

THE FALL OF FRANCE

May 1940

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"None of the higher headquarters think that the offensive...has any prospect of success."

– General Franz Halder, Diary entry for Nov 3rd, 1939.

"Make it impossible for the other side to win except at such a cost as to make it not worthwhile. That is what we are doing... and they [the Germans] will presently come to recognize that it never will be worthwhile."

– Neville Chamberlain in a letter, July 23rd, 1939.

1.0 INTRODUCTION

The Fall of France was one of the most surprising events of the war in Europe. Even with the example of Poland the previous September, no one on either side expected that Nazi Germany could almost simultaneously conquer France, Belgium and Holland and evict Britain from the European mainland, all in only six weeks.

It was, in many ways, a string of miracles at key points from the German point of view and debacles from the Allied.

1.1 Game Components

One map

One counter sheet

This rulebook

One Tracks & example sheet

1.2 The Rules Booklet

This rules booklet contains all the rules required for play.

1.3 The Game Map

The game map represents Belgium, southern Holland and most of northern France. A hexagon (hex) grid has been superimposed over the map to regulate game functions.

1.4 The Playing Counters

The countersheet has two types of counters, units and markers. They are normally in nation specific colours.

Ground units have a unit type in the centre (infantry is the most common) with the unit name to the left of the symbol and the formation / country identifier to the right of the symbol. Across the bottom are numbers showing either the attack - defence - MP ratings or a combined combat and MP rating. Directly above the unit symbol is the unit size, important for the stacking rules.

The red asterix beside combat rating of German HQ units is a reminder of their support ability. Mechanised units have a white circle behind their MP rating as a reminder of their mechanised status. A few Allied units have a red number or letter in the top left corner as a reminder of when they enter play.

Except for the air units which have a combat role, all other counters are used for information purposes only. Markers do not have numbers on them.

1.5 Players' Aid Sheet

The players' aid sheet contains the various charts and tables required for play. Players should keep this handy for reference during play.

2.0 GAME TERMS AND ABBREVIATIONS

Control – Control is primarily important for Belgian and Dutch surrender. Each player controls all of their national territory at the start of the game. Thereafter control of a hex passes to the last player to have a unit enter the hex.

Formation - This is indicated by the unit symbol colour of French and German units. Units with a white symbol belong to any formation of their army.

Fortification - Fortresses and both classes of fortified lines. Note that the German minor fortified line which extends all along the border is not shown in the game.

Infantry - All units with a cross as part of their unit symbol i.e., leg Infantry, mountain infantry and motorized infantry.

Mechanized - Both motorized infantry and armour units. Most of the time rules will apply to both, otherwise they will refer specifically to the unit type.

Movement path - A chain of hexes the unit could move along, ignoring the units MP allowance.

Urban area – Either a town or city.

3.0 GAME SCALE

Each **hex** is 15 miles from side to side.

Each **turn** covers 3 days. The game lasts a maximum of 13 turns, starting on May 10.

Units are approximately of the size marked (divisions and corps) although some are amalgamations of smaller units. A few were that size on May 10 for administrative purposes only as they had not completed mobilization.

4.0 GENERAL PRINCIPLES

Choices - Whenever there is a choice to be made, it is always left to the discretion of the player who's units are affected.

EXAMPLE - If a five or six is rolled during skirmish combat, the defender can chose either to retreat or have one unit disrupted. If a disruption is chosen and there are several units in the hex, the player must then chose which unit is disrupted.

Rounding - Rounding of factors on a counter is always to the nearest whole number, with halves rounding up. In any other situation, rounding is always down.

EXAMPLE - An unsupplied unit has its MP halved. Since MP are indicated on the counters, the number is rounded to the nearest number, for most infantry units his means from five to 2.5 rounded up to three.

Markers - The number of cadre and disruption markers are not intended as an absolute "one per unit" limit. To conserve markers it is recommended that all affected units in a hex be placed under one appropriate marker.

5.0 SEQUENCE OF PLAY

Reinforcements

Replacement Points (18.1)

Allied Air units (18.2)

Cadre rebuilds (16.6)

New units (18.3)

German Movement

Assign air units (12.0)

Air to air combat (13.0)

Emergency Recovery* (16.4)

Airborne & Glider landings (9.2)

Movement and Skirmish (9.0, 11.0)

German Combat

Declare and resolve ground combats (14.0)

German Mechanized Operations

Assign air units (Germans only) (12.0)

Declare and resolve ground combats (14.0, 15.0)

Movement ($\frac{1}{2}$ MP) and Skirmish (9.0, 11.0, 15.0)

Allied Movement

Assign air units (12.0)

Air to air combat (13.0)

Emergency Recovery* (16.4)

Movement and Skirmish (9.0, 11.0)

Allied Combat

Declare and resolve ground combats (14.0)

Recovery (16.3)

Administration

Politics (19.0)

Advance turn marker

*There is no emergency recovery on the first turn.

6.0 NEUTRALITY

Germany is not obliged to attack Belgium and Holland except in the Historical scenario.

Until Germany does attack one of that nation's units or enter one of that nations hexes, it remains neutral and does not participate in any way.

Luxembourg has been invaded and conquered just before the game starts by units below the scale of this game.

7.0 SUPPLY

Supply is resolved differently for the two sides, primarily because there are no Allied HQ units in the game.

7.1 When to check supply

Supply is checked several times every turn. For the application of movement restrictions, supply is checked before moving a unit. The potential combat strength reductions are checked immediately before resolving combat, including skirmish combat.

7.2 German Supply

German non Headquarters units must be able to trace a valid movement path of any length to a superior headquarters to remain in supply. 7th & 18th armies do not have a HQ. The 2 fortress units of the 7th army draw supply from HQ C if they are not in a fortress hex. The 18th army draws supply directly from HQ B.

Headquarters units must be able to trace a valid movement path of any length either to a superior headquarters or to German territory.

Superior headquarters are either their formation's headquarters or the appropriate army group headquarters.

A headquarters that is out of supply can still be used to supply its subordinate units.

Design Note: It is assumed that the supply echelon is clustered with the actual headquarters and its artillery.

7.3 Allied supply

Allied units must be able to trace a valid movement path of any length to a city hex in their home country. For this purpose France is considered the home country of the BEF. The allies also have the following special sources:

7.3.22 Fortresses

Fortress units are a special case, they are always supplied while in an unbreached fortification hex.

7.3.23 Limited Supply

In addition to normal supply sources, any one stack containing BEF units can be supplied from any one of the three channel ports (Calais, Dunkerque and Boulogne).

Three stacks in total that contain French units can be supplied from the south and east map edges.

The specific stack drawing supply from these limited sources can change at any time provided the limits are not breached during a phase.

7.4 Effects of being unsupplied

An unsupplied unit is under several restrictions:

- All factors marked on the counter are halved
- It may not enter an enemy ZoC unless moving into that hex would put it into supply.
- German headquarters can not provide support.
- No Emergency recovery (16.3)
- No mechanized operations (15.0)

8.0 STACKING

Stacking is the process whereby several friendly units occupy the same hex at the same time, thus creating a stack. Stacks are only temporary and can be created or broken up by moving units to different hexes.

8.1 Stacking points

The number of stacking points for each unit is dictated by the unit size. Each X in the unit size indicates one stacking point.

8.2 Exempt units

German headquarters, disruption markers, air units and Cadre markers do not count towards stacking.

8.3 Limit

There is a limit of seven stacking points in any non urban, full land hex. For coastal hexes this limit is reduced to four while for urban areas the limit is increased to nine.

8.4 Army stacking restrictions

Unless using optional rules, only units of the BEF may stack with another Allied nationality.

The German and French forces are under the additional restriction that only one formation may exist in a single stack. German units without a formation are still limited to stacking within their army as indicated by the colour stripe.

8.5 Enforcement

Stacking limits are checked continually and are always in force. An action can not be performed if it would breach stacking limits, including moving a stack through a hex containing friendly units.

9.0 MOVEMENT

9.1 Movement Factor (MF)

The MF is the number printed on the lower right of a combat unit. Units are moved, either individually or in a stack, hex by hex about the map expending movement points (MP) for each hex entered according to the MP costs listed on the Terrain Effects Chart (TEC). Each unit's movement point allowance governs the number of hexes it may enter in a turn.

A unit may never expend more MP than it's printed movement factor. This may necessitate dropping units out of a stack if the rest of the stack wishes to continue moving.

Units may always move at least 1 hex in the regular movement phase provided they expend all of their MP and do not enter prohibited terrain or a hex containing enemy units or intact enemy fortifications.

MP can not be transferred to another unit, nor may they be saved or accumulated.

9.2 Airborne and Glider landings

Specify the landing hex of the two German units. This landing uses the units entire MP for the phase. The landing unit will be in supply while landing and any skirmish resolution resulting from the landing.

If the landing hex is an un-garrisoned fortress, not fortified line, resolve this assault (9.3) before any skirmish battle.

If this hex is in an enemy ZoC, conduct the normal skirmish battle.

If the hex is enemy occupied resolve the landing as a skirmish. Any result that fails to force the enemy units from the hex results in the permanent elimination of the landing unit.

Design Note: There is no requirement to assign combat, as opposed to the intrinsic transport, air units to landings. Historically the landings were Luftwaffe supported as the units were landed in enemy ZoC's.

9.3 Assault on un-garrisoned fortifications

Fortified lines and Fortresses will still block movement even when "not garrisoned". It is necessary to breach these fortifications, which is done by infantry units during the movement phase.

The assault uses all of the attacking unit's remaining MP for the phase. The breach created only affects the hex side facing the assaulting unit, place the marker in the attackers hex pointing at the breached hex. When all hex sides have been breached, place the marker in the fortifications hex.

Successfully creating a breach does not allow the unit to enter the breached hex by advance after combat.

Note: For fortified lines, breaches can be made in all hexsides automatically by entering the hex from non fortified line hex side. Airborne and Glider Landings are automatically from a non-fortified hex side.

10.0 ZONES OF CONTROL

Zones of Control reflect the fact that while the main body and strength of a unit is marked by its counter, they have sub-

units surrounding them acting as scouts, flank guards and "keeping touch" with their neighbours.

10.1 Eligibility

All supplied ground units, except cadres (16.4), continually exert their Zones of Control into the six adjacent hexes, provided that hex is not enemy occupied and that the exerting unit is not prohibited from entering the hex due to terrain restrictions. It is possible for units of both sides to simultaneously exert a ZoC into the same hex.

Note: Borders block ZoC on turn one

10.2 Effects on Movement

All units must temporarily stop their movement when entering an enemy ZoC, including when moving between hexes that the same unit or stack but no other enemy units exert a ZoC into. After the resulting skirmish battle has been resolved, the units continue moving provided they have MP available.

10.3 Other Effects

Supply can not be traced through hexes in an enemy ZoC. If a disrupted unit is out of supply (7.0) it is also unable to take emergency replacements (16.4)

11.0 SKIRMISH BATTLES

Skirmish battles occur whenever units voluntarily move (i.e., not retreat) into an enemy ZoC. Each skirmish battle is resolved as it occurs and all effects applied before continuing with the movement phase.

While possible to move back and forth through a single stack's ZoC this will only trigger multiple skirmishes if the defender agrees. Moving through several hexes in the same unit's ZoC does trigger multiple skirmishes.

Note: Since there is no enemy ZoC in a friendly occupied hex, units may enter a friendly occupied hex without triggering a Skirmish battle

11.1 Specific cases

There is no restriction on the number of skirmish battles a unit may participate in.

Entering a single hex will only result in a single skirmish against opposing ground units. Where there are several enemy stacks able to exert a ZoC into the hex, the defender chooses, on a stack by stack basis, who will participate as defenders in the skirmish.

Air units on interdiction missions (12.2) also exert ZoC's and skirmish battles must be fought against them. Air units on interdiction missions always participate in skirmishes. The skirmish against the air unit is resolved before any skirmish against ground units.

Design Note: In view of the scale of the game, skirmish battles are a major part of my effort to reflect the surprising ability of units, especially armoured units, to penetrate enemy lines.

11.2 Procedure

Both sides total their appropriate combat factors to determine who is stronger. The Attacker rolls a single die and adds any appropriate modifiers. The resulting number is found on the Skirmish table.

11.3 Modifiers

Air Support - this prevents unfavourable strength comparisons being made against the supported side. Multiple air units do not provide additional benefits. This applies to skirmishes against air units on interdiction.

Strength comparisons - The attackers attack rating is compared to the defender's defense rating both modified for all effects such as supply and terrain.

Majority of attackers mechanized - This modifier is available where the majority of attacking stacking points are mechanized.

Terrain - There are two types of effect due to terrain, die roll modifiers and effect modifiers, both of which are determined differently. Use the terrain of the hex entered to determine any applicable die roll modifiers. Use the terrain in each defender's hex, including hex side terrain, to determine if there are any modifiers to the results specifically applicable to their stack.

Design Note: Because of the way skirmish modifiers work, hex side terrain such as rivers and fortifications do not affect the moving force during skirmish combat but they may aid the non moving force.

11.4 Results

There are a variety of results, either singly or in combination that can occur from a skirmish battle.

Disrupted - The nominated side has a single unit disrupted, see (16.1) for effects.

Retreat - The nominated side must vacate the hex it currently occupies obeying the standard retreat rules (17.0). There

is no advance after combat (17.2) for skirmish battles.

Stalled - The attacking stack can not move further this phase.

No Effect - The skirmish has not had an effect serious enough to be reflected at the games scale.

Note: *Some terrain allows the occupier to ignore retreat results. The 5-6 die roll result is listed as "disrupted or retreat". It is intended that the defender choose the retreat result which he can ignore, effectively converting the result to "no effect".*

Simple Skirmish example:

The Belgian V Corps is in hex 0912. Elements of the German 6th army (XI corps and both 3 and 4 Panzer divisions) units enter hex 0911 from 0810. Because the Germans have entered an enemy ZoC (V corps), a skirmish occurs. No other Belgian units are adjacent to hex 0911 or the Allied player could select them to defend in addition to or instead of V corps.

The German player rolls a die resulting in a 2. Checking the skirmish modifiers list, he adds 1 because his force is stronger (9 attack vs. 5 defense) and another 1 because the attackers are mostly mechanized (4 of 7 stacking points from armour).

Consulting the Skirmish column of the Terrain Effects chart we find there are die roll modifiers since hex 0911 is clear terrain. Since 0912 is also clear, there are no defender modifications. The modified die roll of 4 gives a "no effect" so the Germans are free to continue moving if they have remaining MP.

12.0 AIR MISSIONS

At the start of each Movement phase both players can remove air units from the map for reassignment along with previously aborted units. The non phasing player allocates each available air unit either in a hex for an air support mission or the intersection of three hexes for an interdiction mission then the phasing player does the same.

Design Note: *This means that the non phasing player must guess where attacks will occur as the phasing player does not have to reveal their intentions until later. This should cause some of the historically poor army - airforce cooperation shown by the allies while the Germans should have enough air units to interdict the most likely threats forcing air to air combat as a minimum.*

During the German Mechanized Operations phase (15.0) the German player has a third opportunity remove his units from the map and re-assign them, along with any aborted units. Allied units can not be re-assigned during this phase.

12.1 Air support

Each air unit will provide a one column shift in the owner's favour during regular combat. As many air units as desired may support regular combat.

In a Skirmish Battle, Air support regardless of quantity, stops the supported side from being regarded as the weaker side. This prevents unfavourable strength based DRMs from being applied.

12.2 Interdiction

All three of the hexes covered by the air unit are treated as being in an enemy ZoC for all purposes. The placement of air units so that their ZoC includes enemy ground units does not by itself trigger skirmishes.

For skirmishes involving air units, there are no modifiers. The air unit is always considered the defender. If forced to retreat, the air unit should not move so as to place new enemy units into its ZoC, if possible.

Treat disruption skirmish results as abort results (13.2).

13.0 AIR TO AIR COMBAT

Air to air combat occurs when both sides allocate air units to the same hex. Units on interdiction missions are considered to occupy all three of the hexes and must fight enemy air units placed in any of these hexes as a single battle.

13.1 Procedure

Air combat is simultaneous and can involve multiple rounds, until only one player has air units surviving in the combat.

Each player rolls a die for each of their air units involved and consults the air combat table. The results are applied to the enemy, with the most severe results taking precedence.

If there are still units from both sides in the hex, resolve another round. Players can not voluntarily withdraw units from the air combat

13.2 Results

Aborted - Unit is removed from the map but available for allocation in the next appropriate combat phase.

Damaged - Unit is removed from the map but will be available at the start of the 3rd turn after being damaged - place unit on turn track as reminder.

Eliminated - Unit placed in dead pile. This is the only way air units can be permanently eliminated from play.

14.0 GROUND COMBAT

Ground combats are large scale, planned and organized assaults on enemy units. Only the phasing player may declare combats. Combat only affects units, never fortifications which are attacked using (9.3) instead.

14.1 Procedure

Phasing units are not required to attack, nor do any particular enemy units have to be engaged. The attacks can be resolved in any order.

Attacking units in two or more hexes may attack together into a single hex that they are all adjacent to. Each combat can only be made against the units in a single hex. Defending units in a hex must be attacked as a combined group of units.

Attacking units stacked together need not all attack, nor need they attack the same hex. The phasing player always chooses which units will participate in an attack and which enemy stack will be targeted.

14.2 Extreme Ratios

If an attack has a ratio higher than 4-1 or lower than 1-4 they are retained as whole number ratios until after all modifiers have been applied. They are then reduced to the closest appropriate column appearing on the combat results table. Each whole number in excess of the ratios appearing on the table counts as a 1 column shift when applying modifiers.

EXAMPLE: 16 vs. 3 is reduced to 5-1 which is the nearest whole number ratio to 5.3 to 1. If there are 2 column shifts to be applied in the defender's favour, the first reduces the ratio to 4-1 and the second reduces the ratio to 3-1

14.3 Modifiers

All applicable modifiers determined and applied to a combat. Where both sides are able to claim the same modification, they cancel each other out.

EXAMPLE - An Allied Air Support column shift would cancel out the German Mechanized Assault column shift.

If both sides were able to claim the Mechanized assault modifier they would not cancel out since the Germans receive a column shift while the allies receive a die roll adjustment.

Air support - Each aircraft providing support produces a column shift in the owner's favour(12.1).

HQ support - Headquarters can provide a support modifier against any one enemy stack it is adjacent to. This is unrelated to their participation in combat using their ratings like any other unit.

Mechanized assault - This modifier is available for any attack where the majority of stacking points are motorized. German units receive a column shift while Allied units receive a favourable modifier to the die roll.

14.4 Combat results

Corps units take priority in all combat effects and whenever possible they should be undisrupted and not cadred.

Disrupted - The nominated side has all surviving units disrupted, see (16.1) for effects.

Retreat - The specified side must vacate the hex it currently occupies obeying the retreat rules (17.0).

Cadred - This result only applies to Allied units, never to German units. One unit is marked with a cadre marker.

Eliminated - The number of units specified are removed from the map, with corps units taking priority.

15.0 MECHANIZED OPERATIONS

During the German mechanized operations phase, un-disrupted mechanized units may either move again using half their normal MP or participate in a set piece combat.

Design Note: In most cases Allied units were physically as mobile as the Germans thus the similar MP ratings for units. In fact the BEF was the most mechanized Army in the campaign, the others still partly relied on horses.

The big "blitzkrieg" advantage was in the speed of German reaction to changing situations, particularly by the panzer divisions, which is reflected by this phase.

The choice of whether to move or attack is made separately for each unit, with all attacks being conducted before any movement.

15.1 Combat

All combats are conducted in accordance with (14.0). It is recommended that units are turned 90 degrees as a reminder they participated in combat and thus can not take a half movement.

15.2 Half Move

Any movement is conducted as per the movement rules (9.0). If the unit is unsupplied, its movement factor is already halved (7.4) so its effective movement allowance during the mechanized operations phase is one quarter of the number indicated on the counter.

Motorized Infantry can conduct assaults on un-garrisoned fortifications (9.3) as their move for the phase.

16.0 DISRUPTION, CADRES & RECOVERY

16.1 Disruption Effects

Disrupted units can only move when forced to by retreat results.

The unit has no attack combat rating but the defense combat rating is unaffected.

Since the unit cannot move or attack, disrupted mechanized units may not conduct mechanized operations.

16.2 Second disruptions

If a unit is already disrupted and is selected for disruption again, it is instead eliminated.

16.3 Recovery

During the Recovery phase, a die can be rolled for any unit that is disrupted. Consult the Recovery table for the results.

Units eliminated because of failed recovery yield replacement points of the appropriate type for their nation. Divisions yield one point while Corps yield 2.

16.4 Emergency Recovery

Both players can receive replacement points during the reinforcement phases. Each replacement point can be expended at the start of that player's movement phase to allow an early, extra recovery roll for a selected unit.

There is no emergency recovery on the first turn.

16.5 Cadre effects

Cadred units can move with half its normal Movement Points but can not enter an enemy ZoC.

Cadred units have no attack combat rating and the total defense combat rating of all cadres in a hex is one, regardless of how many cadres are involved.

Cadred units lose all other abilities including the ability to conduct mechanized operations (15.0) and exert a ZoC (10.0).

Cadres still count as their full stacking points (8.1)

***Design Note:** The swarm of disoriented and leaderless survivors require as much space as a normal unit. These mobs are not much hindrance to organized enemy forces at this scale.*

16.6 Rebuilding cadres

Cadres can be rebuilt during the reinforcement phase using two replacement points for each cadred unit restored.

16.7 Second cadre result

If a unit is already cadred and is selected to be cadred again, it is instead eliminated.

16.8 Both Cadred and disrupted

Allied units may be both cadred and disrupted. In this case they suffer the worst disadvantage of each.

17.0 RETREAT

While retreat results are inflicted on entire stacks, retreats are resolved on a unit by unit basis. All other rules such as Zones of Control and Stacking limits continue to apply.

17.1 Direction

A retreating unit must always move one hex closer to a supply point. If this forces a unit to enter an enemy ZoC, there is no skirmish battle, the retreating unit is disrupted.

***Design note:** The retreating unit, in effect, has automatically lost the skirmish.*

If the retreating unit is completely surrounded by hexes it is unable to enter due to stacking, it pushes sufficient adjacent units out of one hex to enable it to enter the hex and is disrupted. If it is an Allied unit, it is also cadred.

Units can only be pushed out by a retreating unit if they are able to enter an adjacent hex free of enemy ZoC without themselves breaching stacking limits.

If there are no hexes it can enter, it is eliminated.

17.2 Advance after combat

The victorious side in a combat, but not skirmish battle, may advance participating undisrupted units into the vacated defenders hex within stacking limits (8.3).

The advancing units will have to fight a skirmish battle if the hex advanced to is in the ZoC of enemy units other than

those retreating.

If the hex contains intact fortifications (i.e., there is no breach marker), the hex may not be entered by advance after combat.

18.0 REINFORCEMENTS

18.1 Replacement Points

There are two types of pool, Infantry and a much more limited pool specifically for Armour units. Each nation maintains its own separate pools. These points should be recorded on a scrap of paper and are not secret.

The replacement point table shows the number of additional replacement points received on that turn.

Eliminating units that fail their recovery roll, rather than spending two replacement points to avoid elimination also yields replacement points of the appropriate type. One replacement point is received for removing a division while removing a Corps yields two replacement points.

These points can be used to purchase leg Infantry corps' from the dead pile (18.4), rebuild cadred units (16.6), paying for failed recovery rolls (16.3) or for emergency recovery (16.4).

18.2 Allied Air units

Only the composite Dutch Belgian air unit is available initially.

French and British air units are rolled for according to the Allied air unit reinforcement table. If an air unit is subsequently lost, do not roll again for it.

***Design note:** Surprisingly, much of the French air force was in the south undergoing upgrades to new aircraft when the Germans struck.*

18.3 New units

New units are identified with their turn of arrival in red in the top left corner of their counter.

The BEF 1ARM division arrives at one of the 3 channel ports or a land hex on the east map edge on Turn 1.

French GCQ units arrive on the east or south map edges on turn 2 and 4.

The French Alpes army units enter on the south map edge the turn after a French city has been captured. These are marked with an E for emergency.

The Germans bring on three randomly selected infantry corps from the dead pile on turn 5. They may not be saved for future turns.

18.4 Rebuilding dead leg infantry corps

During the reinforcement phase, players have the option of using replacement points to rebuild leg infantry corps from the dead pile at a cost of four replacement points each.

The rebuilt units appear at any eligible supply source for their nation.

19.0 POLITICS / EVENTS ETC

A nation will automatically surrender at the end of any turn that it does not have any ground units and all of its urban areas are enemy controlled. There are also other events that may trigger surrender or similar disadvantages.

19.1 BEF Withdrawal ordered

Roll for withdrawal every turn where:

- The majority of BEF stacking points are out of supply and,
- There are in supply German ground units within 2 hexes of any of the three channel ports.

If the die roll is greater than the number of undisrupted and uncadred BEF units, including air units still in play, withdrawal has been ordered. Once ordered, the withdrawal can not be cancelled.

All BEF ground units must move towards the nearest of the three Channel ports to the best of their ability. During the Administration phase one unit is removed from any of the three port hexes. Churchill removes restrictions on RAF commitment making the air reinforcement die rolls (18.2) automatically succeed.

19.2 Dutch Surrender

Dutch surrender is rolled for every turn provided at least one Dutch unit has been Cadred or eliminated during the game and one Dutch urban area is currently in German hands.

If the die roll is less than or equal to the highest number of German air units used in Holland during the turn, Holland

surrenders. Note that there are 3 phases where air units are allocated so the players will have to keep track of the number of units deployed in each phase until surrender.

On surrender, remove all Dutch units from the game.

Design note: *The German terror bombing was a major influence on the Dutch surrender decision.*

Note: *The composite Dutch/Belgian air unit is only removed when both nations have surrendered.*

19.3 Belgian Surrender

Roll for surrender every turn where Brussels is German held. If the die roll is greater than the number of undisrupted and un-cadred Belgian ground units, still in play, Belgium surrenders.

Remove all Belgian units from the game upon surrender.

19.4 Paris declared Open City

Paris will be declared an Open City if:-

- The Germans have more stacking points within 2 hexes than the French and,
- At least five French corps are in the dead pile and,
- There are more French than German stacking points in the dead pile.

Once declared an Open City, Paris becomes prohibited terrain for Allied units and ceases to be a supply source. German units may freely pass through Paris but may not end their movement there deliberately (ie they may skirmish from there and even retreat there if there is no other option).

Note: *There may be severe victory penalties (21.0) if the Germans are forced to fight for Paris.*

19.5 French surrender

France will surrender if:

- There is no available source of supply for the French army except the south map edge and,
- Total German attack factors are at least 1.5 times the total French defense factors and,
- Either Belgium has surrendered or the BEF has been eliminated or withdrawn

20.0 GAME SET UP

The allies always setup first, followed by the Germans.

20.1 Historical Scenario

All setup instructions are given at Army Level and units are free to setup in adjacent hexes provided the majority of stacking points are setup in the listed hex or closer to the border.

20.1.22 Allies

BEF	1117	51 XX sets up with 3rd army
French 1st	1216	French 2nd 1712
French 3rd	1907	French 4th 2004
French 5th	2103	French 7th 1018
French 8th	2506	French 9th 1514
Dutch 1st	0312	Dutch 2nd 0310
Dutch 3rd	0509	Dutch 4th 0310
Dutch Holl	0510	Dutch Ijsel 0308
Dutch Lt	0709	Belg GHQ 1013
Belg 1st	1110	Belg 2nd 1012
Belg 3rd	1010	Belg 4th 0913
Belg 5th	0912	Belg 6th 0812
Belg 7th	1111	Belg Cav 1309

20.1.23 Fortress units

101	1313	ESC	1215	MTY	1709
BOU	1806	THIO	1807	SAR	1905
FAU	1906	ROH	1904	FLA	1016
ALT	2404	MON	2604	BEL	2807
HAG	2002	MST-D	1009	MAA-D	0510

20.1.24 German

1st 1603 4th 1307
6th 0908 12th 1406
7th between 1901-2503 (both fortress units)
16th 1506 18th 0607
Kluge 1207

The Army level units (white boxed) set up with or adjacent to any units of their respective army.

The OKW units may setup with or adjacent to any other German units.

The two Luftwaffe units can be held off map for use during the Airborne & Glider landings step or setup under the same restrictions as OKW units.

Note: German units may setup one hex into Luxembourg.

20.2 Allied 'Last minute' shift

As war clouds gather, the Allied high command begins redeployment to better guard against the obvious German axis of advance.

Setup both sides as historically but then allow one Army or the entire BEF to move any of its units within the normal movement rules. If a French army is moved the units of the armies adjacent to the moving army can move one hex provided that puts them into the redeploying army's vacated area.

Designers Note: thanks to Carl Schwamberger and Bruce Costello for suggesting this (indirectly) through their early 'what-if' games about reinforcing the Sedan breakthrough area.

21.0 WINNING THE GAME

Decisive German victory - Holland, Belgium and France surrender, eliminate or force the withdrawal of the BEF.

Substantial German victory - France and Holland surrenders and either Belgium surrenders or the BEF withdraws or is eliminated.

Minor German victory - France surrenders or Holland and Belgium both surrender and the BEF withdraws or is eliminated.

Minor Allied victory - France has not surrendered.

Major Allied victory - France has not surrendered and either the BEF maintains at least two undisrupted corps on the map or Belgium has not surrendered.

Draw - Any other result.

If there were two or more combats involving Paris hexes, reduce the Allied victory by one level or increase the German victory by one level, to represent the effects such widespread damage has to French morale. A draw is still a draw however.

22.0 OPTIONAL RULES

All of the optional rules can be used in any combination desired. Keep in mind though that most will make the game even harder for the Germans than was historically the case.

22.1 Refugees

A Refugee counter is created when a city is subject to an air attack.

Moving - Refugees are under the German player's control. Each counter will move during the Administration phase. On odd numbered turns, each counter moves one land hex, while on even turns they move 2 land hexes, always towards either the south or west map edges.

Design note: The Germans will have an easier time because most of the refugees eagerly get out of their way !

Effects - Refugees block supply through their hex. Allied units moving into an adjacent hex must pay an extra MP and must spend all remaining MP to enter the same hex as the refugees. German units pay one extra MP when entering an adjacent hex or the same hex as the refugees.

22.2 Closer Allied co-operation 1

Ignore the Allied stacking restrictions in (8.4). The mixing of French (and also German) units of different formations is still prohibited.

22.3 Closer Allied co-operation 2

Treat Brussels and Antwerp as a supply source for all Allied units. In addition any town or city in a coastal hex can be used as the alternate BEF supply point not just the channel ports. Modifies rule (7.3)

22.4 Belgian alliance

Ignore the Belgian historical setup, they can set up freely in Belgian territory.

In addition, the BEF and French 1st and 7th armies can be set up in Belgium.

22.5 Weaker Maginot line

Reduce all Maginot line fortifications by one level, so minor disappears and major is now minor. The money is instead spent on a larger and better organized army:

- All French GCQ units start adjacent to Paris, modifying rule (18.3).
- One French air unit is available on turn 2, roll for air units normally.
- The French replace air losses faster. Treat the air reinforcement table as referring to the number of air units in play contrary to (18.2).
- Remove the 101, ESC and FLA fortress units from play. Instead bring back the first two destroyed French Infantry corps as reinforcements the turn after they are eliminated.

22.6 Fortress Paris

There will be no 1870! Treat the outer hex-sides of Paris as major fortified lines and the inner hex-sides as minor fortified lines. Paris can not be declared an Open City (19.4) but the penalties of (21.0) still apply.

22.7 Rundstedt's nerves fail

Twice during the game but not on consecutive turns, the Allied player can demand that a German formation not move during their turn (including advance after combat) and also skip their mechanized operations.

Designers note: Historically this occurred several times, the best known being the infamous halt order before Dunkirk. Each pause providing valuable breathing space for the Allies, which was not well used.

22.8 Hitler approves preparations for an immediate Operation Sealion

- As soon as Holland has surrendered the glider and Fallschirmjager unit are removed from play.
- When Belgium has surrendered, one German air unit and two Infantry units are removed from play.
- When the BEF withdrawal has been ordered or the BEF has been eliminated, one German air unit and one Infantry units are removed from play.
- The German's scheduled replacement points for turn 9 are also unavailable when using this option.

Designers note: Historically a specific decision was taken on the 21st of May not to begin planning, let alone preparations for an almost immediate invasion of England. For a multitude of reasons, England was at its most vulnerable to an invasion from June to August 1940.

22.9 Optional initial Panzer units.

One of my initial premises when designing the game was that *in a straight-up fight* a British or French division was roughly equivalent to a German one and that they were interchangeable within their own nationality. For the German Panzer forces this was clearly not the case as equipment varied markedly between them.

Players wanting to reflect these differences should use the optional units during setup. Swap the optional counter for the original after the unit receives a Cadre result. This special case overrides rule 14.4 which states that Germans are never affected by Cadre results.

22.9 BEF Armoured Corps

While the British historical doctrine lagged behind the Germans for the use of Armoured forces, many of the original concepts that led to the "blitzkrieg" doctrine originated with British thinkers.

Use the armoured corps in place of both the BEF Arm and Mot units. If the corps is suffers a Cadre result, the counter permanently is replaced by the two original units and one is Disrupted.

For those who really want to experiment with the unit, use the German rules and modifiers for the unit (and the originals if cadred) including acting during the German Mechanised operations phase AFTER the German units have acted.

22.10 Optional additional fortifications

The German fortified line counters are provided to help keep track of the state of the German Fortified Line (rule 2) if the Allies get adventurous.

The other counters are available for players to 'purchase' before setup, swapping one Mot or Arm unit for one fortress or two fortified line counters. The French and German armies must trade in Arm units ahead of Mot units.

These fortifications can be placed anywhere in the swapping nationality's territory.

22.11 Brandenburgers

For those who find the going tough for the Germans, these 4 Brandenberger units should help.

Each unit can be used only once. They must be used during the first three turns during a German initiated skirmish in the indicated country (ie 1 in Belgium and Netherlands, 2 in France).

They provide an automatic +1 to the skirmish die roll on top of any other modifiers.

22.12 Fortress crackers

Eben Emanuel fell to a specially trained force landed on the roof of the great fortress during the first hours of the war.

The German player can use this force once, during the Airborne & Glider landings phase of turn 1. On a roll of 4-6 the fortress is destroyed. Subtract one from the die roll if the fortress is garrisoned. Add 2 to the die roll if air support is provided (not per air unit).

22.13 SS recklessness

In any German combat phase where the SS Mot Div is attacking, it must make a 'ferocious attack'.

The defender's casualties are determined using the next higher odds ratio column but the SS must take any result afflicted by the actual ratio column, treating any result except numbers and D results as a D (disruption). This can only be used until the SS Mot Div has been eliminated for the first time.

EXAMPLE: The calculated ratio is 2.5-1 and the die roll is a 5. Rather than taking a 2DR result, the defender is subject to 2CD. Since the attackers result is – the SS Mot takes a D

23.0 DESIGNER'S NOTES

My reasons for designing his game were very simple, the few Fall of France related games I've seen contradict what I've read. The major contradictions I saw were basically of the "German superman" variety. German numbers and equipment was not markedly superior to that available to the allies. In fact, in both, they were somewhat at a disadvantage.

In tank strength for example the allies totaled around 3000 available against the German total of 2400, while quality wise the 800 real French tanks like the Char-B and Somua outnumbered the German Mk. III and Mk. IV tanks. The Germans did have a bigger army in total but they could not use everything available against their enemies, although Soviet passivity did allow a flood of newly mobilized reinforcements.

The big advantage of the Germans was not the "impassable" Ardennes forest either. The French "knew" the Germans could pass through the Ardennes. In fact the GCQ ran a wargame on that basis in 1937 which "proved" the French would have time to reinforce the area (near Sedan on the map).

The potential threat to the flank via the Ardennes was also used as an excuse by the Belgians for not mounting a forward defense or co-operating more closely with the allies before an invasion (i.e., implementing the Belgian Alliance optional rule). The Allies were surprised by how much and how fast the Germans moved through the area, which resulted German victories in the battles around Sedan and Stonne.

The German advantage lay in the sheer speed at which they operated and the co-ordination of their forces. Luck and poor planning by the allies saved the Germans from a far longer campaign, thus contributing to the "victory" disease which must have contributed to their arrogance in launching the invasion of the Soviet Union.

I hope I've succeeded in demonstrating these points through the historical scenario. Above all remember this is a game so enjoy yourself !

24.0 ADVICE TO PLAYERS

For the German player one of the most important things is protecting the precious mechanized units, especially the panzers. There are several ways the rules help in doing this.

First remember that the motorized infantry are both mechanized and infantry so they can be undisrupted using infantry points, saving precious armour points for the panzers. Second remember that moving into a friendly occupied hex does not trigger a skirmish so follow the historical practice and rush infantry up to cover those panzers !

For the Allied player the most important thing is to chip away at the Germans while maintaining a strong defence line for as long as possible.

Most importantly stomp on any vulnerable mech unit ! They are irreplaceable and if you can cripple the German mech force while maintaining a solid line, the Germans face an uphill battle of attrition.

25.0 CREDITS

Design: Peter Schutze

Graphics: Peter Schutze

Playtesting: Paul Rohrbaugh, Brian Brennan, Keisuke Oda, Reynald Floret & friend, Carl Schwamberger

Dedication: Special thanks go to Paul Rohrbaugh, who encouraged me to finish the game and let him playtest it by agreeing to create game on the Arras battle for me in exchange.

DETAILED EXAMPLE OF PLAY

This example covers half of the first turn, ending after the German Mechanized Operations phase. Only those units affected by the example are discussed.

Setup:

Allied Fortress divisions are in their historical hexes.

German 12th army has III and VI corps plus HQ in hex 1507, XVIII corps and the mountain division in hex 1407.

French CAC corps in hex 1807, VI and XLII corps in hex 1908. Both 2A units in 1611, XVIII corps in 1711

Reinforcement phase:

Replacement Points - none on turn 1.

Allied Air units - roll for RAF is a 2 so first RAF is not available.

Cadre rebuilds - there are no cadred units at the start of the game, otherwise they could be rebuilt using the appropriate RP.

New Units - The BEF Arm unit enters at 0901 (Calaise).

German Movement phase:

Assign Air Units - The Allied player places the D/B air unit in 0411 for air support since this is a likely landing spot. The German places air units in 0411 and 1808 (the other units are not relevant to the example).

Air to Air combat - hex 0411 contains both the D/B air unit and a German air unit. The German player rolls 3 aborting the B/D unit. The Allied player rolls 5, damaging the German air unit which is placed 3 down on Turn record track (turn 4).

Emergency recovery - Not applicable on turn 1.

Airborne and glider landings - The German FSJ division is placed in hex 0411. Since this is adjacent to the Dutch I corps a skirmish battle is fought. The die roll is 2, there is a -1 modifier since the Corps defense of 4 is double the FSJ attack of 2 and another -1 since 0411 is a city giving a modified roll of 0. This results in the FSJ being disrupted. The stalled result is irrelevant since landing units use all their MP.

Movement and Skirmish - The stack in 1507 moves to 1607 paying 1MP for entering clear terrain and another 1MP for crossing the river leaving the III and VI Corps with 3MP each and the HQ with 2MP. From 1607 the stack moves to 1708 paying 1MP to enter the hex. Because of the international border separating them, the three French units, the MTY fortress division in 1709 and both the CAC Corps and THIO fortress division in 1807 do not exert a ZoC into the hex, preventing a skirmish from occurring.

Otherwise the skirmish could be resolved as follows:

Since the units will benefit from being behind the fortress line, the French player decides that the units from both hexes will defend. Thus the odds are 9 (4+4+1) attacking factors against 7 (2+2+3) defending factors.

There is a +1 die roll modifier because the attackers (Germans) are stronger but no terrain die roll modifiers because hex 1708 is clear terrain. The defenders are all behind (major) fortified lines so they can ignore Retreat results. The die roll is four modified up to 5, defender disrupted or retreats. The French player chooses 'retreat' since his units can ignore the result. Since the German stack was not stalled its units could continue operations.

Since it has remaining MP, VI corps tries to breach the fortified line in 1808. A three is rolled and modified by +1 for the air unit support, +1 because the 12 Army HQ will be supporting the attempt and -1 because it is a major fortified line. The modified roll of four means a breach has been created but VI corps is disrupted. A breach marker is placed in 1708 facing 1808 to indicate the breach.

At this point VI corps has used its remaining MP creating the breach, 12th Army HQ has 1MP and III corps has two. Since hex 1808 is Hilly it requires 2MP to enter so the HQ ceases movement. Since VI corps is disrupted it could not move even if it had remaining MP. III Corps moves from hex 1708 to 1808 using its last MP and triggering another skirmish. Since there is now an enemy unit in the fortification's hex, the remaining fortified line hex sides are destroyed and the breach marker moved to hex 1808.

The French player can choose to use the units in 1908, 1807 and the MTY fortress unit in 1709. Since none of his units will benefit from retreat blocking terrain and the air unit in support of the Germans prevent him from claiming the "defender at least double attacker strength" modifier, he selects only the units in hex 1908 to participate in the skirmish. A three is rolled and a -1 die roll modifier applied because hex 1808 is Hills but there are no other modifiers. The modified roll of two is attacker stalled, which in this case is irrelevant since III corps has no MP remaining. This effectively ends the movement of the first German stack.

The German stack in 1407 now moves, firstly to 1508 expending 2MP then 1607 expending another 1MP. Since 1708 is occupied by VI corps and stacking is always enforced, the Mountain division ceases moving while XVIII expends its last MP moving from 1607 to 1708. This would not trigger a skirmish, regardless of other circumstances, because ZoC's do not extend into enemy occupied hexes.

The rest of the German army moves as well but that will not be covered in this example.

Combat:

The 12th army declares one attack, the III and XVIII Corps and the 12th Army HQ will attack the MTY fortress division in hex 1709. The Germans have 10 attack factors vs the French 2 defense factors for a ratio of 5-1. Because the defender occupies hills, there is a -1 column modifier. There is no modifier for the fortifications because it does not affect the attacking units in hex 1808. The Germans benefit from a +1 die roll modifier for HQ support.

A four is rolled which is raised to 5 on the adjusted 4-1 column. This results in -/3 which eliminates the MTY fortress division (the other 2 eliminations can not be implemented).

Since the 12th Army HQ, XVIII and III corps are undisrupted and the defenders have been forced out of the hex, the German player advances these units into hex 1709. The III corps advances first, automatically breaching the fortified lines and allowing the HQ and XVIII to advance into the hex.

If the III corps had been disrupted, both undisrupted attacking units would have been confronted by the fortified lines and thus unable to advance.

German Mechanized Operations:

The 12th Army does not have any units capable of mechanized operations. Its neighbour's in the Kluge group will be used.

Assign air units - German units are reassigned to 1610 and 1512

Combats - Kluge units are currently not adjacent to enemy units and thus can not declare combats.

Movement and Skirmish - The 2 Motor Inf division and both the 6 and 10 Armour divisions had moved to 1510 earlier. The Motor Div successfully breaches the minor fortified line facing it in 1610 as its movement. This allows both armour divisions to advance into 1610 and triggers a skirmish.

Because all French units are on the other side of the river, there will be no Mechanised DRM. Similarly the French player can not claim the defenders double attackers strength DRM due to the air unit. To prevent the Germans from being stronger, but risking the minimum force, the French player uses both 2A units in 1611 and holds the XVIII corps out of the Skirmish. A die roll of 5 causes the French units to retreat to 1612 although other hexes could have been chosen.

Both Armour units now enter hex 1710 as their final planned movement and resolve an inconclusive Skirmish (No Effect) against the French XVIII corps.

The 2 and 8 Armour divisions now move out of the Ardennes, first to 1410 then 1411 and finally to 1512 where the waiting Luftwaffe prevents the French 9th army units and the 2A units from outnumbering them in the Skirmish. The skirmish result is Attacker stalled.

26.0 FALL OF FRANCE CHARTS

16.2 RECOVERY TABLE

- 1 Eliminated or pay 2 replacement point
 - 2-3 Stay disrupted or pay 1 replacement point
 - 4-6 Disruption removed
- If Div eliminated +1RP of appropriate type / nation
 if Corps eliminated +2RP of appropriate type / nation

18.1 REPLACEMENT POINTS

- Turn 2 = Germans 9I 1M
- Turn 3 = Germans 6I, French 2I
- Turn 4 = Germans 2I
- Turn 8 = French 1I, 1M, British 2I
- Turn 9 = Germans 12I
- With French Alpes army = French 3I

REPLACEMENT POINT COSTS

- Rebuild Inf XXX 4
- Rebuild Cadred 2
- Emergency replace 1

18.2 ALLIED AIR UNIT REINFORCEMENTS

- | | | | |
|-------------|--------|--------|------------|
| FRENCH | | RAF | |
| Turn 5 5-6 | First | Turn 1 | 3-6 First |
| Turn 8 4-6 | Second | Turn 6 | 4-6 Second |
| Turn 12 4-6 | Third | | |

Can't get a 2nd until 1st succeeds etc.

If BEF withdrawal ordered (19.1), die rolls automatically succeed.

14.0 COMBAT RESULTS TABLE (affects units only, see 8.3 for fortifications)

Roll	1-4	1-3	1-2	1-1.5	1-1	1.5-1	2-1	2.5-1	3-1	4-1
0	1D/CD	1/DR	CR/DR	CR/D	D/CR	*DR	*DR	D/R	CD/1DR	CD/2R
1	1/CDR	CR/DR	DR/D	DR/D	CR/D	*R	R/D	D/DR	D/1CD	D/2D
2	CR/DR	DR/D	*DR	*DR	*DR	R/D	-/R	D/CDR	D/2D	D/2C
3	DR/D	*DR	*R	*DR	*R	D/CD	D/DR	D/1CD	-/2D	-/2C
4	*R	*R	-/R	*R	*R	D/DR	D/CDR	-/1CDR	-/2DR	D/3R
5	R/-	R/D	R/D	R/D	-/R	D/CDR	-/CDR	-/2DR	D/2CD	-/3
6	R/D	D/DR	D/CR	D/DR	-/DR	-/CD	D/1CR	D/2CR	-/2CDR	D/3D
7	-/DR	C/DR	R/CD	CD/DR	-/CDR	D/1CR	D/1CDR	-/2CDR	D/3R	-/4D

D = disruption Number = eliminations R = retreat C = cadred (Allies only) * = smaller force (in stacking points)

Modifiers:-

- Air support = column shift
- HQ support = ±1 die roll
- Mechanized assault = Germans column shift, Allies ±1 die roll

TERRAIN EFFECTS EFFECTS ARE CUMULATIVE

Terrain	Movement	Skirmish	Combat
Town	-1MP mech	Occupier = ignore R	-1DR
City	-1MP	Occupier = ignore R -1DR	Defender = R for D -1 column
Fortress	Non-owner prohibited see 9.3	Occupier = ignore R	Defender C = D, ignore R, x2
Minor fortified line *	Non-owner prohibited see 9.3	Occupier = ignore R	Defender = ignore R -1DR
Major fortified line *	Non-owner prohibited see 9.3	Occupier = ignore R	Defender = ignore R -1 column
Minor river *	+1MP	No mech bonus	No Mech assault DRM -1DR
Major river *	+2MP	No mech bonus -1DR	No Mech assault DRM Defender x2, ignore R
Swamp	3MP, all MP in Mech Ops phase	Prohibited for tanks	No Mech assault DRM Defender x2, ignore R
Forest	2MP	No mech bonus	No Mech assault DRM -1DR
Hills	2MP	-1DR	-1 column
Hilly forest	3MP, 2MP Mountain Infantry	No mech bonus -1DR	No Mech assault DRM -1 column
Mountain	4MP Inf, 3MP Mtn, All MP HQ and Mechanized. Mech Ops phase = Prohibited	Prohibited for tanks Defender = ignore R	Mechanized units halved Mtn x2 in attack, x3 in defense
Clear	1MP	-	-
Border	-	No Zoc across on Turn 1	-

For skirmish use DRM of terrain of hex entered and Defender benefits based separately on each defending stacks terrain.

For Combat use defenders terrain

* For hex side terrain types ignore terrain unless all attackers affected by terrain