | 1 | 2 | 3 | 4 |
| Cap >>> | 4T | 3T | 2T | 2T | 1T |

1.5 Scale Issues

Although the time and ground measures deviate from the series norms, there are no scale-related changes to the series rules. The scale (and situation) does dictate three special rules.

1.5a Construction Limits. Because of the rapid pace of operations in this campaign, construction is very limited. No hedgehog construction by the Germans is allowed, and the Allies can only do so when Stubborn Defense (3.7) is in effect. New airfields cannot be built. All other engineer functions are allowed: players can improve **existing** airfields, repair port damage, and bridge rivers and canals. (**Exception:** the special Kleist airstrips (2.2b) can never increase in size.)

1.5b Re-Basing Limits. Always use the optional re-basing limits (OCS 21.5).

1.5c Enhanced Transport. Always use the options for Cloak of Night and Strat Column Spacing (OCS 21.12).

1.6 Hip Shoots & Air Drops

Only Ju-87 air units can perform Hip Shoots.

The five parachute infantry battalions of 7th FJ Div are the only combat units that can be air dropped. (SP can also air drop.) Note for game purposes there are no glider points in play.

1.7 Weather

The Weather Chart determines the flight conditions for a given game turn. Just two results are possible: "Normal Flight" and "Limited Flight." Use the provided marker to keep track of the current flight conditions (put it on the Turn Record Track).

1.7a If the weather result is "Limited Flight" no Hip Shoots are allowed and other types of air missions can only be flown during the Movement Phase (so no air missions can be flown during Reaction or Exploitation).

1.8 Order of Battle Notes

The German player controls the Wehrmacht, Waffen-SS, and Luftwaffe units. Collectively, these are called “German units.”

The Allied player controls the French, British, Belgian, and Dutch units. Collectively, these are called “Allied units.”

Note that each side’s reserve markers are available in several colors, but the colors need not match the units placed in Reserve Mode. Allied trucks and wagons also come in several colors, and nationality **does** make a difference for the Belgian and Dutch transport units in the event of surrender (so don’t be clever and swap those out for French transport). Otherwise, functionally they are completely interchangeable (so French units can draw the SP from a BEF truck, and so on).

Allied Units

Dutch (Holland) – Orange

Belgium – Green

BEF (Great Britain) – Tan

French – Blue

North African – Brown stripe

Colonial – Magenta stripe

African – Tan stripe

Moroccan – Red stripe



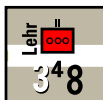
German Units

LW – Light Blue

SS – Black

Wehrmacht – Gray

Kleist Group – Thick white stripe



Allied units with the Dutch word *Vak* (“sector”) as their unit size are part of the Peel Division. Units with “ChA” after their regimental number are part of the Belgian *Chasseurs d’Ardennes* divisions. These are treated as independent units, which is why we haven’t put divisional identification on the counters.

1.9 Reinforcements

During the Reinforcement Phase, units enter and leave the game according to the arrival schedule and the variable reinforcement and supply tables.

1.9a Removals. When the arrival schedule calls for a withdrawal, immediately remove the unit from play. Most withdrawals are air units, and these can be any strength (even taken from Dead Pile). A withdrawn unit cannot return to play (they

are not treated as dead units eligible for rebuilding).

1.9b Variable Reinforcements. Make a roll on the Variable Repl Table every turn during your Reinforcement Phase.

The Allied player’s roll is used to generate replacements for the indicated faction: French, BEF, Belgian, or Dutch. These replacements can only be used to rebuild units of that faction. After the Surrender of the Belgians or Dutch, or BEF Evacuation (see 5.0), any further repls generated for those factions are treated as additional French replacements.

There are several types of Variable Reinforcements:

Surge. The player gains a Surge Marker, which can be saved until used. The Germans are limited to two of these markers and the French to just one. Ignore this result if all of a player’s Surge Markers are currently being saved for later. See 1.10a.

Pause Check. These possibly trigger what is essentially a random event. Ignore if not playing a Campaign Game or the Dynamo Scenario. See 2.6.

Eq and Pax Repl. These are taken from the generic, shared pool of these units. The Allied player must take care so that factions keep these repls separate.

Air Replacements. Air rebuilds are very limited. Each of the five combatants (Belgians, British, Germans, Dutch, and French) can convert just one Eq to an Air Eq (OCS 13.5f) during the course of a campaign game (either 6.4, 7.1, 7.2, and 7.3). There are no counters for these, so keep a written record of their availability/use.

√ Note that Air Eq are never available in the other scenarios, **but the French and Germans are allowed to use Consolidation (OCS 13.9) to swap Surge air units for destroyed regular air units.**

Design Note: Surge planes reflect some planes being used in off-map missions, and some planes being held back as reserves. We want the air forces to gradually weaken as losses in the campaign accumulate, but this change is perhaps a better modeling of the way the surge planes in both air forces would gradually be shifted to the main event in NW France.

1.9c Rebuild Costs. Use the Common Rebuild Table in the back of this booklet.

1.9d Placing Reinforcements. Most new units appear in locations listed on the arrival schedule. Air units arrive at any

supplied air base; destroyers are put in England Box. See 2.1 and 3.1 for SP arrivals. The rest — Eq, Pax, and units that return after a successful Breakout (see also 1.4) — are placed with any HQ of the appropriate nationality that is in trace supply to a non-port supply source. (These arrivals are delayed if no such HQ currently exists — check again next turn.)

1.10 Off-Map Boxes & Surges



The German player (only) has an off-map Air Holding Box. German planes can be based in this box or on the map (and can transfer between the two when rebasing after a mission). The Air Holding Box also acts as an infinite dump for Air Drop/Transport missions (any SP flown onto the map is in addition to the normal arrivals).

Both the Allied and German players have a Surge Box. These are special off-map boxes that can only be used by “surge planes” — air units with the large white cross which are handled per 1.10a. Surge planes must always be based in their Surge Box, and regular planes can never be based there.

The various off-map boxes contain air bases that can refit an unlimited number of air units each turn at no SP cost. Enemy units cannot enter these boxes, so these bases are safe from attack. Note that regular (non-Surge) Allied planes do not have an available haven off-map.

German air units in either type of off-map box are considered to be 10 hexes from the east map edge. French air units in their Surge Box are 10 hexes from the south map edge. The edge hex where a mission enters the map counts as the 11th point of range expenditure.

There are several other special holding boxes covered elsewhere in the rules: for German paratroopers and air-landing troops (2.3), and for British units in England (3.6).



1.10a Luftwaffe & French Surges

Planes in a Surge Box (which must have white crosses on them) can only fly missions on turns in which a player spends a Surge Marker (which are received on certain Variable Repl Table rolls). Surge Markers are spent during a player’s Movement Phase (never Reaction or Exploit), and this is the only phase in which missions can be flown by these planes.

Play Note: Scenario setups will indicate which air units, if any, are available in each player's Surge Box. Some setups intentionally use a subset of the normal Luftwaffe Surge, and sometimes the French will have no planes at all in their Surge Box. The players sometimes add air units to their Surge Box, per the arrival schedule.

2.0 Axis Special Rules

2.1 German Supply

Map edge hexes in Germany (not other countries) with a railroad leading off the map are German sources of trace supply. Ports are never German sources of supply.

Don't forget rule 1.3a, which denies use of the railroads in France for rail transport and trace supply.

The German player rolls for SP arrival every turn during his Reinforcement Phase, using the chart provided. There are two placement options:

- A total of 8 SP can be placed in detrainable hexes that are connected by rail to a supply source and also contain an HQ in Combat Mode orientation.
- Any number of SP can be placed in Aachen or map-edge supply source hexes.

Placement of newly-arrived SP does not count against Rail Cap. An enemy ZOC does not prevent supply placement, aside from its usual effect on RR connections (consider this a literal shipment to the detrainable hex).

Note that non-campaign scenarios sometimes modify the sources of trace supply and the arrival of new SP.

2.2 Kleist Group

The following units are part of Panzergruppe Kleist (PGK): 5x Pz Div (1, 2, 6, 8, 10), 3x Mot Inf Div (2, 13, 29), and the following independent units: 3x HQ (14, 19, 41), 521 PJ, IRGD, Lehr AC, 11 MG, 2x Pioneers (41, 43), and 2x Arty Grps. These counters are distinguished at a glance by their thick white color band.

PGK has some deployment flexibility in the "If I could tinker with history..." campaign, has special trucks and air strips, and there is an option (4.4) that modifies the flak value of its HQs.

2.2a Special Trucks. The three Kleist trucks function as organic trucks (following all the benefits and limitations of OCS 13.2g) usable by all units of PGK. Units that don't have the PGK stripe can never use the SP on these trucks.

2.2b Special Air Strips. During any game that begins 10 May (so **not** in 6.5, 6.6, and 6.7), the three PGK HQs (the 14th, 19th, and 41st) can each "deploy" (no construction required) one air strip. This can be done during any German movement segment, before or after the HQ itself has moved. Place the deployed air strip anywhere within two hexes of the HQ. Once deployed, an HQ's special air strip cannot be repositioned nor can it be increased in size. Additional air strips cannot be built.

Design Note: This rule reflects the limited use of grass landing fields during the campaign. It is designed to allow a patrol zone to stay over the panzer group.

2.3 Parachute & Air-Landing

In games that include Holland, the German player will have one division each of paratroopers and air-landing troops. They are kept in the off-map 22 LL and 7th FJ boxes until flown into the game by Ju-52 or He-111 that are based in the German Air Holding Box.

2.3a 22nd Luftlandung Division. The nine units of this division arrive by air transport missions to a German-held airfield (never by air drop missions). These don't require any planning.

2.3b 7th Fallschirmjäger Division. The five units of this division can arrive by either air drop or air transport missions. Air drops of these units can only be done on the first two turns of the game (10 and 12 May), and must be planned (OCS 14.10b). Per 14.10b, trace supply for these units is automatic during the player-turn they drop. The 7th FJ Div can only be landed in Holland (unless using the variant in 4.3).

Play Note: Wait until Allied setup is complete to make the drop plan.

2.4 Special Operations

The German player has three Special Operation markers that **can be used on the first turn of the game (only)** in scenarios where they are listed as available. For flavor, these are named for notable Sturmabteilung leaders: Dietrich



von Choltitz, Walter Koch, and Rudolf Witzig. The markers are placed during the Aircraft Refit Phase on any bridges or forts in Belgium or Holland (both sides of a bridge must be in these countries). Announce the specific target of the Special Operation — bridge or fort — when it is placed. No actual movement path to the hexes being attacked is required. Note that multiple Special Operations cannot target the same fort or bridge on a given turn.

A Special Operation is not resolved until the instant a German combat unit moves (or advances) adjacent to the marked bridge or fort, at which point a roll is made on the Special Operations Table. The combat unit can continue its movement after the table has been consulted.

Special Operation markers are removed from the map if they get a "Special Operation Failed" result; otherwise remove them at the end of the player turn.

Each Special Operations marker can perform one of two types of attacks:

2.4a Attack a River Crossing. This is an attempt to capture a specific bridged hexside. (A "bridge" is defined as any hexside where any kind of road/rail crosses a river, canal, or estuary.) It can gain a surprise modifier (just for surprise chance, not for number of shifts or the combat table roll), can allow the river effects for that hexside to be ignored (for both combat effects and to allow a possible overrun), and also might DG or cause a loss to enemy units on the far side of the bridge. Any movement or attack advantage across the bridge expires at the end of the player turn.

2.4b Attack a Fort. This is an attempt to destroy and/or DG an Allied Fortified Hex. On the highest rolls, the fort is destroyed during either the German player's Movement, Combat, or Exploitation Phase.

Important Note: Just the fort itself is being attacked; other Allied units in the hex are never affected by this Special Operation.

There are some special cases:

1. The fort is considered defeated at the beginning of the indicated phase, even if the roll is made after the phase has begun. This happens before possible German movement through, or combat against, the hex during the same phase.
2. If the indicated phase has already completely passed — for instance, if a '5' is rolled and the Special Operations Table wasn't consulted until the Exploitation Phase — downgrade the result to "Fort DG".

3. The German player has the option to downgrade a “defeated” result to “Fort DG” if he doesn’t want to wait until the Combat or Exploitation Phase to destroy the fort.

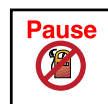
Play Note: *There were many Special Operations and we’re limiting the German player to just the three he considers most important. Historically, paratroopers were dropped on the fort at Eban Emael, the bridge leading into that same hex, key locations near Rotterdam, and even in The Ardennes. Armored trains were used in another form of special operation, but these were much less successful.*

2.5 Garrison Requirements

When Dutch or Belgian Surrender occurs (see 5.0), in his next Reinforcement Phase the German player must withdraw ten steps of attack-capable units (representing garrison troops) from his units inside the borders of the surrendering nation.

Priority must be given to withdrawing units of the 7th FJ Div and 22 LL Div (assuming any are currently within the borders of the surrendering nation).

2.6 Pauses



The German high command did not always approve of the wild panzer operations. This rule is a reflection of their occasional attempts to restrain the headlong drive to the coast, as well as general logistics breakdowns. A Pause is a random event whose chance increases as the panzers move west.

Low rolls on the German player’s Variable Repl Table trigger a Pause Check. Roll the dice indicated, and compare their sum to the number of panzer divisions (all or part) on Map A. If the dice roll is less than or equal to the panzer count, there is a Pause Event; otherwise there is No Pause (nothing special happens). A Pause Event only affects the current player turn, ending during the Cleanup Phase.

Notes:

- A Pause is not possible when there are no panzer divisions on Map A.
- The German player doesn’t have to reveal an exact count of panzer divisions on Map A.

Example: There are six panzer divisions currently on Map A. The German player gets a ‘Pause Check (2 die)’ result on the

Variable Repl Table, so he must then roll two dice. If a 7 or higher is rolled, there is No Pause; if the roll is 6 or less it is a Pause Event.

During a Pause Event, all German fuel expenditures must use the “1T per unit” method (OCS 12.5c). Fueling an HQ or formation for 1 SP is not allowed. Existing fuel markers are wasted, so be forewarned: fueling during the Reaction Phase is a gamble when the panzers head west!

These inefficient fueling methods will hamper German operations, but a Pause Event doesn’t otherwise affect movement or combat.

2.6a French Refugees (optional). If at least one panzer division is currently on Map A, a “Pause Check” also triggers the appearance of road-clogging refugees (regardless of whether a Pause Event actually occurs). Refugees are simulated by the German player immediately placing one Trainbusting marker in any city or village hex on Map A that doesn’t contain a combat unit (German or Allied). The Trainbusting marker only affects Allied units, and is removed during the next Allied Clean-Up Phase.

Design Note: *Some cities in northern France experienced huge population drops as citizens tried to avoid being trapped behind German lines (they remembered the long years of stalemate in WWI). This rule is optional because the actual military effects of refugee columns are hard to assess (they definitely got in the way, but their significance may have become exaggerated in explanations of the Allied defeat).*

3.0 Allied Special Rules

3.1 Allied Supply

Map edge hexes in France (not other countries) that have a railroad leading off the map are Allied sources of trace supply. Exception: Edge hexes north of the Somme River are **not** sources of trace supply (so B34.35 is the northernmost rail-supply source on Map A). Ports with a current capacity of at least 1 SP are also supply sources.

The Allied player rolls for SP arrival every turn during his Reinforcement Phase, using the chart provided. There are three placement options:

- A total of 8 SP can be placed in detrainable hexes that are connected by rail to a non-port supply source and also contain an HQ in Combat Mode orientation.
- A total of 4 SP can be placed in ports. This is further limited to the current capacity of each port.
- Any number of SP can be placed in Paris major city hexes or map-edge supply source hexes.

Placement of newly-arrived SP does not count against Rail or Sea Cap. An enemy ZOC does not prevent supply placement, aside from its usual effect on RR connections (consider this a literal shipment to the detrainable hex) and port operations.

Note that non-campaign scenarios sometimes modify the sources of trace supply and the arrival of new SP.

3.2 Allied Cooperation

There are four factions in the Allied coalition: France, Great Britain, Belgium, and Holland. Their cooperation is restricted in several ways:

- Units of different factions can never participate in the same attack, barrage, or air mission.
- HQs cannot throw supply to combat units of other factions (any HQ can throw to any airbase for refit).
- Each faction’s replacements must be kept separate (per 1.9b).
- When a stack containing different factions defends, its “AR unit” must be BEF (if possible).

Design Note: *The last restriction is to prevent a player from mixing factions to shield the BEF from Mauling/Destruction (5.0).*

3.3 Command Indecision

The Allied armies were not prepared for the rapid pace of mechanized operations. This is reflected by their units having a worse AR when in Move Mode. Beyond this, the Allies have some additional restrictions.

Initiative Problems: The Allied player automatically loses every tied Initiative roll (rerolls are never needed).

Strat Mode Limits (optional): The Allies can only have in play a number of Strat Mode markers equal to his current Reserve Marker pool. A set of special markers is provided for this option.

Design Note: We found in testing that the Allies can use Strat Mode to redeploy a little too rapidly. This is a risky gambit, given the vulnerability of units in this mode, so the above limit, while historical, is strictly optional.

3.4 BEF Evacuation

The Allied player **must** declare an evacuation of British forces the instant the VP is scored for either isolating the Map A Ports or Mauling the BEF (see 5.0). He also has the option to do so any time there is a German ground unit within 10 hexes of a Map A port (and this can even interrupt movement of an enemy unit).

Declaring evacuation is a one-time event (so it would remain in effect even if a rail connection to the Map A Ports is restored) that has several immediate effects:

- 1) Future repls generated for the BEF are treated as French (no more BEF repls in the game).
- 2) The Flotilla (3.5) is deployed.
- 3) The three Spitfires (3.6a) are put in the England Box.
- 4) Begin Stubborn Defense (3.7).
- 5) BEF units evacuated to the England Box don't count against Allied Sea Cap limits. (Port Capacity becomes the limiting factor.)
- 6) Two 2-4-3 infantry battalions (2 Irish and 2 Welsh) are placed in any Allied port(s).

Note the Allied player is not **required** to actually evacuate the BEF! All this event does is trigger certain reinforcements and special rules, as listed above.

Design Note: The 2 Irish Bn was briefly sent to Holland, arriving 12 May and withdrawn a turn later (escorting the Royal Family to safety in England). We decided not to explicitly show this operation, but thought it worthy of mention.

3.5 Evacuation Flotilla



The “little ships” were a vital part of the BEF’s miracle of deliverance. Their role is played by the Flotilla counter, which is deployed by simply placing it in a coastal hex on Map A that is adjacent to a port (major or minor). When deployed, the Flotilla functions as a new 1 SP port and also doubles the damage-modified capacity of the adjacent port. The Flotilla cannot move (except as in 3.5a).

The Flotilla must always be the top unit in the stack (so it can’t be hidden).

Example: The Flotilla is deployed in A56.24. A 1 SP port is now in that hex, and Dunkerque’s capacity is now doubled to 4 (assuming zero hits). Do this doubling after taking damage into account (so just double what is on the damage track).

3.5a. Damage and Displacement. The Flotilla can be damaged like any other port, but unlike normal ports it cannot be repaired. The Flotilla displaces to the England Box when a German combat unit enters its hex, and can also do this voluntarily at the end of any Allied Reinforcement Phase. It can then be redeployed onto Map A at the beginning of a subsequent Allied Reinforcement Phase (retaining any previous damage).

3.6 England Box

Only three types of units are allowed in this holding box: withdrawn BEF ground units (see below), ships (the Flotilla and Destroyers), and Spitfire air units.

After BEF Evacuation (3.4) has been triggered, the Allied player can transport BEF ground units to the England Box (to prevent BEF Mauling/Destruction). Once in England, a ground unit can **never** return to play. BEF ground units can reach the England Box in either of two ways:

- Use port capacity to exit from a port (no cost in Sea Cap).
- Use Rail Cap to exit from a supply source edge hex in France.

Play Note: Pay heed to OCS 19.0a, which always allows one ground combat counter to be shipped out of even the smallest port!



3.6a Spitfires. Spitfires can only fly Interception missions and must always be based in the England Box. They cannot fly other types of missions nor can they be targeted by German missions. Their role is limited to projecting a special patrol zone over every hex within a 10-hex radius of the Flotilla. Within this Patrol Zone an Active Spitfire can modify flak rolls and/or intercept German air missions. Spitfires refit automatically in every Allied Refit Phase.



3.6b Destroyers. During an Allied Movement Segment, Destroyers can transfer (either direction, using full MA) between the England Box (where they are safe from enemy attack) and either an all-sea hex or a port that is a functioning supply source. Stacking is limited to just one Destroyer in a port hex (it is unlimited in all-sea hexes). They otherwise function as regular OCS naval units (so can barrage, be attacked by German planes, move through sea hexes, and so forth). Use common sense to allow “looping” of Destroyers moving between Map A and Map C (not much water is shown, and the various charts and damage tracks get in the way). Note the Zuiderzee on Map C is always off limits.

Design Note: Operation Dynamo was truly an “allied” naval effort, featuring both British and French warships, and even a Polish destroyer. We show the warships in a bombardment/flak role, but keep in mind that destroyers were also part of the “Sea Cap” embarking troops off the east pier of Dunkirk’s harbor. During this operation, the Royal Navy would lose six destroyers and the French three (a single step represents a pair of destroyers). Most were sunk by air attack, but one fell victim to mines and another to German E-Boats. Obviously, much of this naval action is happening “under the hood” since the OCS focus is on land operations.

3.7 Stubborn Defense

After BEF Evacuation is declared, the Allies can start building Level-1 hedgehogs (normally not allowed, per 1.5a). These can only be built in hexes covered by the Spitfire PZ (3.6a). Normal construction costs are waived (they’re “free”), but all other requirements of OCS 16.0b must be met. These special hedgehogs cannot be increased beyond Level-1 and are immediately removed if a German combat unit enters the hex.

4.0 Minor Variants

Like most OCS games, **The Blitzkrieg Legend** has several optional rules. Some are listed below; two are presented within the regular rules (Allied Strat Mode Limits are in 3.3 and Refugees in 2.6a). None of these are recommended until after players have mastered the regular game, and even then only if they feel the urge to try something different — please don't feel they are required for the best experience possible!

4.1 Faster Air Response

The French expected a long campaign, and held back some air units so as to have reserves. These are partly reflected by the French Surge Box. In this option they deploy in more aggressive fashion: on 10 May all Allied surge aircraft begin in the Surge Box (there are no reinforcements of surge planes).

4.1a Extreme Front-Loaded Version. Have all Allied air units (both surge and regular) begin the game in play. Exception: Spitfire arrival is still evacuation-dependent.

4.2 Increased Allied Ardor

For a Surrender of Holland, Belgium, or Paris to occur (per 5.0), the failed roll has to be made on two turns, not just once. So the first failure means the Allies are just wavering (no real effect), and it isn't until the second time the actual Surrender occurs.

4.3 Unbridled German Ops

Eliminate the timing and geographical restrictions on 7th FJ Div. Units of the division should still be limited to a single drop during the campaign, however, and the entire division must be withdrawn (during Reinforcement Phase) from play four turns after any of its units arrives on the map.

Eliminate the timing and geography restrictions on using Special Operations markers. Furthermore, let each be used twice during the campaign. With this change comes some new restrictions:

- 1) ✓ Roll twice the Special Operations Table, using just the *lower* roll, if one or both of the following is true: it is after 10 May; the fort or bridge (any part) is outside Belgium and Holland.

- 2) Roll a die after a marker's first use to determine how many turns later it is available for second use. For example, if a '3' is rolled after a Special Op conducted on 10 May, the marker could be re-used 16 May.

4.4 Flak Modifications

German Kleist HQs (14th, 19th, and 41st) each project their flak point within a 2-hex radius.

Dutch HQs, when in Holland, each project their flak point within a 2-hex radius.

The French and British HQs do not have flak points.

5.0 Victory Conditions



Victory in the campaign games is based on a comparison to the historical results, so the massive defeat of the Allies is the benchmark for a “draw” in the game. Update the current number of Victory Points earned by the Germans at the end of each game turn, and at game's end the final total is used to determine the victor. Points awarded for things like “surrender” are permanent, but other points can be won and then lost during the game. For example, the VP for isolating the Map A ports could be earned on 20 May, but then lost a turn later (if the ports are no longer isolated).

| <u>Condition</u> | <u>VP</u> |
|--------------------------|-----------|
| Capture Verdun | 1 |
| Capture Metz | 1 |
| All Map A ports isolated | 1 |
| All Map A ports captured | 1 |
| BEF Mauled | 1 |
| BEF Destroyed | 1 |
| Belgian Surrender | 1 |
| Dutch Surrender | 1 |
| Paris Surrender | 4 |

| <u>Total VP</u> | <u>Outcome</u> |
|-----------------|------------------------|
| 0 to 1 | Major Allied Victory |
| 2 to 3 | Minor Allied Victory |
| 4 to 5 | Draw (Historic Result) |
| 6 to 7 | Minor German Victory |
| 8 to 12 | Major German Victory |

✓ Scenario Notes:

- A) In the non-historical campaigns (7.3 and 7.4), shift the outcome by one level in the favor of the Germans—so for instance a Draw would become a Minor German Victory.
- B) Check for possible Dutch/Belgian Surrender even in scenarios that don't use campaign victory conditions.
- C) Only check for BEF Mauling and Destruction in scenarios that include Map A.

Conditions & Effects

Metz & Verdun-

These conditions are met at the end of any game turn in which the city is occupied by German combat units.

Map A Ports-

The six Map A Ports are Boulogne, Calais, Dunkerque, Nieuwpoort, Oostende, and Zeebrugge. They are considered “isolated” if all are either occupied by the Germans or unable to trace supply to a non-port supply source in France (it is ok for a port to use throw from *any* Allied HQ to make this connection). They are “captured” if all are currently occupied by German combat units. Make these determinations at the end of every game turn.

Isolating these ports triggers BEF Evacuation (3.4) and possible Belgian Surrender (see below).

The German player will often get the VP for Isolation before he earns the VP for Capture, but it’s possible to earn both on the same turn.

Historically the point for Isolation was won by the Germans at the end of the 20 May turn, the point for Capture on 3 June.

BEF Mauled or Destroyed-

At the end of every game turn, check to see if the BEF has been mauled and/or destroyed. (Both VP are possible.)

The BEF is mauled if it has 40 or fewer steps of combat units in play (or evacuated to England). This also triggers BEF Evacuation (3.4).

The BEF is destroyed if it has 20 or fewer steps of combat units in play (or evacuated to England).

√ Note that Pax and Eq do not figure into these counts, nor do future BEF arrivals (regular reinforcements and units awaiting return from a Breakout).

Historically, in this campaign the BEF was Mauled but not Destroyed.

Play Note: There are 77 steps in the full BEF, 65 of which are in play at the start of the campaign. The current count doesn’t need to be shared with the German player. Some players find it easier to keep a written tally instead of recounting each turn.

Belgian Surrender-

There is a chance of Belgian Surrender at the end of any game turn if the Map A Ports are isolated (per the above). The Belgians will surrender if the roll of a die is 5 or more; otherwise they keep fighting. Add 1 to the roll for each VP currently earned by the Germans. Subtract from the roll if Belgium is being supported by substantial numbers of BEF and/or French combat units within five hexes of Allied-controlled Belgian cities (major or minor): -1 if there are 15-29 steps of BEF (or -2 if 30+ steps); and -1 if there are 15-29 steps of French (or -2 if 30+ steps). Tell your opponent the modifier, not the exact number of steps.

For one complete game turn after Belgian Surrender their combat units remain on the map as a hindrance to the Germans but cannot move or attack (they can, however, be attacked by German units). During this turn, Belgian transport points, SP, and air units continue to operate normally. At the end of the game turn following Surrender, remove all Belgian combat units and transport points (and any loaded SP) from the map, and destroy all printed fortifications in Belgium (replace them with Level-1 hedgehogs). Also remove one Allied Reserve Marker (Allied choice if all are in use) permanently from the game. Note that Belgian air units, hedgehogs, ports, and supply dumps do not automatically Surrender (they remain under Allied control and continue to function normally until occupied by German units), so remember to blow any dumps you don’t want to fall into German hands. See 2.5 for German garrison withdrawals.

Historically this point was won by the Germans at the end of the 26 May turn.

Dutch Surrender-

If a German artillery, yellow-armor, or red-mech unit is in or adjacent to Den Haag, Amsterdam, and/or Rotterdam at the end of a game turn, roll for surrender. The Dutch surrender if the roll of a die is 5 or more; otherwise they keep fighting. Add 1 to the roll for each Dutch major city hex that is occupied by a German combat unit. Subtract from the roll if Holland is being supported by substantial numbers of BEF and/or French combat units within five hexes of Roosendaal (C5.30): -1 if there are 15-29 steps of BEF (or -2 if 30+ steps); and -1 if there are 15-29 steps of French (or -2 if 30+ steps). Tell your opponent the modifier, not the exact number of steps.

For one complete game turn after Dutch Surrender their combat units remain on the map as a hindrance to the Germans but cannot move or attack (they can, however, be attacked by German units). During this turn, Dutch transport points, SP, and air units continue to operate normally. At the end of the game turn following Surrender, remove all Dutch combat units and transport points (and any loaded SP) from the map, and destroy all printed fortifications in Holland (replace them with Level-1 hedgehogs). Also remove one Allied Reserve Marker (Allied choice if all are in use) permanently from the game. Note that Dutch air units, hedgehogs, ports, and supply dumps do not automatically Surrender (they remain under Allied control and continue to function normally until occupied by German units), so remember to blow any dumps you don’t want to fall into German hands. See 2.5 for German garrison withdrawals.

Note: When playing “No Holland” versions of the campaign, this point is considered won by the Germans at the end of the 14 May turn. (The garrison requirements are taken care of by the Arrival Schedule.)

Paris Surrender-

Paris is the cluster of 23 city hexes on Map A. There is a chance the city will surrender at the end of any game turn in which at least 1 of these hexes is occupied by German combat units. Paris will surrender if the roll of a die is 5 or more; otherwise the city does not surrender. Subtract 1 from the roll for each of the following that is true: the number of German steps in Paris is less than 16, the French occupy A01.28, the French have at least three airfields within ten hexes of Paris. Add 1 to the roll for each of the following that is true: the number of French steps in Paris is less than 8, the Germans occupy A01.28, the Germans have at least three airfields within ten hexes of Paris. Note that Kleist air strips don’t count as airfields!

The only effect of Paris Surrender is that the 4 VP are permanently earned by the Germans. No French units are removed and the game continues.

6.0 Scenarios

With one exception — 6.4, the Mini-Campaign — the small scenarios in this game use no more than a single map sheet. The shortest is 6.6, which lasts just a single player turn and is designed as a training exercise for new players. The longest is 6.7, which plays much like a campaign game and covers the important events of the final eight turns of the game.

The Blitzkrieg Legend is unusual in that only one of its scenarios (Sedan, 6.5) begins with a full game turn. Scenarios covering the opening of the historical campaign begin with Allies having already committed to their initial moves, so on 10 May there is only a German turn. This leads to the possibility of back-to-back German turns to open the game (which is effectively what happened historically). The reverse is true in the Dynamo scenario (6.7); its first turn consists of only an Allied player turn (the Germans have already moved).

Some important holding boxes, tracks, and charts will sometimes be printed on maps unused in the small scenarios. Be creative... an index card can quickly be made into an England Box, etc.

Initial losses must sometimes be “distributed” in a scenario setup. Randomly eliminate the indicated number of **attack-capable** units if this is for a multi-unit formation. For a group of infantry divisions, just assign the initial losses as desired.

Exiting the Map. German units can exit the map to score VP in some of the scenarios. Assume hex being entered costs 1/2 MP if exiting units follow a secondary road, or 1 MP if no such road.

Mini-Campaign

Scenarios 6.1 thru 6.3 cover the first four turns of the campaign, slicing the theater into three somewhat equal parts. Played separately, they are excellent introductions to the situation faced by players during the opening period of the 1940 campaign. They are combined in 6.4 to form a short mini-campaign.

A separate reinforcement schedule details the arrivals and withdrawals in these scenarios.

6.1 South

General Information

Setup Order: Allied first

First Player: German

Weather: Flight on 10 May

First Turn: 10 May (only German half of turn; the Allies have already moved)

Last Turn: 16 May

Reinforcements: Use special Mini-Campaign Arrival Schedules for new units. Supply arrivals are fixed, per the Allied and German information sections below.

The German player rolls a third die to make a Diversion Check during his Reinforcement Phase: only if this roll is ‘1-3’ are any Variable Repls received this turn; otherwise, they are considered to have been diverted to Center or North. Exception: the Surge Marker is never diverted.

The Allied player ignores all Variable Repl Table results except those for the French.

Special Scenario Rules

Only the southern half of Map B is used (Rows 1.xx to 31.xx).

When setting up, roll 1 die to determine the number of Allied infantry divisions that have the option to deploy a breakdown regiment into an adjacent hex. A given division can only deploy one breakdown.

Normal supply sources are used, with the following addition: railroads leading off the north and west edges are assumed to be connected to an Allied supply source.

The Allies have a special Level-3 airbase at B1.35 that reflects planes based on Map A. The base refits automatically (no supply needed) each turn, and its hex cannot be entered by ground units or barraged (by air or artillery). Allied planes at this base do not project a PZ; German planes can target the hex with a fighter sweep but are -1 in air combat.

Victory Conditions

The side with the most Victory Points (VP) wins the scenario.

The German player earns 1 VP for each panzer or motorized division that exits the west edge of the map (all surviving elements of the division).

Both players earn 1 VP for each minor city or airfield (not airstrips or the special base at B1.35) they control at the game’s end (2 VP for a hex that contains both). Note that “control” of a hex requires it to be in trace supply, and if a hex is outside a player’s home territory there must also be a combat unit in the hex. There are eight city hexes and seven airfields in all.

Allied Side Information

Rail Cap: 2 SP

Supply: 6 SP each turn, with no more than 4 SP placed with HQs (see 3.1).

Dead Pile: None

French Setup

B01.26:

18-3-3 Mot Inf Div (3)

2-3-6 AC Bn (6)

2-2-2 Arm Bn (36)

1x 26-2-2 Mot Arty Grp

B02.32:

2 A Div (all 6 units)

2 SP

Level-1 Airbase

B03.03:

20-3-3 Inf Div (10)

3-3-4 Arm Bn (23)

B05.07:

18-3-2 Inf Div NA (6)

3-3-4 Arm Bn (43)

Level-1 Airbase

B07.19:

18-3-2 Inf Div Col (6)

Level-1 Airbase

B08.09:

42 Corps HQ

3-3-4 Arm Bn (5, 12)

2-2-2 Arm Bn (29)

2x 15-2-2 Cav Arty Grp

2 SP

Level-1 Airbase

B08.13:

24 Corps HQ

18-3-2 Inf Div (6)

2-3-4 Cav Bn (25)

1x 26-2-2 Mot Arty Grp

2 SP

B12.06:

18-3-2 Inf Div (7)

B12.07:

CAC Corps HQ
2-3-4 Cav Bn (22)
2-2-2 Arm Bn (30)
2x 15-2-2 Cav Arty Grp
2 SP

B12.08:

14-2-1 Inf Div (56)

B12.10:

18-3-2 Inf Div (20)

B12.20:

18 Corps HQ
20-3-3 Inf Div Col (1)
2-3-4 Cav Bn (16)
2x 15-2-2 Cav Arty Grp
2 SP

B13.04:

18-3-2 Inf Div (2)

B13.12:

14-2-1 Inf Div (58)

B14.06:

2-3-4 Cav Bn (44)

B14.13:

14-2-1 Inf Div (51)

B15.19:

20-3-3 Inf Div Col (3)
3-3-4 Arm Bn (3)

B16.12:

2-3-4 Cav Bn (45)

B16.16:

18-3-2 Inf Div (41)

B16.18:

3-3-2 MG Bn (4)

B16.21:

20-3-3 Inf Div NA (3)

B17.07:

4-3-4 Cav Bde (1S)

B17.12, within 3 hexes:

3 Cav Div (all 5 units)
1 SP

B17.26:

10 Corps HQ
3-3-3 Arm Bn (7)
2x 15-2-2 Cav Arty Grp
2 SP

B17.32:

14-2-1 Inf Div (53)

B19.15, within 3 hexes:

2 Cav Div (all 5 units)
1 SP

B20.17:

3-3-3 Arm Bn (4)

B20.18:

4-3-4 Cav Bde (1)

B20.23:

14-2-1 Inf Div (55)

B20.25:

14-2-1 Inf Div (71)

B20.28:

41 Corps HQ
2-2-2 Arm Bn (33)
2x 15-2-2 Cav Arty Grp
2 SP

B21.26:

3-3-2 MG Bn (11)

B24.26:

3-3-2 MG Bn (3)

B25.19, within 3 hexes:

5 Cav Div (all 5 units)
1 SP

B25.22:

2-3-4 Cav Bn (12)

B25.32:

20-3-3 Inf Div NA (4)

B26.27:

14-2-1 Inf Div (61)

B29.20:

4-3-4 Cav Bde (3S)

B29.27:

18-3-2 Inf Div (22, less 1 step)

B31.22, within 3 hexes:

1 Cav Div (all 5 units)
1 SP

B31.30:

11 Corps HQ
2x 15-2-2 Cav Arty Grp
2 SP
Level-1 Airbase

With any French HQs:

4x Truck point (loaded)
4x Wagon point (loaded)

At any airbases in France:

1x AMT 143
2x Bloch 152
1x DB-7
1x Breg-693
2x H-75
1x Leo 451
4x M.S. 406
1x Potez 631

French Surge Box:

Empty

BEF Setup

B10.01:

20-3-3 Inf Div (51)
1 SP

Belgian Setup

Variable placement (roll after all other

Allied setup is complete):

4-3-3 B/C Rgt (1 ChA)

1d6

1= B20.12

2= B21.15

3= B24.12

4= B28.15

5= B29.13

6= B31.17

Design Note: The Belgian Chasseurs d'Ardennes Division fought pre-planned delaying actions as it withdrew to the NW. The random setup varies the location of the significant pocket of 1st Rgt resistance.

Available:

0x Reserve Marker
0x Strat Mode (optional)

German Side Information

Rail Cap: 1 SP

Supply: 9 SP each turn, with no more than 4 SP placed with HQs (see 2.1)

Dead Pile: None

German Setup

B15.03:

20-3-3 Inf Div (52, 58)

B16.01:

18-3-3 Inf Div (73)
20-3-3 Inf Div (79)

B17.02:

23 Corps HQ
3-4-7 PJ Bn (616)
5-4-3 MG Bn (2, 3)
1x 26-2-2 Arty Grp
5 SP
Level-1 Airbase

B17.04:

20-4-3 Inf Div (71, 76)

B20.02:

20-3-3 Inf Div (15, 34)

B21.01:

20-3-3 Inf Div (26)
18-4-3 Inf Div (10)

B22.01:

13 Corps HQ
18-4-3 Inf Div (17)
5-4-3 MG Bn (5)
1x 26-2-2 Arty Grp

B24.02:

20-4-3 Inf Div (68)

B25.03:

20-3-3 Inf Div (16, 36)

B27.02:

7 Corps HQ
5-4-3 MG Bn (10)
1x 26-2-2 Arty Grp
10 SP
Level-1 Airbase

B27.05:

6 Corps HQ
20-4-3 Inf Div (24)
1x 26-2-2 Arty Grp

B30.07:

20-4-3 Inf Div (23)

B31.06:

3 Corps HQ
2x 26-2-2 Arty Grp
5 SP

Kleist Group (the units in the next six hexes have a special deployment in 7.3 campaign):

B27.01:

6 Pz Div (all 7 units)

B30.06:

1 Pz Div (all 8 units)

B29.01:

29 Mot Div (all 4 units)

B27.06:

10 Pz Div (all 8 units)

B31.05:

2 Pz Div (all 8 units)

B29.05:

19 Kleist Corps HQ
12-5-4 Mot Inf Rgt (IRGD)
5-4-3 MG Bn (11)
3-4-8 AC Bn (Lehr)
2-5-4 Kleist Pio Bn (41, 43)
1x 26-2-2 Kleist Arty Grp
1x Kleist Truck (full)
5 SP

With any German HQs:

1x Truck point (loaded)
3x Wagon point (loaded)

Available:

6x Reserve Marker
1x LW Surge Marker

At any German airbases:

7x Bf.109e
1x Bf.110
5x He.111
2x Do.17z
1x Ju.88
3x Ju.87b

Luftwaffe Surge Box:

None

6.2 Center

General Information

Setup Order: Allied first

First Player: German

Weather: Flight on 10 May

First Turn: 10 May (only German half of turn; the Allies have already moved)

Last Turn: 16 May

Reinforcements: Use special Mini-Campaign Arrival Schedules for new units. Supply arrivals are fixed, per the Allied and German information sections below.

The German player rolls a third die to make a Diversion Check during his Reinforcement Phase: only if the roll is '4-5' are any Variable Repls received this turn; otherwise, they are considered to have been diverted to South or North. Exception: the Surge Marker is never diverted.

The Allied player ignores all Variable Repl Table results except those for the BEF and Belgians.

Special Scenario Rules

Only the northern half of Map B is used (Rows 32.xx to 62.xx).

When setting up, roll 2 dice to determine the number of Allied infantry divisions that have the option to deploy a breakdown regiment into an adjacent hex. A given division can only deploy one breakdown. *Note: Belgian breakdowns cannot be deployed into Holland.*

Normal supply sources are used, with the following addition: railroads leading off the north, south, and west edges are assumed to be connected to an Allied supply source.

The Allies have a special Level-3 airbase at B32.35 that reflects planes based on Map A. The base refits automatically (no supply needed) each turn, and its hex cannot be entered by ground units or barraged (by air or artillery). Allied planes at this base do not project a PZ; German planes can target the hex with a fighter sweep but are -1 in air combat.

Play this small scenario as if there is a track connecting B32.16 and B32.17.

Victory Conditions

The side with the most Victory Points (VP) wins the scenario.

Both players earn 1 VP for each major city or airfield (not airstrips or the special base at B32.35) they control at the game's end (2 VP for a hex that contains both). Note that "control" of a hex requires it to be in trace supply, and if a hex is outside a player's home territory there must also be a combat unit in the hex. There are five major city hexes and twelve airfields in all.

The German player earns 1 VP for each panzer or motorized division, that exits the west edge of the map (all surviving elements of the division).

Allied Side Information

Rail Cap: 2 SP

Sea Cap: 4 SP

Supply: 6 SP each turn, with no more than 4 SP placed with HQs (see 3.1).

Dead Pile: None

French Setup

B32.25:

1x 4-3-2 Brkdown Rgt

B34.25:

3-3-4 Arm Bn (6)
2-3-4 Cav Bn (17)
1x 4-3-2 Brkdown Rgt

B34.30:

2 Corps HQ
2-3-3 M/C Bn (1)
1x 26-2-2 Mot Arty Grp
2 SP

B35.24:

18-3-2 Inf Div (18, less 1 step)

B35.20, within 3 hexes:

4 Cav Div (all 5 units)
1 SP

B37.25:

18-3-3 Mot Inf Div (5)

B39.28:

5 Corps HQ
2-3-3 M/C Bn (3)
2x 26-2-2 Mot Arty Grp
2 SP

B39.31:

18-3-2 Inf Div NA (5)
Level-1 Airbase

B40.29:

CC Corps HQ
2x 26-2-2 Mot Arty Grp
5 SP

B41.25:

2-3-5 Recon Bn (1)

B41.26:

2-3-5 Recon Bn (3)

B42.26:

2 M Div (all 7 units)

B43.27:

3 M Div (all 7 units)

B43.28:

18-3-3 Mot Inf Div (12)

B44.28:

2-3-4 Cav Bn (6)
Level-1 Hedgehog

B44.31:

3 Corps HQ
18-3-3 Inf Div Mor (1)
1x 26-2-2 Mot Arty Grp
2 SP

B45.29:

2-3-5 Recon Bn (4)

B62.23:

2-3-5 Recon Bn (2)

B62.30, within 1 hex:

1 Corps HQ
16 Corps HQ
1 M Div (all 7 units)
18-3-3 Mot Inf Div (9, 25)
3-3-4 Arm Bn (9, 22)
2x 26-2-2 Mot Arty Grp
2x 15-2-2 Cav Arty Grp
1x Truck point (loaded)
1x Wagon point (loaded)
4 SP

With any French HQs:

3x Truck point (loaded)
3x Wagon point (loaded)

French Surge Box:

Empty

BEF Setup

B47.30:

1x 28-2-2 Arty Grp
Level-1 Hedgehog

B49.29, within 3 hexes:

20-4-3 Inf Div (1, 2, 3)

B50.32:

2-3-8 Recon Bn (1 ERY, 1 FFY)

B51.27:

2-3-8 AC Bn (12L)

B51.28:

1x 28-2-2 Arty Grp
Level-1 Hedgehog

B51.31:

2 Corps HQ
3-3-3 MG Bn (2 Mdsx)
2x 28-2-2 Arty Grp
4 SP

B51.32:

1 Corps HQ
3-3-3 MG Bn (2 Ches)
1x 28-2-2 Arty Grp
4 SP
Level-2 Airbase

B52.27:

1x 28-2-2 Arty Grp
Level-1 Hedgehog

B52.31:

2-3-8 Recon Bn (5 DG, 15/19H)

With any British HQs:

2x Truck point (loaded)

At any Allied airbases:

3x Battle
2x Blen IV
4x Hurri Mk I

Belgian Setup

Variable placement (roll after all other Allied setup is complete):

4-3-3 B/C Rgt (2 ChA)

1d6

1= B34.18

2= B35.08

3= B36.21

4= B40.08

5= B43.10

6= B45.09

B40.08:

Level-1 Airbase

B40.21:

4-3-3 B/C Rgt (3 ChA)

***Design Note:** The Belgian Chasseurs d'Ardennes Division fought pre-planned delaying actions as it withdrew to the NW. The regiment deployed here represents the division's new center of gravity.*

B40.24:

7 Corps HQ
1-2-8 AT Co (N)
2x 15-2-2 Cav Arty Grp
1 SP
Level-1 Airbase

B41.15, within 3 hexes:

1 Cav Div (all 5 units)
1 SP

B42.18:

K Corps HQ
2-3-3 B/C Rgt (6 ChA)
2x 15-2-2 Cav Arty Grp
2 SP

B41.22:

2-3-3 Mot Inf Rgt (1 Lt, 2 G)

B41.24:

10-2-2 Inf Div (8)

B42.20:

2-3-3 B/C Rgt (4 ChA)

B43.14:

3-2-2 B/C Rgt (2 BG)

B43.19:

2-3-3 B/C Rgt (5 ChA)

B44.22:

2-3-3 M/C Bn (2)

B45.15:

3 Corps HQ
10-2-2 Inf Div (3)
1-2-8 AT Co (L)
2x 15-2-2 Cav Arty Grp
2 SP
Level-2 Airbase

B47.13:

3-2-2 B/C Rgt (1 BG)

B47.22, within 3 hexes:

2 Cav Div (all 5 units)
1 SP

B48.16:

1 Corps HQ
1x 15-2-2 Cav Arty Grp
1 SP

B49.14:

10-2-2 Inf Div (2)
1x 26-2-2 Mot Arty Grp

B49.23:

Level-1 Airbase

B51.15:

10-2-2 Inf Div (7)
1x 26-2-2 Mot Arty Grp

B51.17:

1-3-2 B/C Bn (4)

B52.16:

10-2-2 Inf Div (4)
1x 15-2-2 Cav Arty Grp

B52.18:

10-2-2 Inf Div (1)
1x 26-2-2 Mot Arty Grp

B53.23:

2 Corps HQ
1x 26-2-2 Mot Arty Grp
2 SP
Level-1 Airbase

B54.25:

Cav Corps HQ
1x 15-2-2 Cav Arty Grp

B54.29:

10-2-2 Inf Div (10)

B54.30:

6 Corps HQ
1-2-6 Arm Co (B)
1x 15-2-2 Cav Arty Grp
4 SP

B55.21:

10-2-2 Inf Div (11)

B55.30:

10-2-2 Inf Div (5)
Level-1 Hedgehog

B56.22:

2-3-3 Mot Inf Rgt (4 L)

B56.24:

10-2-2 Inf Div (6)
1x 15-2-2 Cav Arty Grp

B56.29:

Level-1 Hedgehog

B57.29:

4 Corps HQ
1x 15-2-2 Cav Arty Grp
1 SP

B58.26:

10-2-2 Inf Div (9)
1x 26-2-2 Mot Arty Grp

B58.27:

7-2-2 Inf Div (18)

B59.22:

8-2-2 Inf Div (14)

B59.29:

8-2-2 Inf Div (15)

B59.31:

10-2-2 Inf Div (12)

B59.32:

5 Corps HQ
1x 26-2-2 Mot Arty Grp
5 SP
Level-2 Airbase

B60.30:

7-2-2 Inf Div (13)

B60.31:

7-2-2 Inf Div (17)

At any Airbases in Belgium:

1x Fox VI
1x Mixed F
1x Mixed T

With any Belgian HQs:

1x Truck point (loaded)
1x Wagon point (loaded)

Dutch Setup

B58.10:

1-2-2 Bdr Bn (1)

B60.13:

3-2-2 Inf Vak (Weert)

Available:

0x Reserve Marker
0x Strat Mode (optional)

German Side Information

Rail Cap: 1 SP

Supply: 9 SP each turn, with no more than 4 SP placed with HQs (see 2.1).

Dead Pile: None

German Setup

B33.07:

18-4-3 Inf Div (3)

B34.03:

2 Corps HQ
(5)-4-3 AT Bn (525)
1x 26-2-2 Arty Grp
5 SP

B34.06:

20-4-3 Inf Div (32)

B35.05:

7 Pz Div (all 8 units)

B36.02:

15 Mobile Corps HQ
18-3-3 Inf Div (267)
5-4-3 MG Bn (8)
1x 26-2-2 Arty Grp

B37.01:

Level-1 Airbase

B37.04:

5 Pz Div (all 8 units)

B38.01:

18 Corps HQ
20-4-3 Mtn Div (1)
3-4-7 PJ Bn (643)
1x 26-2-2 Arty Grp
5 SP

B38.03:

18-4-3 Inf Div (62)

B40.03:

18-4-3 Inf Div (8, 21)

B43.05:

18-4-3 Inf Div (28)

B45.02:

20-4-3 Inf Div (12)

B45.07:

18-3-3 Inf Div (251)

B46.05:

8 Corps HQ
5-4-3 MG Bn (1)
1x 26-2-2 Arty Grp

B47.08:

18-3-3 Inf Div (253)

B48.06:

5 Corps HQ

B48.08:

27 Corps HQ
5-4-3 MG Bn (7)
2x 26-2-2 Arty Grp
10 SP
Level-2 Airbase

B48.09:

18-3-3 Inf Div (269)

B49.08:

4 Pz Div (all 8 units)

B50.08:

20-3-3 Inf Div (35)

B51.07:

4 Corps HQ
(5)-4-3 AT Bn (605)
3x 26-2-2 Arty Grp

B52.01:

1 Corps HQ
16-3-3 Inf Div (211, 223)
3-4-7 PJ Bn (670)
1x 26-2-2 Arty Grp

B52.04:

20-4-3 Inf Div (1)

B52.08:

20-4-3 Inf Div (18)

B54.05:

3 Pz Div (all 8 units)

B54.09:

18-4-3 Inf Div (7)

B55.05:

11 Corps HQ
(5)-4-3 AT Bn (560)
2x 26-2-2 Arty Grp

B55.09:

20-4-3 Inf Div (31)

B56.08:

18-4-3 Inf Div (14)

B58.06:

20-4-3 Inf Div (5)

B59.01:

20 Mot Div (all 4 units)

B59.04:

16 Mobile Corps HQ
5-4-3 MG Bn (9)
10 SP
Level-3 Airbase

B59.08:

18-4-3 Inf Div (19)

B62.01:

20-4-3 Inf Div (61)
Level-3 Airbase

With any German HQs:

4x Truck point (loaded)
5x Wagon point (loaded)

At any German airbases:

6x Bf.109e
2x Bf.110
1x Hs.123
4x He.111
3x Ju.87b
1x Ju.88
2x Do.17z

Luftwaffe Surge Box:

2x Bf.109e
1x Bf.110
1x He.111
1x Do.17z

Available:

6x Reserve Marker
1x LW Surge Marker
Sturmgruppe Witzig
Sturmgruppe Koch

6.3 North

General Information

Setup Order: Dutch first

Second Player: German

Weather: Flight on 10 May

First Turn: 10 May (only German half of turn; the Allies have already moved)

Last Turn: 16 May

Reinforcements: Use special Mini-Campaign Arrival Schedules for new units. Supply arrivals are fixed, per the Allied and German information sections below.

The German player rolls a third die to make a Diversion Check during his Reinforcement Phase: only if the roll is '6' are any Variable Repls received this turn; otherwise, they are considered to have been diverted to Center or South. Exception: the Surge Marker is *always* diverted.

The Allied player ignores all Variable Repl Table results except those for the Dutch.

Special Scenario Rules

Only use Map C.

When setting up, roll 1 die to determine the number of Allied infantry divisions that have the option to deploy a breakdown regiment into an adjacent hex. A given division can only deploy one breakdown.

Normal supply sources are used, with the following addition: railroads leading off the south edge at C1.24 and C1.30 are assumed to be connected to an Allied supply source.

Victory Conditions

The Germans automatically win the scenario if they cause the Dutch to surrender (per 5.0). Treat C1.24 and C1.30 as railroad routes to Antwerpen in this scenario. Otherwise, the side with the most Victory Points (VP) wins the scenario.

Both players earn 1 VP for each major city or airfield they control at the game's end (2 VP for a hex that contains both). Note that "control" of a hex requires it to be in trace supply, and if a hex is outside a player's home territory there must also be a combat unit in the hex. There are **eight** major city hexes and ten airfields in all.

Allied Side Information

Rail Cap: 1 SP

Sea Cap: 1 SP

Supply: No additional SP is received during the scenario

Dead Pile: None

French Setup

C6.28, within 2 hexes:

2-3-4 Cav Bn (18)

2-3-6 AC Bn (5)

2-3-3 M/C Bn (2)

Dutch Setup

Variable placement (roll after all other Allied setup is complete):

6-2-2 Inf Div (Light)

1d6

1= C03.17

2= C06.18

3= C06.21

4= C07.19

5= C08.24

6= C13.24

Design Note: Dutch 3rd Corps immediately began to retreat north across the Maas. Randomizing the start location of the Light Division (roughly between where it began and ended the first day) gives the Allies a less predictable setup.

C01.08:

1-2-2 Bdr Bn (2)

C02.13:

3-2-2 Inf Vak (Asten)

C03.17:

Level-1 Airbase

C04.14:

3-2-2 Inf Vak (Bakel)

C04.32:

6-2-2 Inf Bde (CZ)

1 SP

C07.16:

3-2-2 Inf Vak (Erp)

C09.11:

1-2-2 Bdr Bn (3)

C09.19:

6-2-2 Inf Div (5)

C10.19:

6-2-2 Inf Div (6)

C11.14:

1-2-2 Bdr Bn (4)

C12.19:

3-2-2 Inf Bde (B)

C12.27:

1-3-3 M/C Bn (1 RHM)

C13.12:

2-2-2 Inf Grp (M-W)

Level-1 Airbase

2T

C13.20:

3 Corps HQ

2-3-3 B/C Bn (2 RH)

1x 8-2-2 Mot Arty Grp

2 SP

C13.24:

4-2-2 Inf Bde (G)

C14.29:

Level-1 Airbase

C14.30:

6-2-2 Inf Grp (Kil)

2T

C15.15:

6-2-2 Inf Bde (A)

C15.31:

4-2-2 Inf Grp (Spui)

2T

C11.16:

4-2-2 Inf Vak (Schaijk)

C17.11:

2-2-2 Inf Grp (Belun)

2T

C18.08:

4-2-2 Inf Grp (I-Z)

2T

C18.18:

6-2-2 Inf Div (4)

C18.32:

Level-1 Airbase

C19.19:

10-2-2 Inf Div (2)

C19.20:

2 Corps HQ

2-3-3 B/C Bn (4 RH)

2x 12-2-2 Cav Arty Grp

2 SP

C19.32:

7-2-2 Inf Div (1)

C19.33:

1 Corps HQ
2-3-3 B/C Bn (3 RH)
4 SP

C20.18:

9-2-2 Inf Div (8)

C20.32:

1x 12-2-2 Cav Arty Grp

C21.07:

1-2-2 Bdr Bn (5)

C21.19:

7-2-2 Inf Div (7)

C21.20:

Level-1 Airbase

C21.31:

Level-1 Airbase

C22.19:

2-2-2 Inf Rgt (20 RI)
2-3-3 B/C Bn (1 RH)

C23.10:

3-2-2 Inf Grp (I-N)
2T

C23.19:

2-3-3 Cav Bn (5 RH)

C23.20:

4 Corps HQ
2-2-2 Inf Rgt (11 RI)
1x 8-2-2 Mot Arty Grp
1x 12-2-2 Cav Arty Grp
2 SP
Level-1 Airbase

C26.24:

8-2-2 Inf Div (3)
1 SP

C26.25:

Level-1 Airbase

With any Dutch HQs:

1x Truck point (loaded)
1x Wagon point (loaded)

Any Dutch Air Base:

1x Fokker Mxd F

Available:

0x Reserve Marker
0x Strat Mode (optional)

German Side Information

Rail Cap: 1 SP

Supply: New SP arrives only via air transport (see 1.10) and arrival schedule.

Dead Pile: None

German Setup

C01.07:

18-4-3 Inf Div (30)

C02.03:

9 Corps HQ
5-4-3 MG Bn (6)
3-4-8 AC Bn (1)
1x 26-2-2 Arty Grp
5 SP

C03.01:

16-3-3 Inf Div (216)
Level-3 Airbase

C05.07:

18-4-3 Inf Div (56)

C07.02:

16-3-3 Inf Div (208)

C08.01:

SS-V Div (Deut, DF, G Mot Inf, V Arty)

C08.07:

9 Pz Div (all 7 units)

C09.08:

18-3-3 Inf Div (256)

C12.07:

26 Corps HQ
5-4-3 MG Bn (15)
2x 26-2-2 Arty Grp
10 SP
Level-1 Airbase

C12.09:

18-3-3 Inf Div (254)

C13.06:

16-3-3 Inf Div (207)

C14.01:

16-3-3 Inf Div (225)

C14.07:

SS-V Div (V AC Bn)

C17.01:

10 Corps HQ
16-3-3 Inf Div (227)
8-3-3 Mot Inf Rgt (SS LAH)
1x 26-2-2 Arty Grp
5 SP

Design Note: 10th Corps is entering Holland from just east of Winterswijk.

In 7th FJ Holding Box:

7th Flieger Div (all five combat units)

In 22LL Holding Box:

22LL Div (all nine combat units)

With any German HQs:

1x Truck point (loaded)
2x Wagon point (loaded)

At any German airbases:

2x Bf.109e
1x Bf.110
6x Ju.52
1x Ju.88
2x Do.17z
2x He.111
1x Ju.87b

Luftwaffe Surge Box:

3x Bf.109e
2x He.111
1x Do.17z
1x Ju.88

Play Note: The Luftwaffe Surge planes are available on 10 May, but are all shifted to the South for the rest of this scenario.

Available:

2x Reserve Marker
1x LW Surge Marker
Sturmgruppe Choltitz

6.4 Mini-Campaign

General Information

Setup Order: Allied first

First Player: German

Weather: Flight on 10 May

First Turn: 10 May (only German half of turn; the Allies have already moved)

Last Turn: 16 May

Reinforcements: Use special Mini-Campaign Arrival Schedules for new units. Supply arrivals are fixed, per the Allied and German information sections below.

Both sides make regular rolls on the Variable Repl Table (no “diversion check” is needed).

Special Scenario Rules

This scenario combines 6.1, 6.2 and 6.3 into a very short campaign lasting four turns.

***Play Note:** If you don't have table space for both Map B and C, just combine 6.1+6.2. Adjust total SP arrivals, Rail/Sea Caps, Reserve/Strat Markers, etc.*

Victory Conditions

The side with the most Victory Points (VP) wins the scenario.

Most VP are based on control of cities and airfields. Both players earn 1 VP for control of each airfield (not air strips or the special bases at B1.35 and B32.35) and major city on the map. Control of minor cities in France and Luxembourg are also worth 1 VP. Note that “control” of a hex requires it to be in trace supply, and if it is outside a player’s home territory there must also be a combat unit in the hex. There are 21 city hexes and 29 airfields worth points.

The German player earns 1 VP for each panzer or motorized division that exits the west edge of the map (all surviving elements of the division).

***Play Note:** If Holland has surrendered, remove the Dutch army before counting VP and treat all unoccupied Dutch cities as “German occupied.”*

Allied Side Information

Rail Cap: 5 SP

Sea Cap: 5 SP

Supply: 12 SP each turn (arrives per 3.1)

Dead Pile: None

Use setups given in 6.1, 6.2, and 6.3.

German Side Information

Rail Cap: 3 SP

Supply: 18 SP each turn (arrives per 2.1)

Dead Pile: None

Use setups given in 6.1, 6.2, and 6.3.

Below are combined listings for air units and markers.

At any German airbases:

15x Bf.109e

4x Bf.110

1x Hs.123

11x He.111

7x Ju.87b

3x Ju.88

6x Do.17z

6x Ju.52

Luftwaffe Surge Box:

5x Bf.109e

1x Bf.110

3x He.111

2x Do.17z

1x Ju.88

Available:

10x Reserve Marker

2x LW Surge Marker

Sturmgruppe Witzig

Sturmgruppe Koch

Sturmgruppe Choltitz

6.5 Sedan Breakout

General Information

Setup Order: French first

First Player: See Special Rules

Weather: Flight on 14 May

First Turn: 14 May

Last Turn: 16 May

Reinforcements: Use special Arrival Schedules printed as part of this scenario. There are no Variable Repl Table rolls in this scenario. Supply arrivals are fixed, per the special Arrival Schedules.

Special Scenario Rules

Only a portion of Map B is used: between 10.xx and 25.xx (inclusive) and between of xx.17 and xx.35 (inclusive). In addition, neither side’s units can enter Belgium during this scenario.

German supply sources are the roads leading into Belgium at B19.19, B21.21, B22.22, and B23.24. In addition, B24.26 becomes a supply source if captured by the Germans.

French supply sources are the railroads leading off the west and south edges of the play boundary.

Most German and Allied air units must be based outside the play area. At these abstract bases they are always considered to be within normal range of any mission hex, they cannot be attacked by enemy missions, and refit automatically. The exception are Bf.109e fighters, which must be based at the air strip in B21.21.

Historically the Germans were the First Player in this scenario — in game terms they got moving to breakout from the Sedan bridgehead before the counterattack had time to develop. Players can also roll randomly for initiative to start this scenario, and thereby explore its powerful effect on certain key moments (like this one) of the campaign.

Victory Conditions

The side with the most Victory Points (VP) wins the scenario. Each side has a different objective.

The French are trying to pinch off the German penetration. At the end of the scenario, check these three locations: Sedan, B20.25, and B17.26. The French earn 2 VP for occupying each of these hexes, or 1 VP for having one or more attack-capable units adjacent to those

hexes they don't occupy. (So occupying all three of these hexes would earn the maximum possible VP, a total of 6.)

The Germans are trying to break the French line, and earn 1 VP for each panzer or motorized division, that exits the west edge of the map (all surviving elements of the division).

Allied Side Information

Rail Cap: 2 SP

Supply: By scenario reinforcement schedule

Dead Pile: None

French Setup

B12.20:

18 Corps HQ
1x 15-2-2 Cav Arty Grp
2 SP

B13.21:

14-2-1 Inf Div (71 less 2 steps)

B13.28:

10 Corps HQ
2-3-4 Cav Bn (12)
1x 15-2-2 Cav Arty Grp
4 SP

B14.27:

3-3-3 Arm Bn (7)
1x 15-2-2 Cav Arty Grp

B15.19:

20-3-3 Inf Div Col (3)
2T

B15.20:

18-3-2 Inf Div (6)

B15.23:

14-2-1 Inf Div (55 less 2 steps)

B15.29:

2-3-4 Cav Bn (16)

B16.18:

3-3-2 MG Bn (4)

B17.20:

20-3-3 Inf Div NA (3)

B17.22:

20-3-3 Inf Div Col (1)

B17.23:

3-3-3 Arm Bn (4)
2-3-6 AC Bn (6)

B17.24:

18-3-3 Mot Inf Div (3)

B17.25:

3 Arm Div (all 6 units)
2 SP

B17.32:

20-3-3 Inf Div (14)
2T

B18.22:

3-3-4 Arm Bn (3)

B18.25:

5 Cav Div (11 C, 12 Ch Cav Bn, 78 Arty Rgt)

B19.26:

4-3-4 Cav Bde (1)

B20.26:

4-3-4 Cav Bde (3S)
2-2-2 Arm Bn (33)

B21.26:

14-2-1 Inf Div (53)
1 SP

B21.27:

41 Corps HQ
2x 15-2-2 Cav Arty Grp
2 SP

B22.26:

3-3-2 MG Bn (11)

B24.26:

3-3-2 MG Bn (3)

B25.32:

20-3-3 Inf Div NA (4)

With any French HQs:

2x Wagon point (loaded)

Aircraft Info:

As Reinforcements

Available:

2x Reserve Marker
2x Strat Mode (optional)

Allied Arrival Schedule

14 May:

3 SP at any detrainable hex

B10.18 or B10.20:

18-3-2 Inf Div Col (6)

French Air Units:

1x Am143
1x DB-7

British Air Units:

3x Battle

16 May:

1 SP at any detrainable hex

B10.29:

18-3-2 Inf Div (36)

B10.35 or 12.35 or 17.35 or 21.35 or 25.35:

2 Arm Div (all 6 units)
2x Truck point (loaded)

Special Restriction: 2nd Armored Division deploys in DG mode if it chooses to arrive in a "blocked" (per OCS 13.6b) location or one from which a panzer or motorized division has already exited.

German Side Information

Rail Cap: None

Supply: By scenario reinforcement schedule

Dead Pile: None

German Setup

B18.23:

10 Pz Div (1/7 Pz Bn, 90 AC Bn, 69 Inf Rgt, 90 Arty Rgt)

B18.24:

10 Pz Div (2/7 Pz Bn, 86 Inf Rgt)
12-5-4 Mot Inf Rgt (IRGD)

B19.19:

20-3-3 Inf Div (15)
1 SP

B19.20:

20-4-3 Inf Div (71)

B19.21:

20-4-3 Inf Div (68)

B19.22:

20-3-3 Inf Div (36)

B19.23:

10 Pz Div (1/8, 2/8 Pz Bn)
Level-1 Hedgehog

B19.25:

1 Pz (all 8 units)

B20.22:

19 Kleist Corps HQ
3-4-8 AC Bn (Lehr)
1x 26-2-2 Arty Grp
10 SP

B20.23:
2 Mot Div (all 4 units)
Level-1 Hedgehog

B20.24:
Level-1 Hedgehog

B20.25:
2 Pz (all 8 units)
Level-1 Hedgehog

B21.21:
7 Corps HQ
1x 26-2-2 Arty Grp
1 SP
1x Bf.109e
air strip

B21.25:
20-4-3 Inf Div (23)

B22.25:
18-4-3 Inf Div (3)

B23.24:
3 Corps HQ
1x 26-2-2 Arty Grp
1 SP

With any German HQs:
1x Wagon point (loaded)

Aircraft Info:
2x Bf110
3x Ju87
2x Ju88
5x He111
2x Do17

Available:
4x Reserve Marker

German Arrival Schedule

14 May
1x Bf.109e

B22.22:
3x Kleist Trucks (full)

16 May
1x Bf.109e
2x Ju87
3x Do17

B19.19:
20-3-3 Inf Div (86)
1x 26-2-2 Arty Grp

B21.21:
14 Kleist Corps HQ
29 Mot Div (all 4 units)
20-3-3 Inf Div (16)
20-4-3 Inf Div (24)
5 SP

6.6 Arras

This is a training scenario that consists of just a single player turn. A new player running the Allies will learn about phasing a limited offensive. Although there is less to do as the Germans, running that side affords an opportunity to see how the Reaction Phase can be used to foil enemy plans.

We're showing a stronger-than-historical counterattack to make things a little more interesting. A victory at Arras might have delayed the German drive to the English Channel and thereby allowed the Allies to form a strong position near the coast.

General Information

Setup Order: Allies first

First Player: Allies

Weather: Flight on 20 May

First Turn: 20 May (Allied half)

Last Turn: 20 May (Allied half)

Reinforcements: There are no reinforcements of any kind (combat units, SP, or Variables) in this scenario.

Special Scenario Rules

The rectangle on Map A framed by 32.14, 32.24, 40.14, and 40.24, inclusive, is in play.

The Allies can draw trace supply from any railroad leading off the map edge north of la Scarpe River. Germans can only draw trace supply from the Truck Extender in A32.19.

Some groups of German units can deploy within a certain radius of the hex listed. Note if the Allies have a combat unit in a hex, the Germans cannot setup there (nor trace radius through that hex).

Victory Conditions

The Allies get 1 VP for each of the following German units that is either destroyed/captured or not in trace supply at game's end: 1) 41st Kleist Corps HQ, 2) airbase at Cambrai.

Both players earn 1/4 VP for each loss inflicted on the enemy during the scenario.

Allied Side Information

Dead Pile: Only the initial losses from the multi-unit formations (see 6.0)

Rail Cap: None

Supply: Only what starts on map

French Setup

A36.20:
Level-1 Airbase

A37.19:
3 M Div (distribute 2 losses)

A38.20:
3-3-3 Arm Bn (13)

A39.15:
1 M Div (distribute 2 losses)
Level-1 Airbase

A40.14:
5 Corps HQ
1x 26-2-2 Mot Arty Grp
1 SP

A40.15:
2 M Div (distribute 2 losses)

A40.16:
11 Corps HQ
2-3-4 Cav Bn (17)
1x 15-2-2 Cav Arty Grp
1x Truck point (loaded)
1x Wagon point (loaded)
5 SP

A40.17:
CC Corps HQ
2-3-3 M/C Bn (3)
1x 26-2-2 Mot Arty Grp
1x Truck point (loaded)
1x Wagon point (loaded)
5 SP

A40.19:
2-2-2 Arm Bn (33)
20-3-3 Inf Div (1 NA)

At Douai:
2x M.S. 406
1x D-520

BEF Setup

A36.20:
4-4-4 Arm Bn (4 RTR)

A37.20:
10-3-3 Inf Div (5, less 1 step)

A37.21:
50 Inf Div (distribute 1 loss)

A39.18:

5-4-4 Arm Bn (7 RTR)

At Arras:

1x Hurri Mk I

Available:

2x Reserve Marker

German Side Information

Dead Pile: Only the initial losses from the multi-unit formations

Rail Cap: None

Supply: Only what starts on map

German Setup

All German ground units *must* setup in Move Mode (reserves must be in Move Mode orientation).

A32.19, within 2 hexes:

39 Mobile Corps HQ
 SS-T Div (all 5 units)
 7-3-3 Mot Inf Bde (11)
 Truck Extender
 2 SP

A32.23:

41 Kleist Corps HQ
 1x 26-2-2 Mot Arty Grp
 1x Kleist Truck (loaded)
 2 SP

A33.14:

1x Wagon point (loaded)
 Level-1 Airbase

A34.15, within 2 hexes:

5 Pz Div (distribute 2 losses)

A34.24, within 2 hexes:

6 Pz Div (distribute 1 loss)

A35.20, within 2 hexes:

7 Pz Div (distribute 2 losses)

Available:

2x Reserve Marker

At Cambrai:

2x Bf.109e
 1x Ju.87b
 1x Do.17z
 1x He.111

Abbreviations

| | |
|--|---|
| 10 H - 10th Royal Hussars (Prince of Wales's Own) | FJ - Fallschirmjäger (Parachute Infantry) |
| 12 L - 12th Royal Lancers (Prince of Wales's) | G - Germania |
| 15/19 H - 15th/19th Hussars | GD - Grossdeutschland |
| 4/7 RDG - 4th/7th Royal Dragoon Guards | Gds - Guards |
| 4 RNF - The Royal Northumberland Fusiliers | Geb - Gebirg(-) (mountain) |
| Ches - Cheshire | G - Guides |
| Midx - Middlesex | Grp - Group |
| 9 L - 9th Queen's Royal Lancers | HQ - Headquarters |
| Afr - Division d'Infanterie d'Afrique | H - Hussars |
| AC - Armored Car | Inf - Infantry |
| Arm - Armor | Kav - Kavallerie |
| Arty - Artillery | Krd - Kradschutzen (motorcycle) |
| AT - antitank | L - Lancers |
| Aufk - Aufkarungs (recon) | Lehr - instruction unit |
| B/C - Bicycle | LL - Luftlande (Air Landing) |
| Bays - The Queen's Bays (2nd Dragoon Guards) | LAH - Leibstandarte Adolf Hitler |
| Bdr - Border | Lt - light |
| BEF - British Expeditionary Force | LW - Luftwaffe |
| BG - Border Guard | M, Mot - Motorized |
| Bn - Battalion | M/C - Motorcycle |
| Bde - Brigade | Mech - Mechanized |
| C - Carabiners (Belgian units) | MG - machine gun |
| C - Cuirassiers (French units) | MH - Motorized Hussars |
| CAC - Corps d'Armée Colonial (Colonial Army Corps) | Mor - Division Marocaine |
| Cav - Cavalry | Mtn - Mountain |
| CC - Corps de Cavalerie | NA - Division d'Infanterie Nord-Africaine |
| Ch - Chasseurs | Pio - Pionier (combat engineer) |
| ChA - Chasseurs Ardennais | Poliz - Polizei (police) |
| Col - Division d'Infanterie Coloniale | Pz - Panzer (tank) |
| D - Dragoon | PJ - Panzerjager (anti-tank) |
| Deut - Deutschland | Recon - Reconnaissance |
| DF - Der Fuhrer | Rgt - Regiment |
| Div - Division | RH - Royal Hussars |
| ERY - East Riding Yeomanry | RTR - Royal Tank Regiment |
| FFY - Fife and Forfar Yeomanry | S - Brigade de Spahis |
| | SS - Waffen-SS |
| | SS-T - Totenkopf |
| | SS-V - Verfuigungs |

German Campaign Arrival Schedule

This is used for campaigns 7.1 thru 7.4. Use the "No Holland" and "With Holland" listings as appropriate.

12 May

3x Reserve Marker
B15.01:
20-3-3 Inf Div (86)

B21.01:

20-4-3 Inf Div (45)

B27.01:

41 Kleist Corps HQ
42 Corps HQ
8 Pz Div (all 7 units)
2 Mot Div (all 4 units)
3-4-7 PJ Bn (521)
1x 26-2-2 Kleist Arty Grp
1x Kleist Truck (full)
1x Truck point (loaded)
1x Wagon point (loaded)

B32.01:

40 Corps HQ
20-4-3 Inf Div (6, 9, 27)
20-3-3 Inf Div (33)
1x Wagon point (loaded)

B35.01:

18-4-3 Inf Div (263)

B38.01:

20-4-3 Inf Div (87)

B50.01:

18-4-3 Inf Div (46)

B52.01:

20-4-3 Inf Div (11)

B59.01:

18-3-3 Inf Div (255)

For "No Holland" only:

Add to Surge Box:

*3x Bf.109e
2x He.111
1x Do.17z
1x Ju.88*

For "With Holland" only:

C08.01:

*39 Mobile Corps HQ
16-4-3 Inf Div (217)
1x Truck point (loaded)*

14 May

B21.01:

36 Corps HQ
18-3-3 Inf Div (50)
1x Wagon point (loaded)

B24.01:

14-3-3 Inf Div (94)
14-2-2 Inf Div (82)

B27.01:

14 Kleist Corps HQ
13 Mot Div (all 4 units)
1x Kleist Truck (full)

B32.01:

20-3-3 Inf Div (25)

B35.01:

20-4-3 Inf Div (4)

For "With Holland" only:

*Remove:
2x Ju.52*

16 May

B21.01:

16-3-3 Inf Div (205)
14-3-3 Inf Div (98)
14-2-2 Inf Div (88)

B27.01:

18-3-3 Inf Div (72)

B38.01:

17 Corps HQ
SS-T Div (all 5 units)
7-3-3 Mot Inf Bde (11)
1x Truck point (loaded)

B43.01:

20-4-3 Inf Div (57)
20-3-3 Inf Div (44)
18-3-3 Inf Div (290)

B50.01:

14-2-2 Inf Div (81)

For "No Holland" only:

*Holland has Surrendered
German Rail Cap now 3*

*2x Ju.52
2x He.111
2x Do.17z
1x Ju.88
1x Ju.87b*

B62.23:

*9 Corps HQ
18-4-3 Inf Div (30, 56, one is less 1 step)
16-3-3 Inf Div (216)
5-4-3 MG Bn (6)
3-4-8 AC Bn (1)
1x 26-2-2 Arty Grp
1x Wagon Point (loaded)
1x Reserve Marker*

For "With Holland" only:

*Remove:
2x Ju.52*

18 May

B27.01:

18-2-2 Inf Div (299)

B32.01:

38 Corps HQ

B38.01:

18-2-3 Inf Div (294)

B50.01:

18-2-3 Inf Div (292)
18-3-3 Inf Div (295)

For "No Holland" only:

*2x Bf.109e
1x Bf.110*

B62.23:

*39 Mobile Corps HQ
26 Corps HQ
9 Pz Div (all 7 units)
SS-V Div (all 5 units)
18-3-3 Inf Div (254, 256, one is less 1 step)
16-3-3 Inf Div (208, 225)
5-4-3 MG Bn (15)
2x 26-2-2 Arty Grp
1x Truck point (loaded)
1x Reserve Marker*

20 May

B24.01:

14-3-3 Inf Div (96, 183)

B27.01:

18-2-2 Inf Div (Poliz)

B50.01:

18-2-3 Inf Div (291, 298)
18-2-2 Inf Div (293)

For "No Holland" only:

B62.23:

16-3-3 Inf Div (207, less 1 step)

22 May

B21.01:

16-3-3 Inf Div (212)

B32.01:

43 Corps HQ
14-3-3 Inf Div (161, 162, 169)

For "No Holland" only:

B62.23:

*10 Corps HQ
16-3-3 Inf Div (227, less 1 step)
8-3-3 SS Inf Rgt (LAH)
26-2-2 Arty Grp
1x Wagon point (loaded)*

24 May

B52.01:

20-4-4 Cav Div (1)

Allied Campaign Arrival Schedule

This is used for campaigns 7.1 thru 7.4. Use the "No Holland" and "With Holland" listings as appropriate.

12 May

1x Destroyers
6x Reserve Marker
6x Strat Mode Marker

French

1x D-520

For "With Holland" only:

*1x Reserve Marker
1x Strat Mode Marker*

Add to Surge Box:

1x Bloch 152
1x M.S. 406
1x AMT 354

For "No Holland" only:

*Holland has Surrendered
Allied Sea Cap is now 5
Allied Rail Cap is now 5*

Entry Area D:

20-3-3 Inf Div (11)
18-3-2 Inf Div (26, 45)

Add to Surge Box:

2x D-520
2x Leo 451

24 May

1x Destroyers

French

Entry Area A:

6 Corps HQ
20-3-3 Inf Div (13)
18-3-2 Inf Div (27)
2-3-4 Cav Bn (8)
2x 26-2-2 Arty Grp

Entry Area C:

4 A Div (3C)

BEF

A24.35 or A34.35:
1 Arm Div (2 RTR, 5 RTR)

26 May

French

Entry Area A:

16-3-3 Inf Div Afr (82)

Entry Area D:

18-3-2 Inf Div (16)

28 May

French

Entry Area D:

18-3-2 Inf Div (47)

30 May

1x Destroyers

French

Entry Area A:

18-3-2 Inf Div (24)

1 June

French

Entry Area D:

20-3-3 Mtn Div (31)

Notes:

1. Units arriving in a port hex don't count against Sea Cap, but port must be functioning for literal Sea Cap.
2. If no Map A Port is usable (per above), treat the group of reinforcements as having performed Breakout, arriving 1 turn later.

14 May

BEF

2x Hurr-I

Any Map A Ports:

5-4-4 Arm Bn (7 RTR)

French

Entry Area C:

4 A Div (2 Arm, 46 Arm, 345 Arm)
20-3-3 Inf Div (23)
18-3-2 Inf Div (36)

Entry Area D:

23 Corps HQ
20-3-3 Inf Div (14)
18-3-2 Inf Div (44)
2-2-2 Arm Bn (11)
2-3-4 Cav Bn (19)
2x 26-2-2 Arty Grp

Add to Surge Box:

1x Bloch 152
1x M.S. 406
1x Breg 693
1x Martin 167

16 May

(3x Reserve marker in Campaign 7.3 only)

BEF

1x Hurri Mk I

A36.20 or A46.15:

9-2-2 Inf Div (46)

French

1x M.S. 406

Entry Area A:

14-3-2 Mnt Div (3 Lt)
14-2-1 Inf Div Afr (87)

Entry Area C:

4 A Div (4 Mech, 10C, 19 Arm, 322 Arty)

Entry Area D:

18-3-2 Inf Div (8, 28)

Any Map A Port:

14-2-1 Inf Div (60)

18 May

1x Destroyers

French

Entry Area B:

20-3-3 Inf Div Col (4)
20-3-3 Inf Div (19)
18-3-2 Inf Div Col (7)
18-3-2 Inf Div NA (7)

Entry Area C:

4 A Div (44 Arm, 47 Arm)
3-3-4 Arm Bn (34)

Entry Area D:

20-3-3 Inf Div (42)
20-3-3 Mtn Div (29)

20 May

BEF

Any Map A Ports:

1 Arm Div (9L Arm, 10H Arm, Bays Arm)

French

1x D-520

Add to Surge Box:

1x D-520
2x Leo 451

22 May

(3x Reserve marker in Campaign 7.1 or 7.2 only)

BEF

Any Map A Ports:

3-4-3 Inf Bde (20)
1 Arm Div (3 RTR)
3-4-3 Inf Bde (30)

French

Entry Area A:

20-3-3 Inf Div (35)
10-3-2 Mnt Div (2 Lt)
3-3-4 Arm Bn (40, 48)
2-2-2 Arm Bn (50)

Entry Area B:

18-3-2 Inf Div Col (5)

Entry Area C:

4 A Div (7 Mot)

Mini-Campaign Arrival Schedule

This is used for scenarios 6.1 to 6.4. Ignore listings and arrivals for map areas not in play.

Allies

12 May

South

3x Reserve Marker
3x Strat Mode Marker

French

1x D-520

B8.35:

21 Corps HQ
3 A Div (all 6 units)
2-3-4 Cav Bn (14)
1x 26-2-2 Mot Arty Grp
2 SP

Center

3x Reserve Marker
3x Strat Mode Marker

French

B41.35:

18-3-3 Mot Inf Div (15)

North

1x Reserve Marker
1x Strat Mode Marker

Random Arrivals (roll 1 die)

1-2 = Belgian 2-3-3 Mot Inf Rgt (2 Lt) at B51.35
3-4 = BEF 50 Inf Div (all 5 units) at B46.35
5-6 = French 3-3-2 MG Bn (1) at B35.35

14 May

South

French
Entry Area C
4 A Div (2 Arm, 46 Arm, 345 Arm Bn)
20-3-3 Inf Div (23)
18-3-2 Inf Div (36)

Entry Area D:

23 Corps HQ
20-3-3 Inf Div (14)
18-3-2 Inf Div (44)
2-2-2 Arm Bn (11)
2-3-4 Cav Bn (19)
2x 26-2-2 Mot Arty Grp

Add to Surge Box:

1x Bloch 152
1x M.S. 406
1x Breg 693
1x Martin 167

Center

BEF

2x Hurri Mk I

French

B35.35 or B36.35:

1 A Div (all 6 units)

B39.35 or B40.35:

4 Corps HQ
2-3-4 Cav Bn (7)
3-3-3 Arm Bn (38)
3-3-4 Arm Bn (39)
1x 26-2-2 Mot Arty Grp

B44.35:

20-3-3 Inf Div NA (2)
18-3-3 Mot Inf Div (1)
2-3-6 AC Bn (7)
3-3-3 Arm Bn (13)
3-3-4 Arm Bn (35)

North

None

Random Arrivals (roll 1 die)

1 = Reroll
2 = Belgian 7-2-2 Inf Div (16) at B51.35
3 = BEF 2-3-8 Recon Bn (4/7 RDG), 3-3-3 MG Bn (1/9 Man), 4-4-4 Arm Bn (4 RTR) at B46.35
4 = BEF 18-3-3 Inf Div (48) at B39.35 on 14 May
5 = French 3-3-3 Arm Bn (32) at B25.35 or B21.35
6 = French 20-3-3 Inf Div (43) at B12.35

May 16

South

French

1x M.S. 406

Entry Area C:

4 A Div (4 Mech Bn, 10C Recon Bn, 19 Arm Bn, 322 Arty Rgt)

Entry Area D:

18-3-2 Inf Div (8, 28)

Add to Surge Box:

1x Bloch 152
1x M.S. 406
1x AMT 354

Center

BEF

1x Hurri Mk I

North

None

Random Arrivals (roll 1 die)

1-2 = Reroll
3 = BEF 18-3-3 Inf Div (42) and 1x 28-2-2 Arty Grp at B46.35 or B50.35
4 = BEF 18-3-3 Inf Div (44) and 1x 28-2-2 Arty Grp at B46.35 or B50.35
5 = BEF 20-3-3 Inf Div (4) and 1x 28-2-2 Arty Grp at B46.35 or B50.35
6 = French 18-3-2 Inf Div (32) at B25.35

Notes:

1. Roll for Random Arrivals each turn, using the tables provided. If the arrival hex is not on the map of the scenario being played, there is no random arrival this turn.
2. If specific hexes are all occupied by German combat units, displace the arriving stack to the nearest hex along the map edge.

Mini-Campaign Arrival Schedule

This is used for scenarios 6.1 to 6.4. Ignore listings and arrivals for map areas not in play.

Germans

12 May

South

3x Reserve Marker

Add to Surge Box:

3x Bf.109e *

2x He.111 *

1x Do.17z *

1x Ju.88 *

B15.01:

20-3-3 Inf Div (86)

B21.01:

20-4-3 Inf Div (45)

B27.01:

41 Kleist Corps HQ

42 Corps HQ

8 Pz Div (all 7 units)

2 Mot Div (all 4 units)

3-4-7 PJ Bn (521)

1x 26-2-2 Kleist Arty Grp

1x Kleist Truck (full)

1x Truck point (loaded)

1x Wagon point (loaded)

Center

B32.01:

40 Corps HQ

20-4-3 Inf Div (6, 9, 27)

20-3-3 Inf Div (33)

1x Wagon point (loaded)

B35.01:

18-4-3 Inf Div (263)

B38.01:

20-4-3 Inf Div (87)

B50.01:

18-4-3 Inf Div (46)

B52.01:

20-4-3 Inf Div (11)

B59.01:

18-3-3 Inf Div (255)

North

C08.01:

39 Mobile Corps HQ

16-4-3 Inf Div (217)

1x Truck point (loaded)

Remove from Surge Box (going to South):

*3x Bf.109e **

*2x He.111 **

*1x Do.17z **

*1x Ju.88 **

14 May

South

B21.01:

36 Corps HQ

18-3-3 Inf Div (50)

1x Wagon point (loaded)

B24.01:

14-3-3 Inf Div (94)

14-2-2 Inf Div (82)

B27.01:

14 Kleist Corps HQ

13 Mot Div (all 4 units)

1x Kleist Truck (full)

Center

B32.01:

20-3-3 Inf Div (25)

B35.01:

20-4-3 Inf Div (4)

North

Remove (exiting game):

2x Ju.52

** Ignore these entries when playing the Mini-Campaign (6.4) — the player can freely shift around these assets when combining South, Center, and North.*

16 May

South

1x Ju.52 *

1x Do.17z *

1x He.111 *

1x Ju.88 *

1x Ju.87b *

B21.01:

16-3-3 Inf Div (205)

14-3-3 Inf Div (98)

14-2-2 Inf Div (88)

B27.01:

18-3-3 Inf Div (72)

Center

1x Reserve Marker *

1x Ju.52 *

1x Do.17z *

1x He.111 *

B38.01:

17 Corps HQ

SS T Div (all 5 units)

7-3-3 Mot Inf Bde (11)

1x Truck point (loaded)

B43.01:

20-4-3 Inf Div (57)

20-3-3 Inf Div (44)

18-3-3 Inf Div (290)

B50.01:

14-2-2 Inf Div (81)

North

Remove (going to South):

*1x Ju.52 **

*1x Do.17z **

*1x He.111 **

*1x Ju.88 **

*1x Ju.87b **

Remove (going to Center):

*1x Reserve Marker **

*1x Ju.52 **

*1x Do.17z **

*1x He.111 **

6.7 Dynamo

This scenario covers the last two weeks of Fall Gelb. It begins with the Arras Counterattack, when the German Panzers had nearly reached the coast and cut the Allied armies in two.

The Allies need to move quickly to protect the Channel Ports — watch out for released German reserves! — which really limits attack options.

General Information

Setup Order: Allied first

First Player: Allies

Weather: Flight on 20 May

First Turn: 20 May (only Allied half of turn; the Germans have already moved)

Last Turn: 3 June

Reinforcements: Use special Arrival Schedules printed with this scenario. Roll for variable reinforcements every player turn (note the Dutch have surrendered, so any Dutch arrivals are treated as French repls per 1.9b). Air Eq cannot be used (all nations have already used their one allotted for the campaign). Supply arrivals are fixed, per the Allied and German information sections below.

Special Scenario Rules

Only Map A is used.

The Allies use normal rules for supply sources and placement.

German supply sources are A30.01 and eastern map edge hexes in Belgium with a railroad leading off the map. Place arriving SP these hexes.

The German off-map airfields (2.3) are available, but in this scenario are treated as being 45 hexes from the east edge of Map A.

Some groups of German units are allowed to deploy within a certain radius of the hex listed. Multi-step units in such groups are allowed to detach breakdowns. Only deploy the *combat* units within the given radius; non-combat units (transport points, SP, and airfields) must be placed in the listed hex. Note if the Allies have a combat unit or printed fortification in a hex, the Germans cannot setup (or trace radius through) there.

Start each of the ports that have a damage track with 2 hits. None of the minor ports begins damaged.

Note that Map A Ports have not yet been isolated (nor BEF Evacuation declared) when the scenario begins, but this critical event will probably occur during German Reaction or Allied Clean-Up on 20 May.

Victory Conditions

Use the Campaign Game Victory method (5.0). The Germans have 1 VP when the game begins (for surrender of Holland).

Allied Side Information

Rail Cap: 5 SP

Sea Cap: 5 SP

Supply: 11 SP per turn (arrives per 3.1)

Dead Pile:

2x M.S. 406

1x Bloch 152

1x H-75

1x D-520

1x Breg 693

1x M.S. 406 Surge

1x Leo 451 Surge

2x Hurri Mk I

1x Battle

Ground units available for rebuilds include the initial losses on multi-unit formations (see 6.0).

French Setup

A01.28:

3-3-2 MG Bn (52, 53)

1x 15-2-2 Cav Arty Grp

A01.31:

Level-1 Airbase

A02.19:

18-3-2 Inf Div (8, less 1 step)

Level-1 Airbase

A02.27:

3-3-2 MG Bn (54, 56)

1x 15-2-2 Cav Arty Grp

6 SP

Level-3 Airbase

A05.04:

14-2-1 Inf Div (53)

A05.31:

Level-1 Airbase

A08.28:

41 Corps HQ

1 SP

A09.04:

Level-2 Airbase

A10.03:

23 Corps HQ

2-3-4 Cav Bn (19)

1x 26-2-2 Mot Arty Grp

1 SP

A10.06:

3 Cav Div (distribute 2 losses)

A10.09:

4 A Div (19, 44, 47 Arm, 4 Mech, 322 Arty)

A10.30:

2 Corps HQ

14-2-1 Inf Div (61)

2-3-3 M/C Bn (1)

1x 26-2-2 Mot Arty Grp

1 SP

A12.03:

3-3-4 Arm Bn (23)

A12.09:

18-3-2 Inf Div (44, less 1 step)

A12.21:

3-3-4 Arm Bn (6)

A12.24:

2 A Div (distribute 2 losses)

A13.03:

20-3-3 Inf Div (10, less 1 step)

A13.05:

20-3-3 Inf Div (42)

A13.13:

18-3-2 Inf Div (28, less 1 step)

Level-1 Airbase

A14.17:

14-2-1 Inf Div (87 Afr)

A15.20:

20-3-3 Inf Div (11, less 1 step)

Level-2 Airbase

A15.31:

10 Corps HQ

1 SP

Level-1 Airbase

A16.18:

20-3-3 Mtn Inf Div (29)

A16.19:

20-3-3 Inf Div (19, less 1 step)

A17.18:

24 Corps HQ

1 SP

A17.35:
3-3-4 Arm Bn (22)

A18.17:
20-3-3 Inf Div (23)

A18.28:
1 Corps HQ
1x 15-2-2 Cav Arty Grp
1 SP

A20.23:
18-3-2 Inf Div (7 NA, less 1 step)

A20.30:
18-3-2 Inf Div (5 Col)

A21.20:
14-3-2 Mnt Div (3Lt)

A21.27:
20-3-3 Inf Div (4 Col, less 1 step)

A24.31:
18-3-2 Inf Div (7 Col, less 1 step)

A24.35:
2-3-3 M/C Bn (2)

A33.34:
Level-1 Airbase

A36.03:
Level-1 Airbase

A36.06:
3-3-4 Arm Bn (39)

A36.08:
18-3-2 Inf Div (5 NA)

A36.20:
Level-1 Airbase

A37.11:
Level-1 Airbase

A37.19:
3 M Div (distribute 2 losses)

A38.09:
18-3-3 Mot Inf Div (12, less 1 step)

A38.10:
18-3-3 Mot Inf Div (15)

A38.11:
18-3-3 Inf Div (1 Mor)

A38.12:
18-3-3 Mot Inf Div (5, less 1 step)

A38.20:
3-3-3 Arm Bn (13)

A39.09:
20-3-3 Inf Div (43, less 1 step)

A39.10:
18-3-2 Inf Div (32)

A39.11:
18-3-3 Mot Inf Div (25)
18-3-2 Inf Div (4, less 1 step)

A39.13:
18-3-3 Mot Inf Div (9, less 1 step)

A39.15:
1 M Div (distribute 2 losses)
Level-1 Airbase

A40.09:
18-3-3 Mot Inf Div (1)

A40.10:
3-3-3 Arm Bn (38)

A40.11:
4 Corps HQ
2-3-4 Cav Bn (7)
1x 15-2-2 Cav Arty Grp
1 SP

A40.14:
5 Corps HQ
1x 26-2-2 Mot Arty Grp
1 SP

A40.15:
2 M Div (distribute 2 losses)

A40.16:
11 Corps HQ
2-3-4 Cav Bn (17)
1x 15-2-2 Cav Arty Grp
1 SP

A40.17:
CC Corps HQ
2-3-3 M/C Bn (3)
1x 26-2-2 Mot Arty Grp
1 SP

A40.19:
2-2-2 Arm Bn (33)
20-3-3 Inf Div (1 NA)

A41.10:
20-3-3 Inf Div (2 NA, less 1 step)

A41.13:
3 Corps HQ
2-3-4 Cav Bn (6)
1x 15-2-2 Cav Arty Grp
1 SP

A43.22:
3-3-4 Arm Bn (9)
Level-1 Airbase

A48.20:
20-3-3 Inf Div (21, less 1 step)

A49.27:
Level-1 Airbase

A59.14:
16 Corps HQ
2-3-4 Cav Bn (18)
1x 15-2-2 Cav Arty Grp
1 SP

A62.09:
14-2-1 Inf Div (60)

A62.13:
14-2-1 Inf Div (68, less 1 step)
Level-1 Airbase

At any airbases in France:
1x AMT 143
1x Bloch 152
1x DB-7
1x H-75
3x M.S. 406
1x Potez 631
1x D-520

French Surge Box:
2x Bloch 152
2x M.S. 406
1x Breg 693
1x Martin 167
1x AMT 354
1x D-520
2x Leo 451

With any French HQs:
4x Truck point (loaded)
4x Wagon point (loaded)

BEF Setup

A34.26:
8-2-2 Inf Div (12)

A36.20:
4-4-4 Arm Bn (4 RTR)

A37.20:
10-3-3 Inf Div (5, less 1 step)

A37.21:
50 Inf Div (distribute 1 loss)

A39.18:
5-4-4 Arm Bn (7 RTR)

A41.21:
8-2-2 Inf Div (23)

A43.12:
18-3-3 Inf Div (48, less 1 step)

A44.11:

20-4-3 Inf Div (2, less 1 step)

A44.14:

1 Corps HQ
3-3-3 MG Bn (2 Ches)
1x 28-2-2 Mot Arty Grp
2 SP

A45.12:

18-3-3 Inf Div (42)

A46.12:

20-4-3 Inf Div (1, less 1 step)

A46.13:

2-3-8 Recon Bn (5 DG)
1x 28-2-2 Mot Arty Grp

A46.15:

2-3-8 Recon Bn (1FFY, 4/7 RDG, 1 ERY)
1x 28-2-2 Mot Arty Grp
Level-2 Airbase

A47.12:

20-4-3 Inf Div (3)

A47.13:

2-3-8 Recon Bn (15/19H)
1x 28-2-2 Mot Arty Grp

A47.14:

2 Corps HQ
3-3-3 MG Bn (2 Midx)
1x 28-2-2 Mot Arty Grp
2 SP

A47.18:

8-2-2 Inf Div (46)

A48.11:

20-3-3 Inf Div (4, less 1 step)

A49.11:

18-3-3 Inf Div (44, less 1 step)

A49.15:

3 Corps HQ
3-3-3 MG Bn (1/9 Man)
1x 28-2-2 Mot Arty Grp
2 SP

A54.32:

1 Arm Div (Bays, 10H, 9L Arm)
Level-1 Airbase

A56.25:

2x 28-2-2 Mot Arty Grp

With any British HQs:

3x Truck point (loaded)

At any Allied airbases:

2x Battle
2x Blen IV
5x Hurri Mk I

Belgian Setup

A50.08:

10-2-2 Inf Div (9, less 1 step)
1x 26-2-2 Mot Arty Grp

A50.09:

10-2-2 Inf Div (10)

A50.10:

7 Corps HQ
1x 15-2-2 Cav Arty Grp
1 SP

A50.12:

10-2-2 Inf Div (8, less 1 step)

A51.09:

10-2-2 Inf Div (5)

A52.08:

10-2-2 Inf Div (4, less 1 step)
1x 15-2-2 Cav Arty Grp

A52.13:

2-3-3 B/C Rgt (4 ChA, 5 ChA, 6 ChA)
1x 15-2-2 Cav Arty Grp

A53.08:

10-2-2 Inf Div (2)
1x 26-2-2 Mot Arty Grp

A54.07:

7-2-2 Inf Div (16)

A54.10:

6 Corps HQ
1x 26-2-2 Mot Arty Grp
1 SP

A55.07:

10-2-2 Inf Div (1, less 1 step)
1x 26-2-2 Mot Arty Grp
Level-1 Airbase

A55.09:

1 Corps HQ
1x 15-2-2 Cav Arty Grp
1 SP

A58.17:

8-2-2 Inf Div (15, less 1 step)

A55.18:

8-2-2 Inf Div (14)

A56.07:

7-2-2 Inf Div (18)

A56.11:

10-2-2 Inf Div (3, less 1 step)

A57.07:

10-2-2 Inf Div (11, less 1 step)
1x 26-2-2 Mot Arty Grp

A57.12:

10-2-2 Inf Div (12)

A58.06:

7-2-2 Inf Div (13)

A58.08:

2 Corps HQ
1 SP

A59.06:

10-2-2 Inf Div (6, less 1 step)
1x 15-2-2 Cav Arty Grp

A59.10:

5 Corps HQ
1 SP

A60.06:

Cav Corps HQ
7-2-2 Inf Div (17, less 1 step)
1x 15-2-2 Cav Arty Grp
1 SP

A61.06:

1 Cav Div (distribute 1 loss)

A62.05:

2 Cav Div (distribute 1 loss)

With any Belgian HQs:

1x Truck point (loaded)
1x Wagon point (loaded)

At any Airbases in Belgium:

1x Fox VI
1x Mixed F
1x Mixed T

England Box:

2x Destroyers

Available:

5x Reserve Marker
5x Strat Mode (optional)

Allied Order of Arrival

22 May

3x Reserve Marker
3x Strat Mode (optional)

BEF

A48.35:

3-4-3 Inf Bde (20)

A54.32:

1 Arm Div (3 RTR Arm)
3-4-3 Inf Bde (30)

French

Entry Area A:

3-3-4 Arm Bn (40, 48)
2-2-2 Arm Bn (50)
10-3-2 Mnt Div (2Lt)
20-3-3 Inf Div (35)
4 Cav Div (14 Mech, 8D Cav, 77 Arty)

Entry Area B:

2-2-2 Arm Bn (36)
4 A Div (7 Mot Inf)

Add to Surge Box:

2x D-520
2x Leo 451

24 May

1x Destroyers

BEF

Entry Area A:

1 Arm Div (2 RTR, 5 RTR Arm)

French

Entry Area A:

6 Corps HQ
2x 26-2-2 Mot Arty Grp
2-3-4 Cav Bn (8)
20-3-3 Inf Div (13)
18-3-2 Inf Div (7, 27, 45)
2 Cav Div (3 Mech, 5C Cav, 73 Arty)
5 Cav Div (15 Mech, 11C Cav, 78 Arty)

Entry Area B:

4 A Div (3C Recon)

26 May

French

Entry Area A:

18-3-2 Inf Div (18)
16-3-3 Inf Div (82 Afr)

28 May

BEF

Entry Area A:

20-3-3 Inf Div (51)

French

Entry Area A:

3-3-4 Arm Bn (12)
18-3-2 Inf Div (47)

30 May

1x Destroyers

French

Entry Area A:

18-3-2 Inf Div (16, 24)

German Side Information

Rail Cap: 3 SP

Supply: 16 SP per turn (arrives per scenario rule)

Dead Pile:

3x Bf.109e
1x Bf.110
1x Ju.87b
1x Ju.88
2x He.111
1x Do.17z
1x Bf.109e Surge
1x He.111 Surge

Ground units available for rebuilds include the initial losses on multi-unit formations.

German Setup

All German multi-unit formations (the panzer and motorized divisions) *must* setup in Move Mode. (Exception: these units can begin in Reserve Mode, but only if in Move Mode orientation.)

A14.03:

18-4-3 Inf Div (3)

A14.05:

20-4-3 Inf Div (5, less 1 step)

A15.10:

20-3-3 Inf Div (29)

A16.02:

20-4-3 Inf Div (23, less 1 step)

A18.08:

18 Corps HQ
2x 26-2-2 Mot Arty Grp
Level-1 Airbase
2 SP

A19.14:

13 Mot Div (all 4 units)

A20.07:

3 Corps HQ
2x 26-2-2 Mot Arty Grp
2 SP

A20.12:

18-4-3 Inf Div (263)

A21.01, within 3 hexes:

40 Corps HQ
20-4-3 Inf Div (6, 9, 45, distribute 2 losses)
20-3-3 Inf Div (33)

A21.14:

2 Mot Div (distribute 1 loss)

A22.06:

20-4-3 Mtn Div (1)

A22.16:

29 Mot Div (distribute 1 loss)

A24.05:

SS-V Div (distribute 1 loss)

A25.01:

5 Corps HQ
1x 26-2-2 Mot Arty Grp

A25.13:

14 Kleist Corps HQ
Level-1 Airbase
1x Kleist Truck (loaded)
2 SP

A26.08:

20-4-3 Inf Div (27, less 1 step)

A27.18, within 2 hexes:

10 Pz Div (distribute 2 losses)

A27.27, within 2 hexes:

19 Kleist Corps HQ
12-5-4 Mot Inf Rgt (GD)
3-4-8 Arm Car Bn (Lehr)
5-4-3 MG Bn (11)
1x 26-2-2 Mot Arty Grp
1x Kleist Truck (loaded)
2 SP
Level-1 Airbase

A28.04:

8-3-3 Mot Inf Rgt (SS LAH)
Wagon Extender

A29.30, within 2 hexes:

1 Pz Div (distribute 2 losses)

A31.01, within 2 hexes:

20 Mot Div (distribute 1 loss)
14-2-2 Inf Div (81)

A31.08:

16 Mobile Corps HQ
5-4-3 MG Bn (9)
2 SP

A32.11, within 3 hexes:

2 Corps HQ
(5)-4-3 PJ Bn (525)
1x 26-2-2 Mot Arty Grp
20-4-3 Inf Div (12, 32)
18-4-3 Inf Div (62, less 1 step)
2 SP

A32.19, within 2 hexes:

39 Mobile Corps HQ
7-3-3 Mot Inf Bde (11)
SS-T Div (all 5 units)
Truck Extender
2 SP

A32.23:

41 Kleist Corps HQ
1x 26-2-2 Mot Arty Grp
1x Kleist Truck (loaded)
2 SP

A33.02:

Level-1 Hedgehog

A33.14:

Level-1 Airbase

A33.25, within 2 hexes:

8 Pz Div (distribute 1 loss)

A33.34, within 2 hexes:

2 Pz Div (distribute 2 losses)

A34.02:

Level-1 Hedgehog

A34.05:

18-4-3 Inf Div (8)

A34.10:

4 Pz Div (distribute 2 losses)

A34.15, within 2 hexes:

5 Pz Div (distribute 2 losses)

A34.24, within 2 hexes:

6 Pz Div (distribute 1 loss)

A35.01:

18-3-3 Inf Div (267, less 1 step)

A35.03:

18-4-3 Inf Div (28)
Level-1 Hedgehog

A35.08, within 2 hexes:

3 Pz Div (distribute 2 losses)

A35.20, within 2 hexes:

7 Pz Div (distribute 2 losses)

A36.01:

8 Corps HQ
5-4-3 MG Bn (1)
1x 26-2-2 Mot Arty Grp
2 SP

A40.04:

27 Corps HQ
5-4-3 MG Bn (7)
2x 26-2-2 Mot Arty Grp
2 SP

A40.06, within 2 hexes:

18-3-3 Inf Div (253, 269)

A42.08:

20-3-3 Inf Div (35, less 1 step)

A43.01:

16-4-3 Inf Div (217)

A44.08:

4 Corps HQ
(5)-4-3 PJ Bn (605)
3x 26-2-2 Mot Arty Grp
2 SP

A44.10:

20-4-3 Inf Div (18, less 1 step)

A45.06:

20-4-3 Inf Div (61, less 1 step)

A46.09, within 2 hexes:

20-4-3 Inf Div (31)
18-4-3 Inf Div (7)

A47.09:

11 Corps HQ
(5)-4-3 PJ Bn (560)
1x 26-2-2 Mot Arty Grp
2 SP

A48.08, within 2 hexes:

18-4-3 Inf Div (14, 19)

A49.05:

18-3-3 Inf Div (255)

A50.07:

18-4-3 Inf Div (30, less 1 step)

A52.02:

9 Corps HQ
3-4-8 Arm Car Bn (1)
5-4-3 MG Bn (6)
1x 26-2-2 Mot Arty Grp
2 SP
Level-1 Airbase

A54.01:

16-3-3 Inf Div (216)

A58.01, within 2 hexes:

26 Corps HQ
2x 26-2-2 Mot Arty Grp
5-4-3 MG Bn (15)
18-3-3 Inf Div (256)
16-3-3 Inf Div (225)

A56.03:

18-4-3 Inf Div (56)

A61.03:

16-3-3 Inf Div (208)

Special:

Check for the success of last turn's Trainbusting attempts. Follow an abbreviated sequence; the usual interception and flak steps are skipped. Just pick a hex, check for success (on a 1-3 it fails, on a 4-6 it succeeds), and then repeat until a total of six "missions" have been resolved.

***Play Note:** These Trainbusting attempts are typically designed to slow Allied moves toward Arras and the Channel Ports.*

With any German HQs:

3x Wagon point (loaded)

Available:

6x Reserve Marker

At any German airbases:

6x Bf.109e
2x Bf.110
1x Hs.123
2x Ju.87b
1x Ju.88
2x He.111
1x Do.17z
1x Ju-52

Luftwaffe Surge Box:

4x Bf.109e
1x Bf.110
1x Ju.88
2x He.111
2x Do.17z

German Order of Arrival

22 May

6x Bf.109e
1x Bf.110
4x Ju.87b
1x Ju.88
7x He.111
4x Do.17z
1x Ju-52
7x Reserve Marker

A25.01:

38 Corps HQ
42 Corps HQ
9 Pz Div (distribute 1 loss)
20-4-3 Inf Div (57, less 1 step)
20-3-3 Inf Div (44, less 1 step)
18-3-3 Inf Div (72)
1x Truck point (loaded)
1x Wagon point (loaded)

A31.01:

18-4-3 Inf Div (17)

A41.01:

1 Corps HQ
 1x 26-2-2 Mot Arty Grp
 3-4-7 PJ Bn (670)
 20-4-3 Inf Div (1, 11, 87, distribute 1 loss)
 18-4-3 Inf Div (46, less 1 step)

A58.01:

16-3-3 Inf Div (227)

24 May

1x Reserve Marker

A17.01:

14-3-3 Inf Div (94)

A21.01:

13 Corps HQ
 2x 26-2-2 Mot Arty Grp
 5-4-3 MG Bn (5)
 18-3-3 Inf Div (50, 290, distribute 1 loss)
 18-2-3 Inf Div (292)
 1x Wagon point (loaded)

A25.01:

20-4-3 Inf Div (4, less 1 step)
 18-3-3 Inf Div (251)

A46.01:

10 Corps HQ
 1x 26-2-2 Mot Arty Grp

A51.01:

16-3-3 Inf Div (223)

26 May**A21.01:**

16-3-3 Inf Div (205)
 14-3-3 Inf Div (98)

A25.01:

18-2-2 Inf Div (293, less 1 step)

A35.01:

16-3-3 Inf Div (211)

28 May**A17.01:**

20-3-3 Inf Div (15, less 1 step)
 18-2-3 Inf Div (294)
 14-3-3 Inf Div (96)
 14-2-2 Inf Div (88)

A25.01:

20-3-3 Inf Div (58, less 1 step)

A41.01:

18-2-3 Inf Div (291)

A51.01:

20-4-4 Cav Div (1 Kav)

7.0 Campaigns

The standard historical campaign games begin with Allies having already committed to their initial moves, so on 10 May there is only a German turn. This leads to the possibility of back-to-back German turns to open the game (which is effectively what happened historically).

There are options given for the physical size of the campaign: players can either play with two maps ("No Holland," per 7.1) or all three maps ("With Holland," per 7.2).

Finally, there are choices with respect to how strictly historical players want things (see 7.3 and 7.4).

Initial losses must sometimes be "distributed" in a scenario setup. Randomly eliminate the indicated number of **attack-capable** units if this is for a multi-unit formation. For a group of infantry divisions, just assign the initial losses as desired.

7.1 Fall Gelb Campaign: No Holland

General Information

Setup Order: Allied first

First Player: German

Weather: Flight on 10 May

First Turn: 10 May (only German half of turn)

Last Turn: 3 June

Reinforcements: Use campaign arrival schedules, making sure to add the "No Holland" reinforcements and to ignore those for "With Holland." Roll for variable reinforcements every player turn.

Special Scenario Rules

Use Map A and Map B only.

When setting up, roll 1 die each for the French, BEF, and Belgian factions to determine the number of their infantry divisions that have the option to deploy a breakdown regiment into an adjacent hex. A given division can only deploy one breakdown. *Note: Belgian breakdowns cannot be deployed into Holland.*

Allied Side Information

Rail Cap: 4 SP

Sea Cap: 4 SP

Supply: Per Table

Dead Pile:

2-3-4 Cav Bn (18)

2-3-6 AC Bn (5)

2-3-3 M/C Bn (2)

***Design Note:** These French units are considered to have been destroyed in Holland.*

French Setup

A01.28:

3-3-2 MG Bn (52, 53)

1x 26-2-2 Arty Grp

2x 15-2-2 Cav Arty Grp

A01.31:

Level-1 Airbase

A02.19:

Level-1 Airbase

A02.27:

3-3-2 MG Bn (54, 56)

1x 26-2-2 Arty Grp

2x 15-2-2 Cav Arty Grp

4 SP

Level-3 Airbase

A05.04:
20-3-3 Inf Div (43)

A05.31:
Level-1 Airbase

A08.15:
20-3-3 Inf Div NA (1)

A09.04:
3 A Div (all 6 units)
Level-2 Airbase

A10.03:
21 Corps HQ
2-3-4 Cav Bn (14)
1x 26-2-2 Arty Grp
4 SP

A13.13:
Level-1 Airbase

A15.20:
Level-2 Airbase

A18.08:
3-3-3 Arm Bn (32)
2 SP
Level-1 Airbase

A22.06:
1 A Div (all 6 units)

A25.13:
18-3-2 Inf Div (32)
3-3-4 Arm Bn (35)
3-3-3 Arm Bn (13)
2 SP
Level-1 Airbase

A29.11:
3-3-3 Arm Bn (38)
3-3-4 Arm Bn (39)

A31.09:
4 Corps HQ
2-3-4 Cav Bn (7)
1x 26-2-2 Arty Grp
2 SP

A33.14:
18-3-3 Mot Inf Div (1)
Level-1 Airbase

A33.34:
Level-1 Airbase

A34.35:
18-3-2 Inf Div (4)

A36.03:
3-3-2 MG Bn (1)
Level-1 Airbase

A36.20:
Level-1 Airbase

A37.11:
Level-1 Airbase

A38.09:
2-3-6 AC Bn (7)

A39.06:
20-3-3 Inf Div NA (2)

A39.15:
Level-1 Airbase

A40.04:
18-3-3 Mot Inf Div (15)

A48.23:
20-3-3 Inf Div (21)

A49.27:
Level-1 Airbase

A54.32:
Level-1 Airbase

A56.25:
14-2-1 Inf Div (68)
1 SP

A62.13:
Level-1 Airbase

B01.26:
18-3-3 Mot Inf Div (3)
2-3-6 AC Bn (6)
2-2-2 Arm Bn (36)
1x 26-2-2 Mot Arty Grp

B02.32:
2 A Div (all 6 units)
2 SP
Level-1 Airbase

B03.03:
20-3-3 Inf Div (10)
3-3-4 Arm Bn (23)

B05.07:
18-3-2 Inf Div NA (6)
3-3-4 Arm Bn (43)
Level-1 Airbase

B07.19:
18-3-2 Inf Div Col (6)
Level-1 Airbase

B08.09:
42 Corps HQ
3-3-4 Arm Bn (5, 12)
2-2-2 Arm Bn (29)
2x 15-2-2 Cav Arty Grp
2 SP
Level-1 Airbase

B08.13:
24 Corps HQ
18-3-2 Inf Div (6)
2-3-4 Cav Bn (25)
1x 26-2-2 Mot Arty Grp
2 SP

B12.06:
18-3-2 Inf Div (7)

B12.07:
CAC Corps HQ
2-3-4 Cav Bn (22)
2-2-2 Arm Bn (30)
2x 15-2-2 Cav Arty Grp
2 SP

B12.08:
14-2-1 Inf Div (56)

B12.10:
18-3-2 Inf Div (20)

B12.20:
18 Corps HQ
20-3-3 Inf Div Col (1)
2-3-4 Cav Bn (16)
2x 15-2-2 Cav Arty Grp
2 SP

B13.04:
18-3-2 Inf Div (2)

B13.12:
14-2-1 Inf Div (58)

B14.06:
2-3-4 Cav Bn (44)

B14.13:
14-2-1 Inf Div (51)

B15.19:
20-3-3 Inf Div Col (3)
3-3-4 Arm Bn (3)

B16.12:
2-3-4 Cav Bn (45)

B16.16:
18-3-2 Inf Div (41)

B16.18:
3-3-2 MG Bn (4)

B16.21:
20-3-3 Inf Div NA (3)

B17.07:
4-3-4 Cav Bde (1S)

B17.12, within 3 hexes:
3 Cav Div (all 5 units)
1 SP

B17.26:

10 Corps HQ
3-3-3 Arm Bn (7)
2x 15-2-2 Cav Arty Grp
2 SP

B17.32:

14-2-1 Inf Div (53)

B19.15, within 3 hexes:

2 Cav Div (all 5 units)
1 SP

B20.17:

3-3-3 Arm Bn (4)

B20.18:

4-3-4 Cav Bde (1)

B20.23:

14-2-1 Inf Div (55)

B20.25:

14-2-1 Inf Div (71)

B20.28:

41 Corps HQ
2-2-2 Arm Bn (33)
2x 15-2-2 Cav Arty Grp
2 SP

B21.26:

3-3-2 MG Bn (11)

B24.26:

3-3-2 MG Bn (3)

B25.19, within 3 hexes:

5 Cav Div (all 5 units)
1 SP

B25.22:

2-3-4 Cav Bn (12)

B25.32:

20-3-3 Inf Div NA (4)

B26.27:

14-2-1 Inf Div (61)

B29.20:

4-3-4 Cav Bde (3S)

B29.27:

18-3-2 Inf Div (22, less 1 step)

B31.22, within 3 hexes:

1 Cav Div (all 5 units)
1 SP

B31.30:

11 Corps HQ
2x 15-2-2 Cav Arty Grp
2 SP
Level-1 Airbase

B32.25:

1x 4-3-2 Brkdown Rgt

B34.25:

3-3-4 Arm Bn (6)
2-3-4 Cav Bn (17)
1x 4-3-2 Brkdown Rgt

B34.30:

2 Corps HQ
2-3-3 M/C Bn (1)
1x 26-2-2 Mot Arty Grp
2 SP

B35.24:

18-3-2 Inf Div (18, less 1 step)

B35.20, within 3 hexes:

4 Cav Div (all 5 units)
1 SP

B37.25:

18-3-3 Mot Inf Div (5)

B39.28:

5 Corps HQ
2-3-3 M/C Bn (3)
2x 26-2-2 Mot Arty Grp
2 SP

B39.31:

18-3-2 Inf Div NA (5)
Level-1 Airbase

B40.29:

CC Corps HQ
2x 26-2-2 Mot Arty Grp
5 SP

B41.25:

2-3-5 Recon Bn (1)

B41.26:

2-3-5 Recon Bn (3)

B42.26:

2 M Div (all 7 units)

B43.27:

3 M Div (all 7 units)

B43.28:

18-3-3 Mot Inf Div (12)

B44.28:

2-3-4 Cav Bn (6)
Level-1 Hedgehog

B44.31:

3 Corps HQ
18-3-3 Inf Div Mor (1)
1x 26-2-2 Mot Arty Grp
2 SP

B45.29:

2-3-5 Recon Bn (4)

B62.23:

2-3-5 Recon Bn (2)

B62.30, within 1 hex:

1 Corps HQ
16 Corps HQ
1 M Div (all 7 units)
18-3-3 Mot Inf Div (9, 25)
3-3-4 Arm Bn (9, 22)
2x 26-2-2 Mot Arty Grp
2x 15-2-2 Cav Arty Grp
1x Truck point (loaded)
1x Wagon point (loaded)
4 SP

With any French HQs:

7x Truck point (loaded)
7x Wagon point (loaded)

At any airfields in France:

12 SP (no more than 3 SP per hex)

At any airbases in France:

1x AMT 143
2x Bloch 152
1x DB-7
1x Breg-693
2x H-75
1x Leo 451
4x M.S. 406
1x Potez 631

French Surge Box:

Empty

BEF Setup

A15.31:

8-2-2 Inf Div (12)
Level-1 Airbase

A27.27:

10-3-3 Inf Div (5)
Level-1 Airbase

A29.22:

8-2-2 Inf Div (23)

A40.17:

18-3-3 Inf Div (48)

A43.22:

3 Corps HQ
4-4-4 Arm Bn (4 RTR)
3-3-3 MG Bn (1/9 Man)
2-3-8 Recon Bn (4/7 RDG)
2x 28-2-2 Arty Grp
1x Truck point (loaded)
4 SP
Level-1 Airbase

A46.15:

50 Mot Inf Div (all 5 units)
2 SP
Level-2 Airbase

A47.14:

20-3-3 Inf Div (4)

A48.14:

18-3-3 Inf Div (42)

A48.15:

18-3-3 Inf Div (44)

B10.01:

20-3-3 Inf Div (51)
1 SP

B47.30:

1x 28-2-2 Arty Grp
Level-1 Hedgehog

B49.29, within 3 hexes:

20-4-3 Inf Div (1, 2, 3)

B50.32:

2-3-8 Recon Bn (1 ERY, 1 FFY)

B51.27:

2-3-8 AC Bn (12L)

B51.28:

1x 28-2-2 Arty Grp
Level-1 Hedgehog

B51.31:

2 Corps HQ
3-3-3 MG Bn (2 Mdsx)
2x 28-2-2 Arty Grp
4 SP

B51.32:

1 Corps HQ
3-3-3 MG Bn (2 Ches)
1x 28-2-2 Arty Grp
4 SP
Level-2 Airbase

B52.27:

1x 28-2-2 Arty Grp
Level-1 Hedgehog

B52.31:

2-3-8 Recon Bn (5 DG, 15/19H)

At any Allied airbases:

3x Battle
2x Blen IV
4x Hurri Mk I

With any British HQs:

2x Truck point (loaded)

Belgian Setup

A55.07:

7-2-2 Inf Div (16)
2-3-3 Mot Inf Rgt (2 Lt)
1 SP
Level-1 Airbase

B40.08:

Level-1 Airbase

B40.21:

4-3-3 B/C Rgt (3 ChA)

***Design Note:** The Belgian Chasseurs d'Ardennes Division fought pre-planned delaying actions as it withdrew to the NW. The regiment deployed here represents the division's new center of gravity.*

B40.24:

7 Corps HQ
1-2-8 AT Co (N)
2x 15-2-2 Cav Arty Grp
1 SP
Level-1 Airbase

B41.15, within 3 hexes:

1 Cav Div (all 5 units)
1 SP

B42.18:

K Corps HQ
2-3-3 B/C Rgt (6 ChA)
2x 15-2-2 Cav Arty Grp
2 SP

B41.22:

2-3-3 Mot Inf Rgt (1 Lt, 2 G)

B41.24:

10-2-2 Inf Div (8)

B42.20:

2-3-3 B/C Rgt (4 ChA)

B43.14:

3-2-2 B/C Rgt (2 BG)

B43.19:

2-3-3 B/C Rgt (5 ChA)

B44.22:

2-3-3 M/C Bn (2)

B45.15:

3 Corps HQ
10-2-2 Inf Div (3)
1-2-8 AT Co (L)
2x 15-2-2 Cav Arty Grp
2 SP
Level-2 Airbase

B47.13:

3-2-2 B/C Rgt (1 BG)

B47.22, within 3 hexes:

2 Cav Div (all 5 units)
1 SP

B48.16:

1 Corps HQ
1x 15-2-2 Cav Arty Grp
1 SP

B49.14:

10-2-2 Inf Div (2)
1x 26-2-2 Mot Arty Grp

B49.23:

Level-1 Airbase

B51.15:

10-2-2 Inf Div (7)
1x 26-2-2 Mot Arty Grp

B51.17:

1-3-2 B/C Bn (4)

B52.16:

10-2-2 Inf Div (4)
1x 15-2-2 Cav Arty Grp

B52.18:

10-2-2 Inf Div (1)
1x 26-2-2 Mot Arty Grp

B53.23:

2 Corps HQ
1x 26-2-2 Mot Arty Grp
2 SP
Level-1 Airbase

B54.25:

Cav Corps HQ
1x 15-2-2 Cav Arty Grp

B54.29:

10-2-2 Inf Div (10)

B54.30:

6 Corps HQ
1-2-6 Arm Co (B)
1x 15-2-2 Cav Arty Grp
4 SP

B55.21:

10-2-2 Inf Div (11)

B55.30:

10-2-2 Inf Div (5)
Level-1 Hedgehog

B56.22:

2-3-3 Mot Inf Rgt (4 L)

B56.24:

10-2-2 Inf Div (6)
1x 15-2-2 Cav Arty Grp

B56.29:

Level-1 Hedgehog

B57.29:

4 Corps HQ
1x 15-2-2 Cav Arty Grp
1 SP

B58.26:

10-2-2 Inf Div (9)
1x 26-2-2 Mot Arty Grp

B58.27:

7-2-2 Inf Div (18)

B59.22:

8-2-2 Inf Div (14)

B59.29:

8-2-2 Inf Div (15)

B59.31:

10-2-2 Inf Div (12)

B59.32:

5 Corps HQ
1x 26-2-2 Mot Arty Grp
5 SP
Level-2 Airbase

B60.30:

7-2-2 Inf Div (13)

B60.31:

7-2-2 Inf Div (17)

Variable placement (roll after all other

Allied setup is complete):

4-3-3 B/C Rgt (1 ChA)

1d6

- 1= B20.12
- 2= B21.15
- 3= B24.12
- 4= B28.15
- 5= B29.13
- 6= B31.17

Variable placement (roll after all other

Allied setup is complete):

4-3-3 B/C Rgt (2 ChA)

1d6

- 1= B34.18
- 2= B35.08
- 3= B36.21
- 4= B40.08
- 5= B43.10
- 6= B45.09

Design Note: *The Belgian Chasseurs d'Ardennes Division fought pre-planned delaying actions as it withdrew to the NW. The random setup varies the location of the significant pockets of resistance.*

At any Airbases in Belgium:

1x Fox VI
1x Mixed F
1x Mixed T

With any Belgian HQs:

1x Truck point (loaded)
1x Wagon point (loaded)

Dutch Setup

B58.10:

1-2-2 Bdr Bn (1)

B60.13:

3-2-2 Inf Vak (Weert)

Available:

0x Reserve Marker
0x Strat Mode (optional)

German Side Information

Dead Pile: None

Rail Cap: 2 SP

Sea Cap: 0 SP

Supply: Per Table

German Setup

B15.03:

20-3-3 Inf Div (52, 58)

B16.01:

18-3-3 Inf Div (73)
20-3-3 Inf Div (79)

B17.02:

23 Corps HQ
3-4-7 PJ Bn (616)
5-4-3 MG Bn (2, 3)
1x 26-2-2 Arty Grp
5 SP
Level-1 Airbase

B17.04:

20-4-3 Inf Div (71, 76)

B20.02:

20-3-3 Inf Div (15, 34)

B21.01:

20-3-3 Inf Div (26)
18-4-3 Inf Div (10)

B22.01:

13 Corps HQ
18-4-3 Inf Div (17)
5-4-3 MG Bn (5)
1x 26-2-2 Arty Grp

B24.02:

20-4-3 Inf Div (68)

B25.03:

20-3-3 Inf Div (16, 36)

B27.02:

7 Corps HQ
5-4-3 MG Bn (10)
1x 26-2-2 Arty Grp
10 SP
Level-1 Airbase

B27.05:

6 Corps HQ
20-4-3 Inf Div (24)
1x 26-2-2 Arty Grp

B30.07:

20-4-3 Inf Div (23)

B31.06:

3 Corps HQ
2x 26-2-2 Arty Grp
5 SP

Kleist Group (the units in the next six hexes have a special deployment in 7.3 campaign):

B27.01:

6 Pz Div (all 7 units)

B30.06:

1 Pz Div (all 8 units)

B29.01:

29 Mot Div (all 4 units)

B27.06:

10 Pz Div (all 8 units)

B31.05:

2 Pz Div (all 8 units)

B29.05:

19 Kleist Corps HQ
12-5-4 Mot Inf Rgt (IRGD)
5-4-3 MG Bn (11)
3-4-8 AC Bn (Lehr)
2-5-4 Kleist Pio Bn (41, 43)
1x 26-2-2 Kleist Arty Grp
1x Kleist Truck (full)
5 SP

B33.07:

18-4-3 Inf Div (3)

B34.03:

2 Corps HQ
(5)-4-3 AT Bn (525)
1x 26-2-2 Arty Grp
5 SP

B34.06:

20-4-3 Inf Div (32)

B35.05:

7 Pz Div (all 8 units)

B36.02:

15 Mobile Corps HQ
18-3-3 Inf Div (267)
5-4-3 MG Bn (8)
1x 26-2-2 Arty Grp

B37.01:

Level-1 Airbase

B37.04:

5 Pz Div (all 8 units)

B38.01:

18 Corps HQ
20-4-3 Mtn Div (1)
3-4-7 PJ Bn (643)
1x 26-2-2 Arty Grp
5 SP

B38.03:

18-4-3 Inf Div (62)

B40.03:

18-4-3 Inf Div (8, 21)

B43.05:

18-4-3 Inf Div (28)

B45.02:

20-4-3 Inf Div (12)

B45.07:

18-3-3 Inf Div (251)

B46.05:

8 Corps HQ
5-4-3 MG Bn (1)
1x 26-2-2 Arty Grp

B47.08:

18-3-3 Inf Div (253)

B48.06:

5 Corps HQ

B48.08:

27 Corps HQ
5-4-3 MG Bn (7)
2x 26-2-2 Arty Grp
10 SP
Level-2 Airbase

B48.09:

18-3-3 Inf Div (269)

B49.08:

4 Pz Div (all 8 units)

B50.08:

20-3-3 Inf Div (35)

B51.07:

4 Corps HQ
(5)-4-3 AT Bn (605)
3x 26-2-2 Arty Grp

B52.01:

1 Corps HQ
16-3-3 Inf Div (211, 223)
3-4-7 PJ Bn (670)
1x 26-2-2 Arty Grp

B52.04:

20-4-3 Inf Div (1)

B52.08:

20-4-3 Inf Div (18)

B54.05:

3 Pz Div (all 8 units)

B54.09:

18-4-3 Inf Div (7)

B55.05:

11 Corps HQ
(5)-4-3 AT Bn (560)
2x 26-2-2 Arty Grp

B55.09:

20-4-3 Inf Div (31)

B56.08:

18-4-3 Inf Div (14)

B58.06:

20-4-3 Inf Div (5)

B59.01:

20 Mot Div (all 4 units)

B59.04:

16 Mobile Corps HQ
5-4-3 MG Bn (9)
10 SP
Level-3 Airbase

B59.08:

18-4-3 Inf Div (19)

B62.01:

20-4-3 Inf Div (61)
Level-3 Airbase

With any German HQs:

5x Truck point (loaded)
8x Wagon point (loaded)

At any airfields in Germany:

18 SP (no more than 3 SP per hex)

At any German airbases:

13x Bf.109e
3x Bf.110
1x Hs123
9x He.111
6x Ju.87b
4x Do.17z
2x Ju.88

Luftwaffe Surge Box:

2x Bf.109e
1x Bf.110
1x He.111
1x Do.17z

Available:

12x Reserve Marker
2x LW Surge Marker
Sturmgruppe Witzig
Sturmgruppe Koch

7.2 Fall Gelb Campaign: With Holland

General Information

Setup Order: Allied first

First Player: German

Weather: Flight on 10 May

First Turn: 10 May (only German half of turn)

Last Turn: 3 June

Reinforcements: Use campaign arrival schedules, making sure to add the "With Holland" reinforcements and to ignore those for "No Holland." Roll for variable reinforcements every player turn.

Special Scenario Rules

All maps are used.

Players should first setup the units per Campaign 7.1, and then add the setup for Map C that is given below.

When setting up, roll 1 die each for the Dutch, French, BEF, and Belgian factions to determine the number of their infantry divisions that have the option to deploy a breakdown regiment into an adjacent hex. A given division can only deploy one breakdown. *Note: Belgian breakdowns cannot be deployed into Holland.*

Allied Information

Rail Cap: 5 SP

Sea Cap: 5 SP

Cap Restriction: 1 SP of both Rail & Sea Cap is restricted to Map C (begin and end there) until Holland surrenders.

Supply: Per Table

Dead Pile: None

Additional French Setup

C6.28, within 2 hexes:

2-3-4 Cav Bn (18)

2-3-6 AC Bn (5)

2-3-3 M/C Bn (2)

Additional Dutch Setup

C01.08:

1-2-2 Bdr Bn (2)

C02.13:

3-2-2 Inf Vak (Asten)

C03.17:

Level-1 Airbase

C04.14:

3-2-2 Inf Vak (Bakel)

C04.32:

6-2-2 Inf Bde (CZ)

1 SP

C07.16:

3-2-2 Inf Vak (Erp)

C09.11:

1-2-2 Bdr Bn (3)

C09.19:

6-2-2 Inf Div (5)

C10.19:

6-2-2 Inf Div (6)

C11.14:

1-2-2 Bdr Bn (4)

C12.19:

3-2-2 Inf Bde (B)

C12.27:

1-3-3 M/C Bn (1 RHM)

C13.12:

2-2-2 Inf Grp (M-W)

Level-1 Airbase

2T

C13.20:

3 Corps HQ

2-3-3 B/C Bn (2 RH)

1x 8-2-2 Mot Arty Grp

2 SP

C13.24:

4-2-2 Inf Bde (G)

C14.29:

Level-1 Airbase

C14.30:

6-2-2 Inf Grp (Kil)

2T

C15.15:

6-2-2 Inf Bde (A)

C15.31:

4-2-2 Inf Grp (Spui)

2T

C11.16:

4-2-2 Inf Vak (Schaijk)

C17.11:

2-2-2 Inf Grp (Belun)

2T

C18.08:

4-2-2 Inf Grp (I-Z)

2T

C18.18:

6-2-2 Inf Div (4)

C18.32:

Level-1 Airbase

C19.19:

10-2-2 Inf Div (2)

C19.20:

2 Corps HQ

2-3-3 B/C Bn (4 RH)

2x 12-2-2 Cav Arty Grp

2 SP

C19.32:

7-2-2 Inf Div (1)

C19.33:

1 Corps HQ

2-3-3 B/C Bn (3 RH)

4 SP

C20.18:

9-2-2 Inf Div (8)

C20.32:

1x 12-2-2 Cav Arty Grp

C21.07:

1-2-2 Bdr Bn (5)

C21.19:

7-2-2 Inf Div (7)

C21.20:

Level-1 Airbase

C21.31:

Level-1 Airbase

C22.19:

2-2-2 Inf Rgt (20 RI)

2-3-3 B/C Bn (1 RH)

C23.10:

3-2-2 Inf Grp (I-N)

2T

C23.19:

2-3-3 Cav Bn (5 RH)

C23.20:

4 Corps HQ

2-2-2 Inf Rgt (11 RI)

1x 8-2-2 Mot Arty Grp

1x 12-2-2 Cav Arty Grp

2 SP

Level-1 Airbase

C26.24:

8-2-2 Inf Div (3)
1 SP

C26.25:

Level-1 Airbase

With any Dutch HQs:

1x Truck point (loaded)
1x Wagon point (loaded)

Any Dutch Air Base:

1x Fokker Mxd F

Variable placement (roll after all other Allied setup is complete):

6-2-2 Inf Div (Light)

1d6

1= C03.17

2= C06.18

3= C06.21

4= C07.19

5= C08.24

6= C13.24

***Design Note:** Dutch 3rd Corps almost immediately began to retreat north across the Maas. Randomizing the start location of the Light Division (roughly between where it began and ended the first day) gives the Allies a less predictable setup.*

German Side Information

Rail Cap: 3 SP

Cap Restriction: 1 SP of this Rail Cap is restricted to Map C (begin and end there) until Holland surrenders.

Sea Cap: 0 SP

Dead Pile: None

Supply: Per Table

Additional German Setup

C01.07:

18-4-3 Inf Div (30)

C02.03:

9 Corps HQ
5-4-3 MG Bn (6)
3-4-8 AC Bn (1)
1x 26-2-2 Arty Grp
5 SP

C03.01:

16-3-3 Inf Div (216)
Level-3 Airbase

C05.07:

18-4-3 Inf Div (56)

C07.02:

16-3-3 Inf Div (208)

C08.01:

SS-V Div (Deut, DF, G Mot Inf, V Arty)

C08.07:

9 Pz Div (all 7 units)

C09.08:

18-3-3 Inf Div (256)

C12.09:

18-3-3 Inf Div (254)

C12.07:

26 Corps HQ
5-4-3 MG Bn (15)
2x 26-2-2 Arty Grp
10 SP
Level-1 Airbase

C13.06:

16-3-3 Inf Div (207)

C14.01:

16-3-3 Inf Div (225)

C14.07:

SS-V Div (V AC Bn)

C17.01:

10 Corps HQ
16-3-3 Inf Div (227)
8-3-3 Mot Inf Rgt (SS LAH)
1x 26-2-2 Arty Grp
5 SP

***Design Note:** 10th Corps is entering Holland from just east of Winterswijk.*

In 7th FJ Holding Box:

7th Flieger Div (all five combat units)

In 22LL Holding Box:

22LL Div (all nine combat units)

Contact Information

To order other games from MMP, visit <http://www.multimanpublishing.com/>

For errata and downloads, visit www.gamersarchive.net

To chat about OCS and obtain speedy answers to your rules questions, visit <http://www.consimworld.com/>

To contact the developer directly, email kisnerj@dw.com

With any German HQs:

1x Truck point (loaded)
2x Wagon point (loaded)

Below are the revised German aircraft and markers totals for this campaign (these are not additions to those listed in 7.1):

Revised at any German airbases:

15x Bf.109e
4x Bf.110
1x Hs.123
11x He.111
7x Ju.87b
6x Ju-52
3x Ju.88
6x Do.17z

Revised Luftwaffe Surge Box:

5x Bf.109e
1x Bf.110
3x He.111
2x Do.17z
1x Ju.88

Revised available markers:

14x Reserve Marker
2x LW Surge Marker
Sturmgruppe Witzig
Sturmgruppe Koch
Sturmgruppe Choltitz

Errata Counters

Included in this package are errata counters for a recent OCS release, **Baltic Gap**.

The Soviet 115th Rifle Division has a corrected Move Mode.

The two Latvian SS counters correct a die-cutting problem (one was too large and the other too small).

The three SS counters correct a printing error that caused the RE value to be invisible.

Finally, an alternate version of the German 519 PJ Bn is offered, reducing its AR from 5 to 4. This is a special unit for my good friend Marcus Randall, who thinks the Nashorns are overrated. If you agree, feel free to substitute this new counter (but the change isn't "official" so your opponent will have to see eye-to-eye).

7.3 Fall Gelb Campaign: "If I could tinker with history..."

General Information

Setup Order: Allied first

First Player: German

Weather: Flight on 10 May

First Turn: 10 May (only German half of turn)

Last Turn: 3 June

Reinforcements: Use Campaign Arrival Schedules, with one important change: German reinforcements can arrive at any hex in Germany along the east map edge. Roll for variable reinforcements every player turn.

Special Scenario Rules

In this version of the free deployment campaign, the general approach is to setup either 7.1 or 7.2, and then modify the initial deployments by going through a series of steps. This version allows the "host player" to do most of the setup in advance, which is important when you don't want to waste valuable face-to-face time. As in the other campaigns, the setup reflects the end of Allied movement on 10 May.

After setting up either 7.1 or 7.2, perform the following redeployment steps in order:

1. German player secretly writes down the designation of one of his HQs (for instance, "4th Corps HQ"). This is used in Step 6, when deploying Kleist Group. The "Kleist Group" consists of all stacks that contain any units with the special Kleist marking in scenario 6.1, just the at-start units and not the reinforcements.)

2. Allied player rolls 2 dice and can redeploy that number of French units. (See Step 5 for some French units that automatically redeploy.) To redeploy, simply pick a unit up and place it within two hexes of any French HQ.

3. Allied player rolls 2 dice and can redeploy that number of non-French (BEF, Belgian, and Dutch) units. To redeploy, simply pick a unit up and place it within two hexes of any HQ of the same nationality.

4. German player rolls 2 dice and can redeploy that number of units. To redeploy, simply pick a unit up and place it within two hexes of any German HQ.

5. Allied player deploys French 7th Army within 8 hexes of any city (major or

minor) in either France or Belgium (but if a Belgian city is chosen, it must be west of Bxx.30). The 7th Army consists of the French units that setup north of B60.xx.

6. German player deploys all Kleist Group combat units to within a 4-hex radius of the HQ recorded in Step 2.

In all steps above:

- It counts as just "one unit" against the redeployment limit no matter how many elements of a multi-unit formation redeploy to same hex.
- It counts as "1/4 unit" to redeploy each supply token.
- No more than one multi-unit formation and/or multi-step unit can end up stacked in the same hex.
- The normal stacking limit of 10 RE cannot be exceeded.
- No German unit can redeploy outside Germany.
- No Allied unit can redeploy into Germany or Luxembourg.
- No HQ can redeploy, with the exception of those setup in Step 5 and Step 6.
- Finally, don't watch the other player as he performs his steps in the sequence above!

There are four variants that can be used by players who want even more control of the setup:

7.3a Free-wheeling variant. Use all the restrictions above, but when units redeploy they can now be placed in any hex within the throw range of an HQ of the same nationality.

Play Note: *This can really create a bottleneck at Maastricht, but is a way to explore what might have happened if Belgium and Holland had actively joined the Allies during the Phoney War.*

7.3b Fixed-roll variant. Assume the die-rolls in Steps 2, 3, and 4 (above) are always '7'.

7.3c Wiggle variant. The Allied player's rolls in Steps 2 and 3 are also used to determine how many combat units of those nationalities get to shift into a hex adjacent

to their starting location. A "wiggle" can also be used to deploy a breakdown unit into an adjacent hex (these in addition to the normal fanning out of breakdowns, per the special scenario rules of 7.1 or 7.2).

7.3d Almost-Free Allied Setup. In Step 2 and Step 3 the Allied player can redeploy as many units as desired. Combine this with 7.3a for what amounts to free deployment within throw range of Allied HQs.

Design Note: *You could give the Germans the same freedom, but it's not advised since they already have the advantage of redeploying last.*

7.3e No Strategic Surprise. The Allied arrivals for 12 May are added to the setup (place them in their entry hexes before Step 1 of the sequence above).

7.4 Fall Gelb Campaign: "If I was in charge..."

General Information

Setup Order: Allied first

First Player: Allied

Weather: Flight on 10 May

First Turn: 10 May, Allies move first

Last Turn: 3 June

Reinforcements: Only variable reinforcements in this campaign. Roll for these every player turn.

Special Scenario Rules

In this version of the free deployment campaign, the setup is less structured.

Equally important, the Allied player takes his regular turn on 10 May (it isn't reflected in the setup) and goes first in the game. There is one special restriction: **the Allied Rail Cap is ZERO on 10 May.**

Perform the following steps in order:

1. Put aside the units associated with BEF Evacuation (these arrive only if an evacuation is declared). If playing "No Holland," also put aside all Dutch units (which won't be used at all). Assume Holland stays neutral but allows foreign armies to fight on Map C, so there are no special rules for neutral territory and the full German army is deployed at start. (Goal is quickest setup possible!)

2. In steps 3 through 6, players will be setting up their complete armies (all the reinforcements are "arriving early"). There is one general restriction: neither player is allowed place more than a single division-sized unit in a hex (any part of a multi-unit formation counts as "a division"). Independent units are allowed stack with divisions.

3. Skip this step when playing the "No Holland" version. The Dutch ground units setup in Holland, in hexes containing cities (major or minor) or printed forts. Add 1 Truck and 1 Wagon (all loaded), and 15 SP to the mix of combat units.

4. Belgian ground units must setup in Belgium, in hexes containing cities (major or minor) or printed forts. Add 1 Truck and 1 Wagon (all loaded), and 20 SP to the mix of combat units. Exception: the nine B/C units are allowed to setup in villages. Also deploy six Level-1 Hedgehogs anywhere in Belgium.

5. French and BEF combat units setup in hexes containing cities (major or minor) or printed forts. They can be deployed in any hexes in France, as well as any hexes in Belgium on Map A. (Remember that xx.35 and xx.01 overlap.) Add 11 Truck and 8 Wagon (all loaded), and 65 SP to the mix of combat units.

6. Deploy all Allied planes (except Spitfires). In addition to the Surge Box, they can start at these Allied air bases:

Level-1

A01.31

A02.19

A05.31

A13.13

A15.31

A18.08

A25.13

A27.27

A33.14

A33.34

A36.03

A36.20

A37.11

A39.15

A43.22

A49.27

A54.32

A55.07

A62.13

B02.32

B05.07

B07.19

B08.09

B31.30

B39.31

B40.08

B40.24

B49.23

B53.23

B59.32

C03.17

C13.12

C14.29

C18.32

C21.20

C21.31

C23.20

C26.25

Level-2

A09.04

A15.20

A46.15

B45.15

B51.32

Level-3

A02.27

7. German ground units must setup in Germany, in any hexes. Add 9 Trucks, 13 Wagons and 3 Kleist Trucks (all loaded) to the mix of ground units, as well as 93 SP.

8. Deploy all German planes. In addition to the Air Holding Box and Surge Box, they can start at these German air bases:

Level-1

B17.02

B27.02

B37.01

C12.07

Level-2

B48.08

Level-3

B59.04

B62.01

C03.01

Design Note: *The Allies are getting a "pre-planning" movement boost by being allowed to setup in western Belgium, but other than that they'll have to make the usual difficult mode decisions in the face of a possible German double-turn.*

√ Designer's Notes

This game takes its name from *The Blitzkrieg Legend: The 1940 Campaign in the West*. This book, by Karl-Heinz Frieser, examines the “miracle of 1940” and how it came about, and dispels the legend that it was planned as a *blitzkrieg*. The book is not a starting point for getting an overview of the campaign and is not a narrative of the campaign; it is a very detailed look at parts of the campaign that led to the victory.

In Frieser's analysis the legend of “blitzkrieg” was created after the campaign was over. The defeat of France was explained and rationalized by claiming that Germany had invented a new blitzkrieg strategy, and this was so revolutionary that it was easier to forgive the Allied commanders that lost the campaign. Nazi propaganda also helped to create the myth of new methods created by Hitler that revolutionized warfare. Thus victors and vanquished alike were all too willing to accept the propaganda.

The German success was not planned in advance in the way it happened, and during the campaign the German High Command was at times afraid of its own success. Indeed, when the panzers broke through at Sedan, Hitler said it was an absolute miracle. Hitler and many of the older generals soon became concerned with the speed of advance of their panzer divisions and felt that they were racing into some sort of Allied trap. This fear of a trap and the unauthorized actions of some German commanders (mainly Guderian) led to the panzer halt order at Dunkirk.

I quickly learned from Dean that writing rules to force the situation toward a given outcome did not work well. So I relaxed what might have become a heavy-handed design, and tried to use the strengths of the OCS series to take care of the situational problems. Fundamentals like Action Ratings, movement allowances, and HQ throw ranges were just a few of the obvious tools in the system that can be used to show relative differences in command and control. Ultimately, I wanted to make a game that puts the players into the position of the contemporary leaders of German and Allied forces, and hope you enjoy this simulation of an overwhelming German victory that was definitely no sure thing.

Developer's Notes

Let me begin by getting something off my chest: I didn't care much for the book that gave title to this game. At least in translation, *The Blitzkrieg Legend* is quite a slog to read. I greatly preferred the prose used in *Lightning War* by Ronald Powaski and *The Fall of France* by Julian Jackson, a recent pair that don't have all the rich military details of Frieser's book but still manage to drive home the important points. And some elements of Alistair Horne's *To Lose a Battle* from 1969 may be a bit dated, but this classic remains a wonderful read.

No matter what book you read about the campaign, you'll quickly be struck by some factors that are difficult to recreate, even in a complex rulebook like you find in OCS. I'll discuss my take on some of the important ones.

The Maginot Line was probably a good thing overall, securing the Franco-German border. Given the French population woes (relative to Germany), all that concrete gave them a fighting chance. And building the defensive barrier didn't come at some comparative cost in tanks or planes: Germany was also putting up some sturdy walls in the 1930's (fencing off both France and Poland). In 1940, France had no shortage of modern weapons relative to her enemy.

What the Maginot Line didn't give was protection all the way to the English Channel. It started sputtering before it got to Sedan, and the industrial region along the Belgian border near Lille wasn't fortified much at all. The defensive weakness near the coast would have been mitigated by fortifying the Dyle Line (a pre-planned defensive position in central Belgium that the BEF and French would occupy when Germany attacked), but this was not the case. Presumably Eban Emael, billed as the strongest fort in the world in 1940, was expected to hold the eastern border longer than a single day.

Of interest are a couple of near-miss events. The Germans came close to launching their attack during the preceding winter (a likely debacle!) and the Belgians came close to allowing the BEF and French to “come in” during January (thus avoiding something the Allied armies weren't suited for, a meeting engagement along the Dyle). It would be interesting to explore what might have been had the Allies not captured detailed German attack plans carried on a crashed plane, but that degree of hypothetical action is beyond the scope of this design.

The winter German marching orders were going to essentially be a repeat of 1914. They probably would have succeeded to a certain degree, even against a more anchored Allied left flank. But the goals of this plan were very limited, and nothing like the historical decisive victory was contemplated. Because of that crashed plane, and subsequent worries that the Allies now had a copy of the attack's blueprint, the winter strategy was replaced with Von Manstein's radical idea that shifted the main effort to the Ardennes. This would produce the decisive “sickle cut” dividing the Allied coalition in two.

Meanwhile, the Allies were also revising their dispositions. For political reasons, it was determined necessary to support Holland with a physical linkage. To achieve this, the French 7th Army was switched from a reserve position to instead occupy the extreme left of the Dyle Line (up near Breda in Holland). So rather than being positioned to respond to breakthroughs along the Meuse River, this powerful mobile force would spend the first four days of the campaign motoring to Holland and back (the 7th Army withdrew from positions north of Antwerp almost as soon as it reached them).

Misuse of the 7th Army and the heavy advance into Belgium was part of a strategic blunder that could have been recreated by a host of special rules, but instead we kept it simple by just having the Allies start the game in their 11 May positions. So the Dyle Plan is followed automatically (unless you're playing the alternate campaign), and this leaves the Allies vulnerable to the historical German thrust through the Ardennes.

Alas, French military problems didn't end on the morning of 12 May, when the pre-planned movements were complete. At the top, command was oddly split between Gamelin and Georges, and communication with each other and the distant frontlines was problematic. Widespread Allied command indecision is subsumed within details like short throw ranges on the HQs and limited numbers of Reserve and Strat Mode counters.

No matter which book you read about the campaign, you'll also be struck by the contrast between German and French leadership at lower levels. At Sedan, as at numerous other decisive moments, you find German generals (like 19th Corps commander, Heinz Guderian) leading from the front, personally directing the fighting. Meanwhile, during that same battle the French 55th Division's General

Lafontaine precipitated a panic when he relocated his HQ away from the action.

The panic at Sedan was also a reflection of French morale that had slipped during the long winter, when their soldiers were bombarded with propaganda of the “why fight for Poland?” variety. To make matters worse, the troops were largely inactive: they didn’t keep busy conducting large-unit maneuvers or even get to fire much live ammo for practice. This is in sharp contrast to the Germans, who used orders and techniques from training exercises to cross the Meuse on the fly.

In fact, you don’t read about the French in 1940 doing much of anything “on the fly” (except maybe fleeing, yuk yuk). Even General Flavigny, known as “the French Guderian” before the war, allowed several delays that made the counterattack at Stonne fizzle before it even got started. This attack would ultimately degenerate into the antithesis of modern blitzkrieg, with tactical control given to an infantry general and tanks deployed as support vehicles. An open hand, not a mailed fist.

No summary of Allied problems in this campaign is complete without mentioning something Hans told me when I started developing the game: the French moved their medium tanks by rail. The tanks were designed as support vehicles, so they had small fuel tanks and thus were incredibly short-ranged when not being moved by rail. Furthermore, the French had nothing like the jerry-cans that allowed a panzer to carry its own refill. This made them dependent on fuel trucks that never seemed to be in the right place at the right time. Again, we resisted the temptation to write special rules — so those French tanks are slow, but do have a regular Move Mode side.

Although the spotlight in France is rightly shined on Allied failings, it is also important to remember that their first-line divisions fought well. They just weren’t prepared to fight the up-tempo actions that were a German specialty (which is why Allied ARs drop a notch when in Move Mode). Even so, in 1940 you defend Paris with an Allied army superior in quality to the one defending Moscow a year later (in **Guderian’s Blitzkrieg II**).

Modeling the Germans was pretty straightforward, since we’ve essentially seen this army in OCS many times before. As you will see, the German military is highly efficient, but not quite hitting on all cylinders. There are still quite a few inexperienced units (formed after the Polish Campaign), so German ARs are not quite as high

overall as in 1941. And even the stars of blitzkrieg, the panzer divisions, are shown neither endowed with organic trucks nor blessed by the universal hip shoot (only the Stukas have this ability). These minor deficiencies notwithstanding, the tandem of Luftwaffe and panzers makes quite an impression.

Soon after the campaign, the Allies would credit their quick defeat to a revolutionary “blitzkrieg” form of warfare — and in truth the shock of the German onslaught did play an important part. But the seeds of defeat were fairly conventional. Even in Holland, where the dramatic air landings put to practice a new wrinkle in warfare, it was 9th Panzer Division’s arrival outside Rotterdam on 13 May that was decisive (the Fallschirmjaegers were doomed if the panzers did not arrive quickly). And in Belgium and France, the Allies were defeated by an old-fashioned case of the “slows” — they couldn’t keep pace with German movement and decision-making. Even given the sluggishness, the Allies still might have done fine had they just kept that 7th Army in reserve.

As the Allied commander in this game, you have some pretty tough battles ahead. The 500-pound gorilla is the Wehrmacht, but it is also a constant struggle just to maneuver your slo-mo forces. It gets frustrating; you see what needs doing, but don’t have the Rail Cap or movement allowances to redeploy fast enough. My advice is to try to hold tough along the Meuse River, giving ground as needed in Belgium. You have enough artillery to pin down the panzers in a hug’em and slug’em clinch, but it seems a forlorn hope to run with them in the open fields beyond the river.

Historically on May 15th — at the end of just three game turns! — French Premier Paul Reynaud called his English counterpart, Winston Churchill, to inform him that the Allies had been defeated. Holland had begun to lay down its arms the previous evening, and it was now obvious that the panzers had forced crossings of the Meuse River from Sedan to Dinant, ripping a fifty-mile hole in the center of the French defensive line. The war continued, of course, but essentially the historical fight was decided in less than a week.

Is the Allied position doomed? And equally important, should it be doomed in an historical model worthy of study? These remain questions of interest seventy years after the Fall of France. I have talked with playtesters who have wanted the game “rigged” in various ways to ensure a historical German path to victory, but as

you’ll see this sort of thing is limited to that Turn 1 setup, with the Allies already committed to the Dyle Plan and facing a possible double-turn. What we’ve tried to do instead is emphasize the risk-taking behind the Sickle Cut, and you’ll discover that if the Germans do not get back-to-back turns initially their plan starts to go awry. They still have the best army and air force, of course, one that could probably eventually pound through to Paris even following the 1914 route through Liege — but that’s a route that needs a lot of time and SP, commodities that aren’t abundant in this game.

During development, a few twists were added with an eye toward increasing the game’s replay value. So on 10 May the starting locations of the Belgian Chasseurs d’Ardenne and Dutch Light Division are variables, and the Dynamo scenario begins with rolls to determine the effectiveness of the previous turn’s German Trainbusting missions. And there are lots of ways to vary the campaign setups for those interested in exploring some (hopefully) better Allied command decisions.

The Blitzkrieg Legend is a large game, so even with its modest 13-turn length it’s not a quick play. But it is definitely an OCS game that can be played to conclusion, and as with all titles in the series it has drawn me to repeated play as I tinker with new strategies. To paraphrase Moltke the Elder, perfect strategies remain elusive, in that plans rarely survive first contact with the enemy (or an unlucky dice roll). It seems that all a good OCS player can do is weigh the considerations, then take risks. And after the current game is done, reset and try to do even better next time.

House Rules & Options

New players probably shouldn't use any of the official options (OCS 21.0), or the various house rules on this page; just concentrate on learning to apply the standard rules. Veteran players can use them to tweak certain parts of the model.

All players should note that these are not intended as a sort of "super-advanced-most-realistic" set of rules additions. In fact most of the OCS inner-circle is reluctant to stray far from the standard rules, and applies the official options and various house rules on a very limited basis.

House Rule Options for OCS

Over the years various "House Rules" have been submitted by a variety of OCS players. I've selected for this list only the ones that I'd actually consider playing with — and even some of the ones presented are a little too fiddly for games that can already be very time-consuming.

You can think of these as points of departure for your own house rules, but one of my goals in compiling this list is to "standardize" house rules (at least to a certain extent).

Initiative Rolls (2.3). The player who went first the previous turn wins tied rolls. John's Grade: B.

Fog of War (Refined, 4.9). Change this to allow peeking under markers, etc. only when an Attack-Capable unit is adjacent to the enemy stack. In addition, top Active air unit must be a fighter. John's Grade: C.

Fog of War (Decreased, 4.9). For ease of play, aircraft at a base are spread out to one side with Active planes faced forward and Inactive planes faced rearward. John's Grade: C.

More Anti-Tank (AT) Effects (9.4e). Give infantry divisions "light" AT Effects starting in 1944. John's Grade: B.

Refined Effects of Step Loss (9.11d). 4-Step divisions that are down to their last step are x1/4 on attack and x1/2 on defense. John's Grade: B.

Hedgehog Reduction (9.14e). Reduce a captured hog by one level. John's Grade: B.

Barrage Losses (10.0). Randomize which step is lost by rolling a die. (This can get awkward if more than six steps are in the hex, but you can figure it out.) John's Grade: D.

Internals for Fuel (12.10). Allow internal supply to be used for fuel. John's Grade: C.

Tiger Tanks (New, 13.10). A Tiger battalion becomes DG at the end of any movement segment in during which it spent more than 1/2 its current movement allowance. Furthermore, in combat or overrun, if the defender's terrain choice is Clear... 1) a defending Tiger makes all attacking armor and mech x1, and 2) an attacking Tiger makes all armor and mech in its hex x2 (regardless of defending AT). John's Grade: D (I kind of like this, but worry it would lead to more and more chrome).

Flak Resolution (14.4f). If the modified roll is 13 or higher, after the loss is taken the strongest remaining plane is aborted away before the barrage table is consulted (so its factors don't count). John's Grade: A.

√ House Rule Options for TBL

All these are all ok in my book, but note that 1.5d is mostly designed to make the historical outcome more likely (which may or may not be desired).

1.5d Opening Script Changes (New). Modify scenarios covering the campaign's opening with all or some of the following:

- The Germans automatically win the initiative on 12 May.
- Always use option 4.3.
- All six of the Belgian ChA units setup in DG mode.
- In each 'zone' (South, Center, and North), allow one German infantry division and one German panzer division to multiply its MA by 1.5 on 10 May. This movement boost applies to any mode chosen.

***Design Note:** This option formalizes how to make the game's opening both more predictable and truer to the historical script. As noted in the remarks on p. 9, an "historical" opening is achieved with a German double-turn to begin the game. Likewise, second-use of the commandos and having the ChA setup DG makes it easier to shatter the Meuse River line. Disorganizing the Belgian Chasseurs d'Ardennes Division seems justified since it was scattered and under orders to give ground while withdrawing back toward the Meuse. Finally, we're allowing what can be thought of as the priority units in the German road columns to move farther on 10 May.*

1.6 Hipshoots (Addition). Also give the Hs-123 Hipshoot capability.

***Design Note:** Some air buffs think the game is more realistic this way.*

√ TBL Counter Errata

The Dutch 5 RH Cav Bn should have a Move Mode AR of 2.

Repl Table Notes (see 1.9b)

Surge. The player gains a Surge Marker, which can be saved until used. The Germans are limited to two of these markers and the French to just one. Ignore this result if all of a player's Surge Markers are currently being saved for later. See 1.10a.

Pause Check. These possibly trigger what is essentially a random event. Ignore if not playing a Campaign Game or the Dynamo Scenario. See 2.6.

Eq and Pax Repl. These are taken from the generic, shared pool of these units. The Allied player must take care so that factions keep these repls separate.

Air Replacements. Air rebuilds are very limited. Each of the five combatants (Belgians, British, Germans, Dutch, and French) can convert just one Eq to an Air Eq (OCS 13.5f) during the course of a campaign game (6.4, 7.1, 7.2, and 7.3). There are no counters for these, so keep a written record of their availability/use. Note that Air Eq are never available in the other scenarios, and that the French and Germans are not allowed to use Consolidation (OCS 13.9) to swap a Surge air unit for a destroyed regular air unit.

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Victory Point Schedule

| Condition | VP |
|--------------------------|----|
| Capture Verdun | 1 |
| Capture Metz | 1 |
| BEF Mauled | 1 |
| BEF Destroyed | 1 |
| All Map A ports isolated | 1 |
| All Map A ports captured | 1 |
| Belgian Surrender | 1 |
| Dutch Surrender | 1 |
| Paris Surrender | 4 |

| Total VP | Outcome |
|----------|------------------------|
| 0 to 1 | Major Allied Victory |
| 2 to 3 | Minor Allied Victory |
| 4 to 5 | Draw (Historic Result) |
| 6 to 7 | Minor German Victory |
| 8 to 12 | Major German Victory |

Important Note: In Campaign 7.3 and 7.4, shift the outcome by one level in the favor of the Germans (so for instance a Draw would become a Minor German Victory).

German Supply Summary

Supply Sources:

Map edge hexes in Germany (not other countries) with a railroad leading off the map are German sources of trace supply. Ports are never German sources of supply.

Don't forget rule 1.3a, which denies use of captured French railroads for rail transport and trace supply.

Supply Placement:

A total of 8 SP can be placed in detrainable hexes that are connected by rail to a supply source and also contain an HQ in Combat Mode orientation.

Any number of SP can be placed in Aachen or map-edge supply source hexes.

Allied Supply Summary

Supply Sources:

Map edge hexes in France (not other countries) that have a railroad leading off the map are Allied sources of trace supply. Exception: Edge hexes north of the Somme River are not sources of trace supply (so B34.35 is the northernmost rail-supply source on Map A). Ports with a current capacity of at least 1 SP are also supply sources.

Supply Placement:

A total of 8 SP can be placed in detrainable hexes that are connected by rail to a non-port supply source and also contain an HQ in Combat Mode orientation.

A total of 4 SP can be placed in ports. This is further limited to the current capacity of each port.

Any number of SP can be placed in Paris major city hexes or map-edge supply source hexes.

Special Operations Tables

(one die)

| Roll: | Attacking a Fort | Attacking a River Crossing |
|--------|----------------------------------|--|
| 1 | Special Operation Failed | Special Operation Failed |
| 2 or 3 | Fort DG | Next attack across the bridge gains +2 DRM for Surprise |
| 4 | Fort Defeated* in Exploit Phase | Bridge taken** |
| 5 | Fort Defeated* in Combat Phase | Bridge taken** + defenders are DG |
| 6 | Fort Defeated* in Movement Phase | Bridge taken** + defenders are DG and suffer 1 step loss |

* destroy fort (per 1.2) during indicated phase

** attacking units ignore river's TEC for captured bridge hexside

See also important notes in 2.4b

Terrain Effects Chart

| Feature | Combat Line | Movement | | | Special Modifiers | | |
|--------------------|-------------|----------|-------|-----|-------------------|---------|---------|
| | | Track | Truck | Leg | Armor | Mech | Other |
| Open | Open | 1 | 1 | 1 | [x2] | [x2] | x 1 |
| Hills | Close | 1 | 2 | 1 | x1 | x1 | x 1 |
| Woods | Close | 2 | 3 | 1 | x1 | x 1 | x 1 |
| Wooded Hills | V. Close | 3 | 5 | 2 | x1/2 | x 1 | x 1 |
| Polder | V. Close | P | P | 2 | x1/2* | x1/2* | x 1 |
| Swamp | V. Close | P | P | 3 | x1/2* | x1/2* | x1 |
| Village | Close | ot | ot | ot | x 1 | x 1 | x 1 |
| Minor City | V. Close | ot | ot | ot | x1/2 | [x1/2] | x 1 |
| Major City | Extr. Close | ot | ot | ot | x1/3 | [x1/2] | x1 |
| Sec. Road | ot | 1/2 | 1/2 | 1/2 | ot | ot | ot |
| Tracks & RRs | ot | 1 | 1 | 1 | ot | ot | ot |
| Rhine River | ot | P | P | P | [x1/4]* | [x1/3]* | [1/2]* |
| Major River | ot | P | P | All | [x1/4]* | [x1/3] | [x1/2] |
| Minor River | ot | + 3 | + 5 | + 1 | [x1/2] | [x1/2] | [x1/2] |
| Printed Fort | V. Close | ot | ot | ot | x1 | x1 | x1 |
| Fort + City | Extr. Close | ot | ot | ot | x1/3 | [x1/2] | x1 |
| Prohibited Hexside | ot | P | P | P | [x1/3]* | [x1/2]* | [x1/2]* |

[x#] — Attack times multiple; Defend at x 1. * — Via Road, Railroad, or Track only.
 P — Movement Prohibited ot — Dependent on other terrain in hex

Allied Repl Table

(two dice)

| Roll: | Repls |
|---------|--------------------------|
| 2 to 3 | Dutch 2x Pax, Eq |
| 4 to 5 | Belgian 2x Pax, Eq |
| 6 to 7 | BEF 2x Pax, Eq |
| 8 to 12 | French 2x Pax, Eq, Surge |

New Dutch & Belgian repls become French after Surrender; New BEF repls become French after Evacuation.

Allied Supply Table

(two dice)

| Roll: | SP |
|----------|----|
| 2 to 3 | 10 |
| 4 to 5 | 11 |
| 6 to 8 | 12 |
| 9 to 10 | 13 |
| 11 to 12 | 14 |

Weather Table

(two dice)

| Month | Limited | Normal |
|-------|---------|---------|
| May | 2 | 3 to 12 |
| June | 2 to 4 | 5 to 12 |

Common Rebuild Table

Armor (Yellow-symbol) Types:

Any Bn = 1 Eq

Mech (Red-symbol) Types:

Bde or Rgt = 1 Eq and 1 Pax

Bn = 1 Eq

Other Types:

Artillery = 2 Eq

AT or Flak = 1 Eq

MG = 1 Eq

HQ = 1 Eq and 1 Pax

Other Ground = 2 Pax per RE*

Planes = See 1.9b

Return to Pool (No Rebuilds):

Breakdown Rgt

Eq or Pax

Truck or Wagon

RN Destroyers

* Thus a Bn costs 1 Pax

German Repl Table

(two dice)

| Roll: | Repls |
|---------|---------------------|
| 2 to 3 | Pause Check (1 die) |
| 4 to 5 | Pause Check (2 die) |
| 6 to 7 | Pause Check (3 die) |
| 8 to 12 | 2x Pax, Eq, Surge |

See 1.9b for key to results (2.5 for Pause Checks)

German Supply Table

(two dice)

| Roll: | SP |
|----------|----|
| 2 to 3 | 14 |
| 4 to 5 | 16 |
| 6 to 8 | 18 |
| 9 to 10 | 20 |
| 11 to 12 | 22 |