

Switzerland must be Conquered!

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DIE SCHWEIZ MUß NOCH GESCHLUCKT WERDEN

Adolf Hitler's early stated political aim was unification of the German people into one powerful and respected Germany. In this he initially succeeded, except for one case, the Swiss Germans. Absorption of the Swiss Germans was planned, but never carried out. "*Die Schweiz muß noch geschluckt werden*" (literally: Switzerland must still be absorbed) was the name of the operational plan approved in August 1940 to do just that.

1.0 INTRODUCTION

Switzerland must be Conquered is a simulation of the planned assault on Switzerland by Nazi Germany during World War 2. Other scenarios a variety of "war scares" Switzerland experienced when invasion seemed imminent. Players represent the military high commands directing their forces during what was sure to be a trying battle for all concerned. Fortunately for the German player, Adolf Hitler is busy elsewhere and will not interfere with your battleplans.

Game scale is based on daily turns with each map hex being approximately 20 kilometres across. Army units range from regiments to divisions.

2.0 GAME COMPONENTS

Each copy of *Switzerland must be Conquered* contains the following components:

- this rules booklet
- 22" x 17" game map
- 286 counters
- 1 players aids sheet

A six sided die is required for play.

2.1 The Rules Booklet

The rules booklet contains all the rules required for play. The rules are structured to follow the sequence of play are numbered to facilitate easy reference. Cross references to related rules are used throughout the text.

2.2 Game Map

The game map represents Switzerland and the surrounding area, the focus of the battle. A hex grid has been superimposed over the map to regulate game functions.

2.3 Counters

The single and double-sided counters represent the fighting forces on each side. Army counters, or units, represent the combat forces involved in the struggle ranging from companies to battalions. The playing aid counters, referred to in the rules as markers, are used to facilitate the flow of the game.

2.4 Playing Aids

The players' aid sheet contains various charts and tables required for play. Players must keep this sheet at hand during play.

3.0 GAME TERMS AND CONCEPTS

Control: A unit controls the hex it occupies. To retain control of captured urban areas, the German player must leave a unit in each to maintain control of it. Several control markers have been provided to help players track control. These should be placed on top of urban hexes as convenient.

German: Includes the optional Italian units when in play

Hit: A hit represents slight damage to a unit. It mainly represents unit dis-organisation. Hits subtract from the combat strength of a unit. Hit markers are used to indicate a unit's reduced combat strength. These are placed underneath an affected unit.

Regiment: The Germans and Swiss both used regiment to mean a different sized unit to the smaller British Commonwealth unit where the term is sometimes interchangeable with battalion, although more often used as an administrative designation and the United States where it means roughly brigade.

Reinforcement: A new unit coming into play. These are detailed in each scenario's special and optional rules.

Replacement: Replacements reverse hits, representing the re-organisation of a unit.

Stacking Point: A measure of a unit's size.

Regiments count as 1, brigades as 2 and divisions as 4.

Step Loss: A step loss represents fairly severe damage inflicted on a unit. Many units only have multiple steps (and step counters) which are numbered while a few have only one step.

Swiss: Includes the French in some scenarios

Terrain: The effects and restrictions caused by terrain is very important to play. Consult the Terrain Effects Chart frequently.

Zone of Control (ZOC): This effect, whereby moving next to an enemy unit has adverse effects or restrictions is not used, due to the short time scales of the game.

4.0 SEQUENCE OF PLAY

Each full turn consists of the following phases, resolved in the order listed. They are separate into daylight and night phases to reflect the limitations on night time activities. The game turn marker has day and night sides to help players track the time of day.

4.1 Daylight Phases

4.1.1 German Bombardment Phase

German artillery units and the bomber unit attack adjacent enemy units (see 6.0, 7.0).

4.1.2 Swiss Bombardment Phase

Artillery units only (see 6.0)

4.1.3 German Movement Phase

German units move (see 9.0). Some may be able to overrun Swiss units and continue moving (see 12.0).

4.1.4 German Combat Phase

Conduct combat in all hexes where units of both sides exist, repeating the procedure until only one side survives in the hex (see 10.0). If Advanced Air Combat (8.0) is in use any air to air battles will have to be resolved before ground combat. During this phase, the Germans are the attackers.

4.1.5 German (first) Replacement Phase

German player can use existing replacement points and buy emergency replacements to remove a hit from units (see 14.0).

4.1.6 Swiss Movement Phase

Swiss units move (see 9.0). Some may be able to overrun German units and continue moving (see 12.0).

4.1.7 Swiss Combat Phase

Conduct combat in all hexes where units of both sides exist, repeating the procedure until only one side survives in the hex (see 10.0). If Advanced Air Combat (8.0) is in use any air to air battles will have to be resolved before ground combat. During this phase, the Swiss are the attacker.

4.2 Night Phase

The night phases are quite similar to the day phases but with restrictions on the individual steps involved, which are summarised in the Night Phases special rules (see 13.0).

Mark any unit involved in the following phases as 'no replacement'.

4.2.1 German Night Bombardment Phase

Artillery units can attack adjacent enemy units (see 6.0, 13.1).

4.2.2 Swiss Night Bombardment Phase

Artillery attack adjacent enemy units (see 6.0, 13.1).

4.2.3 German Night Movement Phase

German units can move (see 9.0). Some may be able to overrun Swiss units at a reduced effectiveness and continue moving (see 12.0, 13.2).

4.2.4 German Night Combat Phase

Conduct only one round of combat in all hexes where units of both sides exist (see 10.0, 13.3). During this phase, the German are the attacker.

4.2.5 Swiss Night Movement Phase

Swiss units can move (see 9.0). Some may be able to overrun German units at a reduced effectiveness and continue moving (see 12.0, 13.2).

4.2.6 Swiss Night Combat Phase

Conduct only one round combat in all hexes where units of both sides exist (see 10.0, 13.3). During this phase, the Swiss are the attacker.

Reminder: During night phases, the night phase special rules apply (see 13.0).

4.3 Replacement Phase

Both sides collect replacement points and use them to remove hits from eligible units and rebuild eliminated units (see 13.0).

4.4 Reinforcements Phase

Each scenario's special and optional rules detail any reinforcements. See also (15.0)

4.5 Administration Phase

Adjust German victory points, check for game end, remove no replacement markers, advance turn marker etc.

5.0 STACKING

The number of units able to occupy the same area and continue to function effectively is limited.

In *Switzerland must be Conquered*, this is reflected by only allowing each side to have 5 stacking points in a hex. If friendly nationalities (ie Italian & German) are mixed the limit is only 4.

Furthermore, to account for the logistical and control problems, only 3 units may stack in a hex. Regiments count as 1 point, brigades as 2 and divisions as 4 points for stacking purposes.

Note: the Brandenburger units are small bands totaling less than a regiment between them (thus no unit sizes) and do not count for stacking points but they are still subject to the 3 unit and mixing nationality limits

Stacking is checked for both sides at the end of each of the combat phases. If stacking limits are breached, the player owning the offending units must eliminate sufficient units to restore the stacking limit.

DESIGN NOTE: attacker overstacking during combat and retreats is intentionally allowed to allow ferocious, high risk (suicidal) attacks. Take the risk when you feel the rewards justify it.

6.0 BOMBARDMENT

Each artillery attack can cause one hit on one enemy unit in an adjacent hex. Several artillery units stacked together in a hex may combine their strength into a single attack but the maximum bombardment strength can not exceed 4.

6.1 Resolution

The Bombardment Table shows the number or less required to score a single hit on one of the units occupying the hex using a single die.

Cross reference the number of defending stacking points against the strength of the firing artillery, apply all modifiers, primarily the target hexes terrain and then roll this modified number or less on a single dice.

The defender selects which unit is affected on a successful odd numbered die roll, while the attacker selects on a successful even numbered roll.

A hex can be attacked by several groupings of artillery units in a single bombardment phase but each artillery attack is resolved separately.

EXAMPLE: 4 bombardment strength versus 5 stacking points requires a die roll of 6. After applying modifiers from the Terrain Effects Chart (e.g. -2 for urban terrain), the requirement becomes a 4 or less. The die roll is a 2, so the bombardment is a success and the attacker selects which unit is affected.

6.2 Restrictions

A hex can not be totally emptied by bombardment attacks, one unit will retain its last hit regardless of the number of successful bombardment attacks it receives.

DESIGN NOTE: The last remnant can not be eliminated by bombardment, to reflect the fact that artillery almost never totally destroys the opposition. There will be enough survivors willing to resist those few extra hours to require local attacks.

7.0 GERMAN BOMBER

This rule is still used when the advanced air combat rule (8.0) is in use.

During the turns noted in the scenario instructions, the Axis player can, if he desires, roll for air support during the bombardment phase on the German Bomber Table. This support is represented by a single bomber counter, which functions as a single bombardment attack of varying strength (per the table). The bomber can be placed anywhere on the board during the Axis bombardment phase. The German bomber is not active at night.

Note: a roll of 6 results in the loss of one victory point, representing the loss of valuable bomber aircraft to Swiss air defenses. Also, the bomber is not available that turn.

DESIGN NOTE: The German plan did not report specific air support, a central tenet of the Blitzkrieg. It is unlikely that the entire Luftwaffe would have been deployed for the operation at any time, thus the limited and erratic strength available.

8.0 ADVANCED AIR COMBAT

While Germany could expect air superiority almost from the start, represented by the German Bomber rule, the Swiss possessed sufficient fairly advanced fighters to contest superiority locally.

Each scenario's optional rules specifies how many German and Swiss fighters are available, if players decide to use this rule.

8.1 Fighter placement

At the start of each player's day time combat round the Swiss player places his available units individually in any hexes desired. The German player then places his units either individually in hexes not occupied by Swiss fighters or in pairs in Swiss fighter occupied hexes.

Fighters can only support units of their own nationality including mixed nationality stacks. Italian and German fighters can not combine to 'pair up'

8.2 Air Combat resolution

For each hex containing both Swiss and German fighters, each player rolls 1 die.

If the die rolls are equal, place one fighter from each side on the next turn of the turn track.

If the difference in die rolls is only 1 the lower scoring side places his fighter on the turn track the number he rolled ahead of the current turn.

If the difference is greater than 1, the lower scoring side has permanently lost one fighter. If it was a German fighter lost, this will leave one of each nationality thus requiring a second round of air combat.

8.3 Local Air superiority bonus

Having fighter support allows the owner to modify the combat results die roll up or down by one as desired after it is rolled, provided the new result does not increase enemy casualties.

Example: the German player is attacking at 2:1 with a fighter in support and rolls a 4 which gives 1/2. He can chose to increase the roll to a 5 giving -/2, thus avoiding a hit himself or he can modify the roll down to a 3 giving -/1R if he really wants the Swiss to retreat (perhaps its an urban area).

9.0 MOVEMENT

Units are moved individually from their current hex to an adjacent hex paying the required movement points as per the Terrain Effects Chart. While a unit has sufficient movement points remaining, it can continue moving from hex to adjacent hex paying the required movement points as it goes. A unit must pay the full cost for entering any hex after the first.

A unit can always move one hex, provided it is allowed to enter the destination hex or cross the hexside.

Units must stop when entering an enemy occupied hex and either declare an overrun attempt or wait for the combat phase.

Reminder: Stacking only applies at the end of the combat phases.

9.1 German Strategic Movement

German units can leave the map via any road in a controlled country. During the next German movement phase they can re-enter the map at any other German controlled road. This uses their entire movement allowance for the phase.

9.2 Movement Restrictions

Standard artillery can only enter hills on roads. They can not enter mountains or glacier. These units are indicated with a light brown box around their movement allowance.

Motorized units, including motorized artillery and armour, can only enter mountains on roads. These units are indicated with a dark brown box around their movement allowance.

10.0 COMBAT

Combat always takes place when units of both sides occupy the same hex.

10.1 Procedure

The player whose combat phase it is, is referred to as the attacker for combat resolution. This is regardless of the overall situation at that particular point.

In each round of combat, the attacker compares the total combat strength of his units to that of the defenders and reduces the result to a simple ratio matching one on the Combat Results Table. The ratio is always rounded downward in favour of the defender (e.g. 39 to 10 would be 3.9:1 reduced to 3:1).

If the ratio is lower than 1:4 eliminate all attackers. This may occur due during retreats (see 10.2.3).

The attacker then rolls a single die to find the result of that round of combat.

If enemy units still occupy the hex after applying all results, a new round of combat takes place except during night phases (see 12.0). There are no voluntary retreats by the defender during combat resolution.

10.2 Combat Results

Units can suffer hits, step losses, elimination and mandated retreats.

All effects are applied to the defender's units before applying any effects to the attacker. All combat results are applied at the unit owner's discretion as long as the maximum possible effect must be applied.

EXAMPLE: A result calls for one hit and one step loss. There is only one unit in the hex. If the unit has already a taken hit then the hit is taken before the step loss forcing the damaged unit to effectively lose 2 steps; otherwise, the step loss is taken before the hit.

Reminder: When using Advanced Air Combat, the player with a fighter in support can chose to modify the die roll (see 8.3)

10.2.1 Hits

Hits are shown on the Combat Results Table as numbers. Hits are cumulative.

When a unit suffers a second hit it removes the existing hit and is replaced by the next weaker step counter. If there is no further step markers for the unit, it has been completely destroyed.

10.2.2 Step Losses

These are shown as stars (*) on the Combat Results Table. When a unit suffers a step loss, remove any hit already suffered and flip it to the weaker side of the counter.

For smaller units and unit already on their weakest step, this means the unit disintegrates and it is removed from the map.

10.2.3 Retreats

These are shown as an **R** on the Combat Results Table. Retreats are conducted on a unit by unit basis, the entire stack does not have to retreat to the same hex.

There is no prohibition on retreating forward although, if possible, an empty hex closer to Bern, for Swiss units, or German controlled territory, for German units, should be selected.

If the retreating force is surrounded by enemy units and/or forbidden terrain, they must attempt to breakout through one of the enemy occupied hexes in order to complete their retreat.

They enter the enemy hex and conduct as many rounds of combat as necessary to eliminate one force from the hex. If the retreating force is again forced to retreat, they must return to the hex they just vacated.

If the retreating force is forced to over-stack in a friendly occupied hex, it must do so. At the end of the current combat phase, the normal stacking rules will apply.

DESIGN NOTE: You can usually go around any enemy in mountainous terrain, if you really want to. There is always another valley or ridge line to follow, so fighting tends to focus on the current battle line rather than the organised frontline of more open warfare.

That is why retreating "forward" is allowed, although it is discouraged.

10.2.4 Eliminated

An **E** result on the Combat Results Table means that all units of that side in the current battle are removed from the map.

10.3 The Casualty Pile and the Dead Pile

When a unit (not a step) is removed from the map, it is placed in the casualty pile. During the replacements phase, these units are moved to the dead pile. This is important for replacement point calculations (see 13.2).

Note: Since artillery units do not provide replacement points, they can be put straight into the dead pile but this is a bad habit to get into.

10.4 German Engineer Units

10.4.1 Urban or Mountain terrain

The German engineer units provide a favourable one column shift on the combat results table when participating as an attacker in urban or mountain terrain.

If the combat results call for their stack to take any hits or step losses, the engineer unit must take one of these results.

10.4.2 vs Fortifications

During his movement the German player has the option of eliminating an engineer in a fortification hex to immediately destroy that fortification, if the fortification does not have any supporting units, rather than stopping and resolving combat. This may be desirable even when entering a fortified line from "behind" to allow the rest of the stack to keep moving.

10.5 Artillery Units in an Attacking Force

Artillery units participate normally in an attack. However, only one of the artillery units strength is used in the odds ratio calculation.

DESIGN NOTE: This rule is intended to prevent the absurd situation of the German player using several artillery regiments and both artillery brigades as an assault stack.

11.0 Fortifications

Many scenarios call for Swiss and/or French fortification counters to be placed. There are two types of fortification, fortified lines and fortresses.

Fortifications block all movement through the hex except to their owner. This includes blocking allied nations.

11.1 Fortified Lines

When attacked from one of the three hex sides the counter is facing, those attackers (not the whole force) are halved. The fortified line has an intrinsic defence strength of 1.

If attacked solely from “behind” i.e. the sides the counter does not face by the trench icons, the fortified line is eliminated automatically during the combat phase.

11.2 Fortresses

The four large fortified complexes are treated similar to fortified lines except that they face in all directions and have an intrinsic strength of 3

11.3 ‘Optional’ German Engineers

Using the Swiss fortifications will make life very difficult for the German player.

To balance this out the German player can spend 1 VP to bring in the four optional engineer units during the first reinforcement phase where he has a positive VP balance. These engineers will enter in any German controlled territory

12.0 OVERRUN

Overruns can be conducted by the active player's units during his movement phase. They are always voluntary.

12.1 Restrictions

Overruns can only be conducted by certain units and only in certain terrain. Regardless of terrain, Fortifications (11.0) prevent the overrun of units stacked with them.

Armour and motorized units can overrun border units in any terrain they can enter. Border units defend at half strength against this overrun attack. Armour and motorized units can overrun infantry units in clear or hill terrain.

Mountain units can overrun motorized and armour units on a road in a hill or mountain hex.

Any non-artillery unit can overrun an artillery unit on a road in a hill hex.

Any non-artillery unit can overrun Brandenburgers (18.9)

12.2 Procedure

The overrunning units pay the normal movement costs to enter the enemy hex.

A single combat roll is conducted. If the defender was eliminated from the hex by the attack, any part of the attacking stack that can pay the appropriate movement point cost, can keep moving. If the defending units survived the overrun, the attackers must stop in the hex and conduct normal combat.

12.3 Disruption Cost

All attacking units in overrun combat (whether successful or not) take one hit after all other results of the combat have been applied to both sides.

13.0 NIGHT PHASES - SPECIAL RULES

Night is usually a time for recovery from the exertions of the day. Round the clock combat is a 21st century innovation.

Units willing to pay the appropriate price in dis-organisation, as represented by hits, may continue to engage the enemy at night.

13.1 Night Bombardment

Bombardment attacks suffer a -1 modifier to the bombardment number.

The firing unit and target unit have both been involved in combat (regardless of the result) and thus are not eligible for replacements.

13.2 Overrun

Except for Swiss mountain units, any unit making an overrun attack at night takes a hit before resolving the overrun combat. They still take the normal overrun hit after the combat results.

13.3 Combat

All units involved in combat (not just the attackers) take 1 hit after all other results have been applied to both sides.

If the defender survives the first round of combat, the attacking units each take an additional hit and remain in the hex. There are no multiple rounds of combat at night.

14.0 REPLACEMENTS

Free replacements are received every replacement phase.

Replacements are designed, primarily, to allow the removal of hits, representing overnight unit consolidation and re-organisation.

A unit can have any number of hits removed in a single phase, provided all restrictions are met.

14.1 Restrictions

Replacement points can not be received by a unit involved in movement or combat during the correspondingly named night phases. They will have been marked with "no replacement" markers during those phases.

Being subject to bombardment is combat, whether the bombardment was effective or not.

Replacement points can not be used to restore a unit to its full strength after it has suffered a step loss.

14.2 Replacement Point Calculation

Switzerland receives 2 replacement points until Bern falls after which they receive only 1.

Germany receives 1 replacement for every 2 victory points they currently have (rounded down).

In addition, each army receives 1 replacement for each 2 destroyed stacking points (eliminated units not steps) in the casualty pile

After calculating replacement points, move all units in the casualty pile to the dead pile.

14.3 Rebuilding Units

After all hits on all eligible units have been removed, both sides can use their remaining replacement points to rebuild specific regimental units.

Both armies can rebuild eliminated infantry, engineer or border regiments at a cost of 1 plus the unit's attack strength.

The Swiss can also rebuild their mountain regiments after all other eligible units have been rebuilt.

EXAMPLE: A German engineer regiment can be rebuilt for 3 replacement points, 1 +2 extra for its combat strength.

14.4 Rebuilt Unit Placement

Rebuilt Swiss units can be placed in any controlled city, subject to stacking limits.

Rebuilt German units appear along the map edge in any controlled country, subject to normal terrain rules. Italy is considered Italian controlled and only Italian units will appear there.

14.5 German (First) Replacement Phase

The German player has an extra, limited replacement phase. He may apply a single replacement point to any units not adjacent to enemy units during this phase. Swiss units are not considered adjacent unless they are permitted to move into the German hex or could bombard the German unit.

14.6 German Emergency Replacements

The Axis can spend one victory point to buy five extra replacements unless the scenario specifies otherwise. This decision is announced during either replacement phase. Only one victory point can be spent per phase. The German player can not use this option if already negative victory points or would go to negative victory points by doing so.

15.0 REINFORCEMENTS

New unit reinforcements only occur by the use of optional rules and scenario specific rules. Unless specified otherwise in the scenario they are placed as per their specific optional rule (eg Airborne 18.5.3) or as Rebuilt units (14.4).

16.0 VICTORY POINT TABLE

The Axis player earns victory points (VPs) as follows:

3 VPs for holding Bern (red)

1 VP for each other Swiss urban area held (yellow)

This gives a maximum of 20 victory points.

Note: the 3 urban areas in France do not normally provide the German player VP. Their effects are described for each scenario.

The Axis player pays for time and casualties with his victory point allocation as follows:

1 VP for each additional turn requested above the scenario limit

1 VP each time German emergency replacements are taken (see 14.6)

1 VP for each armour or motorized division with more than one step lost

1 VP for each division lost (this does not supercede the 1VP for multiple step losses in armour or motorized divisions)

If the advanced Air combat rule (8.0) is being used, the German player will also pay 1VP if all of his fighters are dead or rebuilding (ie on the turn track)

Also note the potential loss caused by the German bomber (see 7.0) and the adjustments specified in the optional rules (see 18.0).

17.0 ENDING THE GAME

The game ends in one of two ways, either the Axis achieve their objectives and force Switzerland to surrender or they run out of time or victory points with which to purchase more time and lose the Scenario. The victory point balance at the end of the game determines the level of victory achieved.

17.1 Swiss Surrender

At the end of any turn where the Axis meets all of the following criteria, Switzerland surrenders:

Axis has a positive victory point balance

Switzerland has lost at least 5 brigade or division sized units, ignoring Border Guards.

Bern and 1D6+6 of the other urban areas must be Axis controlled.

The die roll for the number of urban areas required above (1D6+6) is conducted every turn that the surrender conditions may have been met (ie if the other conditions have been met and Bern plus at least 7 other urban areas are German controlled).

17.2 Victory Levels

In most scenarios the level of victory or defeat is determined by the number of victory points the German player has remaining when Switzerland surrenders (see 17.1).

Decisive Victory: 11+ VPs

Normal Victory: 7-10 VPs

Marginal Victory: 3-6 VPs

Pyrrhic Victory: 1-2 VPs

Defeat: 0 VPs or less

18.0 ADVANCED AND OPTIONAL RULES

18.1 Militia

Certain scenario's allow the German player to place militia markers. There are two types of militia counters. The difference is only important for setup.

NSB Militia may be placed in the area between the 05xx and 14xx hex lines where French Swiss predominate. Militia may be placed in the area between the 12xx and 23xx hex lines, the area with the highest concentration of German Swiss.

The markers only last for the first turn of the scenario. The purpose of these markers is to restrict Swiss movement. Swiss units may not setup in a hex occupied by a militia unit and may not enter a hex containing militia, nor may militia be bombarded.

Historical note: There were French Swiss enamored with Nazism long after the German Swiss "turned their backs" on the "fatherland"

18.2 Road Out

These markers indicate hexes where the Swiss army has blown bridges and in other ways damaged the road network enough to hinder movement. While the 'road out' marker remains in a hex ignore the road for all purposes.

Road out markers can be removed by the German player during the administration phase if an engineer unit occupies the hex and is also removed.

There are 8 markers provided. Two markers are always made available to the Swiss if the Italians are in play. They must be placed within 3 hexes of the southern (ie Italian) border.

18.3 Swiss Strip Three Corps for Reinforcements.

In some scenarios the Swiss player has the option of giving the German player victory points in exchange for pulling units away from the Italian front. This may still be possible if Italy is in play.

For one victory point he can place the 11th Mountain Brigade and the 60th Mountain Regiment in Swiss territory below the xx11 hex row.

For two victory points he can place the 9th Mountain Division and both the 61st Mountain Regiment and 62nd Mountain Regiment in Swiss territory below the xx11 hex row.

Both options can be taken on different turns. If both are taken, then also add 2 turns to the scenario's turn limit.

18.4 Releasing the POWs

The Swiss player must announce that this option is being used during the replacement phase of turn 3.

There is historical documentation to support the Swiss freeing and arming the primarily French and Polish POWs they were holding. At their peak the Swiss could have formed an infantry brigade and an armoured regiment using the equipment interned with them.

The units appear in the reinforcement phase of turn 3 or 4 (roll a die, odd = 3, even = 4) of the scenario and can be placed anywhere on the road between Bern and Geneva not occupied by German units.

This is partly balanced by the deployment of the HG PG regiment on a German controlled map edge hex, in the German (first) replacement phase of the following turn.

18.5 German Airborne Troops

Historically the German airborne units, the famed *Fallschirmjaeger* (parachute) and their associated *Luftlandung* (glider), were busy throughout the periods covered by the scenarios.

The German player can request them during any reinforcement phase but at a high cost in victory points.

The German player can not use this option while having negative victory points or if it would mean the victory point total becomes negative.

18.5.1 Availability

The *Fallschirmjaeger* units are available depending on scenario specific rules.

18.5.2 Costs

The *Fallschirmjaeger* parachute unit costs two victory points. Each of the three glider units (16th, 47th and 65th) costs one victory point. Each unit lost in combat costs an additional victory point.

18.5.3 Placement

The German player must note on a scrap of paper, for later inspection by the Swiss player, which hexes they will land on when requesting them. The units will arrive at the requested hexes during the next German night movement phase.

They can not be requested to land in a glacier hex. They can only land in a mountain hex that contains an urban area. The glider units can land on mountain hex with roads but take one hit if doing so.

18.5.4 Movement and Swiss Reaction

If the landing hex is occupied by Swiss units when the airborne troops arrive, the Swiss units in the landing hex can either immediately conduct an extra overrun attack (using the night rules) against the airborne units or move to an adjacent hex.

The arrival of the airborne units in the German night movement phase does not constitute their moving at night, this merely reflects the 4 to 5 hour delay in deploying them. They may move normally in the night movement phase.

The parachute and glider units are treated as infantry for overrun restrictions at other times (see 11.1).

18.6 Fog of War

The Swiss setup chart shows the historical deployments that were maintained throughout the Second World War. The units were not always exactly where listed and the Germans could not be sure of exact locations. To simulate this, roll a die. The number rolled equals the number of brigade or regiment sized units, with listed setup hexes, the Swiss player may move to an adjacent hex before placing those units without a listed setup hex.

18.7 Swiss National Redoubt

This is a variant to the normal scenarios and assumes that rather than resist stubbornly, the Swiss Government orders resistance to be concentrated in the mountains from hex row xx08 south. If this were to occur, the Germans would have a far easier time of it initially however the Swiss surrender would be more difficult to achieve (see bullet 3).

Setup the scenario normally but then use the following restrictions:

- Rebuilt Swiss units (see 14.4) are placed in any unoccupied hex in the 'redoubt area', rather than in urban areas.
- Swiss units in the redoubt can have hits replaced even if subject to bombardment at night, contrary to rule 14.1.
- All 6 mountain towns (Chur, Thun, Verbier, Brig, Lugano and Montreux) must be included in the captured towns to force Swiss surrender (see 16.1).
- The German player may rebuild any one infantry division for a cost of 3 + combat strength. This is still counted as a destroyed division for victory points (see 15.0)

- The German player can restore step losses to any other infantry unit by paying 2+ the difference in combat strength (full vs reduced) in replacement points.

Rule 14.2 is not altered by this option so once Bern is captured the Swiss only receive one free replacement.

18.8 Artillery Movement Restriction

Only motorized artillery units can move, if they launched a bombardment in the preceding bombardment phase.

18.9 Brandenburgers

These German commando's led the way in the early blitzkriegs with numerous small bands securing vital installations or creating confusion immediately behind the front lines.

18.9.1 Movement

Brandenburgers move as normal units but ignore the presence of enemy units (ie they don't have to stop for combat or overrun).

18.9.2 Ability

Brandenburgers temporarily neutralize Road Out and Fortified Lines in their hex for any one other unit moving into the hex. If doing so they are unable to move further during the phase. Once this other unit has passed through the hex, rotate the Brandenburger counter as a reminder that its ability has been used.

18.9.3 Rebuilding

Brandenburgers are only rebuilt by scenario special rules.

19.0 SCENARIOS

Generally the Swiss player sets up all units before the German player. Scenarios will have specific rules for special set-up order.

19.1 Historical

This scenario is based on the official German OKW plan drafted for August 1940 but delayed indefinitely due to the invasion of Yugoslavia, then the army devouring war with the USSR. From late July onwards, most of these units were actually near the Swiss border or nearby on the Yugoslavian border.

The actual plan called for all German objectives to be taken in a ten day blitzkrieg, leaving the Italians to worry about the expected annoying resistance in the mountainous south. The plan was based on the false assumption that the German Army would be supported by militia and similar disruptive forces drawn from the German Swiss, just as they were by the Sudeten-land militia in Czechoslovakia. In this the Nazi's were wrong, the Swiss Germans were already ardently anti-Hitler by the time of the invasion of Poland and the rest of the people were following quickly.

19.1.1 German Forces

All units (at full strength)

19.1.2 Swiss Forces

All units (at full strength)

19.1.3 Game Length

The scenario lasts 10 days but may be extended.

19.1.4 Special Rules

The German bomber is available from turn 5.

French urban areas have no effect. France is considered German territory.

The Swiss player decides if Italy will join the attack. If Italy is attacking, Swiss 3 corps and all Italian units are active at the start of the game.

19.1.5 Optional Rules

6 Road Out markers, all setup before the German forces. If Italians in play place an additional 2

There are no German militia

The Airborne are available

All fighters for both sides available for advanced air combat

Both PoW units are available as is the HG unit

All 4 Brandenburgers available

19.1.6 Fortifications

All three fortresses are in place. Place 8 fortified line markers between Basel, Zurich and Sargens in the hexes with orange dots.

19.2 Pre-Poland

The period following the bloodless takeover of Czechoslovakia would have been the best time for the attack on Switzerland from a purely localised perspective. Importantly, Goebbels propaganda blunders later in the year had not yet completely alienated the German Swiss peoples.

Also, this would have been the latest that the German Army had a hope of a surprise assault on an un-mobilised and ill prepared Swiss defence. Three days before the attack on Poland, the Swiss army was already fully mobilised. The Swiss remained substantially ready until VE day, with at about a quarter of the army under arms at all times.

Fortunately for the Swiss, historically, the German Army and government were unprepared and distracted with Poland and the Danzig corridor question at this time.

19.2.1 German Forces

All units (at full strength)

19.2.2 Swiss Forces

All units (at full strength) except the '3 Corps' units

19.2.3 Game Length

The scenario lasts 13 days but can be extended by a maximum of 4 days.

19.2.4 Special Rules

German bomber is only available for the first 4 turns.

France is off limits to both sides. Any unit entering France is moved straight to the dead pile.

Italy is off limits to both sides any unit entering Italy is moved straight to the dead pile.

Swiss player may strip 3 Corps for reinforcements

Swiss border units will not retreat during the first 3 turns, they take an additional hit instead.

19.2.5 Optional Rules

2 Road Out markers, all setup before the German forces.

No Brandenburgers were historically trained this early. Two units can be used by agreement.

Set up all 5 militia before the Swiss optional deployments and fog of war (see 17.6) changes, if those options are used.

3 German and 1 Swiss fighter are available for advanced air combat

No PoW units are available nor is the HG unit

Airborne units are not available

19.2.6 Fortifications

Place fortified lines in the three fortress hexes. Place 1d6 fortified line markers in the hexes with orange dots.

19.3 Southern Hook into France

This scenario assumes that the Swiss Army fears were correct and Germany invades to outflank the Maginot line through the mountains rather than repeat the WW1 northern hook through Belgium or conduct the historical WW2 race to the sea from the Ardennes. Secret co-operation talks were historically conducted with the local French command.

19.3.1 German Forces

All German units (at full strength) including all optionals at no VP cost.

19.3.2 Swiss Forces

All Swiss units (at full strength) including 3 Corps. All French units deploy in France within 3 hexes of the French-German border.

19.3.3 Game Length

This scenario lasts 15 days but can be extended.

19.3.4 Special Rules:

German bomber available from turn 3.

The Italians (at full strength) will join the war once the VP balance reaches 5. Thereafter the German player must roll a 6 during reinforcements phase to place the Italian units.

Because of Italian war preparations, the Swiss can not move the 3 Corps units until Italy joins the war but may 'strip 3 corps for reinforcements'.

Rather than automatically receiving 5 emergency replacements per VP spent (see 13.6), the German player receives 2D6.

Brandenbergers eliminated before Italian entry can be rebuilt for 2 replacements each during the turn they are eliminated. They must wait to re-enter, stacked with the Italians.

19.3.5 Optional Rules

3 Road Out markers are placed immediately. Three more are placed after the German militia placement. The two automatically provided for the Italians should also be placed after German set-up.

Place the 3 NSF militia as normal and the other 2 militia within 3 hexes of the Swiss - French border.

Only the Infantry PoW is available and only at reduced strength. The HG unit is not available.

All German fighters and one Italian, Swiss and French fighter are available for advanced air combat

19.3.6 Fortifications

Place fortresses in the three Swiss and one French fortress hexes. Place 8 fortified line markers in the hexes with orange dots. Place French fortified lines in 1102, 1103 and 1003.

19.4 Follow on Attack (from France)

This scenario assumes that the German Army immediately deployed units from the crushing defeat of France into an attack on Switzerland. This is probably the hardest of the scenarios because of the uncertain status of German reinforcements but does have the advantage of no mandated time limit.

19.4.1 German Forces

Place the border units as normal. Divide all other non-optional units into 4 piles:

- Motorized/panzer divisions
- Infantry/mountain divisions
- Non-divisional motorized and engineers
- Other units

Randomly draw 3 units from piles b and d for setup in Germany. Draw 2 units from pile a and 4 from pile c to set up along the map edge in France between 0101 and 1101. If there are still engineer units available (in pile c), place one with the units in Germany.

All other units will arrive as reinforcements.

Roll one die and share out that many hits to the German units set up in France.

All German units not initially deployed require a die roll equal to or less than the current turn number to enter. If a 6 is rolled for the unit it can not enter that turn, regardless of the current turn number.

Units can enter from anywhere along the north edge of the map or on one of the eastern map edge roads in France.

Units entering from French territory must roll a second die, on an odd result the unit starts with one hit (this may eliminate it).

19.4.2 Swiss Forces

All units (at full strength). Optionally 3 road out markers are placed immediately, the other 3 are placed after the German militia placement.

19.4.3 Game Length

This scenario has no turn limit and thus no need to pay for extensions.

19.4.4 Special Rules:

German bomber available from turn 3.

France is treated as German territory. The 3 French cities count for VP purposes in this scenario.

The Italians (at full strength) will join the war once the VP balance reaches 5. One Italian stack will enter on each south edge road during reinforcements phase with excess units entering the following turn.

Because of Italian war preparations, the Swiss can not move the 3 Corps units until Italy joins the war but may 'strip 3 corps for reinforcements'.

Rather than automatically receiving 5 emergency replacements rule (see 13.6), the German player receives 1D6 treating a roll of 1 as a 6.

19.4.5 Optional Rules

All 8 Road Out markers are placed before any other units set up.

Only the 3 NSB militia are available

The PoW units are available at full strength after turn 6 with the HG unit arriving in the next reinforcement phase.

Three German and 3 Swiss fighters are initially available for advanced air combat. Roll (odd = 1 and even = 2) during each reinforcement phase for additional German fighters to become available until all 7 have entered.

One Brandenburger becomes available as a reinforcement each turn that a 6 is rolled during the reinforcement phase

19.4.6 Fortifications

All 3 Swiss fortresses are in play. Place 8 fortified line markers in the hexes with orange dots. Place 4 fortified line markers in the hexes with pink triangles.

19.5 Kesselring marches North

The last invasion scare for Switzerland was in February '45 when discussions were undertaken with Kesselring's Army Group C composed of 25 divisions in northern Italy. It was feared that following a threatened scorched earth retreat through northern Italy, Kesselring would order his battle hardened and increasingly desperate troops to march into Bavaria (southern Germany) ... over the bodies of the Swiss army.

Historically negotiations kept Army Group C in Italy until they surrendered in the last days of the war in Europe.

19.5.1 German Forces

Place all 5 full strength Infantry divisions, the first step counter for the other divisions and all brigade / regimental units (at full strength) including the Italians into a pool. From this pool draw 10 units (including at least 3 divisions) as the initial force to be deployed along the southern map edge.

The rest of these units will appear, 5 (randomly selected) per turn, on the southern map edge during the redeployment phase.

19.5.2 Swiss Forces

All Swiss units (at full strength).

19.5.3 Game Length

This scenario has no turn limit and thus no need to pay for extensions.

19.5.4 Special Rules

German Bomber is not available.

The German player only receives replacement points from casualties. Full strength units can be broken up as replacements for units of the same type during any replacement phase. There are no emergency replacements.

The Swiss 3 corps is deployed and available (no need to strip for reinforcements).

The German player does not receive victory points as per normal. Instead one VP is awarded for each stacking point that exits the map between 1201 and 2601

19.5.5 Optional Rules

Place all 8 Road Out markers anywhere in Swiss held territory, 4 per turn during the reinforcement phase

Only the Brandenburgers and the optional Engineers are available. The optional Engineers are included in the random draws. One Brandenburger appears each turn with the reinforcements.

Switzerland has 3 fighters for advanced air combat. The German player receives one fighter. This fighter will not reappear if it loses a battle.

19.5.6 Fortifications

Place fortresses in the three Swiss fortress hexes. Place 8 fortified line markers in the hexes with orange dots. Place French fortified lines in any two of 1102, 1103 and 1003.

19.5.7 Optional Variant

Use the Italians to represent US forces rushing to aid the French in containing Kesselring. Place a French unit in each French urban area and French fortification at the start. In the reinforcement phase after any German unit moves into French or German territory, place the US (Italian) units in Germany.

19.6 Outflanking the Seigfried Line – Training scenario

In late 1944 Switzerland faced its most uncomfortable invasion threat. The Allies were discussing outflanking the Seigfried line through Switzerland. This could have forced Switzerland to join the hated Nazi's or face both alliances in open warfare.

Fortunately the sector closest to Switzerland was held by the French and they were less keen on the idea than the main proponents of the plan the USA.

In the end the French went so far as to agree with the Swiss high command to push the Germans away from the border near Basel rather than trapping them against the border. At this time Switzerland was facing food and fuel shortages so interring large numbers of troops (from either side) would have been a real problem !

19.6.1 German Forces

Place 2 random German infantry and one motorized Division and 3 random German regiments within 3 hexes of the French / German border.

19.6.2 Swiss Forces

All 3 French Infantry divisions deploy in France within 3 hexes of the German border.

The French mountain unit starts in hex 0106

19.6.3 Game Length

This scenario lasts 3 turns and can not be extended.

19.6.4 Special Rules

German bomber is not available.

The French Cavalry Brigade appears in hex 0106 during the Swiss movement phase of turn 3

There are no German Emergency Replacements.

Only French and German territory is in play. Units entering Switzerland are immediately placed in the dead pile.

Victory is determined by the player with the most stacking points inside Germany. For each 3 hexes inside Germany (round down) a French unit is inside Germany count it again (ie a division in 1202 counts as 4 but the same division in hex 1701 counts as 12 !)

19.6.5 Optional Rules

This scenario is designed to practice the basics of combat. Do not use any optional units or air units.

20.0 DESIGNERS NOTES

Looking at a map of Switzerland points out a common misconception, that of the mountain fortress. The population, especially the German speaking portion, is clustered around large towns and cities, primarily in the *relatively* flatter northern areas of the country. The terrain there is not the great flat steppe of Russia but then again it is not quite as rugged as the Alps to the south and east either. Militarily, all that is required from the Axis point of view, is control of the population and a few passes in the south and west.

Victory is structured around these two key points. To win, total control of the important areas is required, and time is expensive because the army is definitely needed elsewhere.

A few of my design decisions may seem unusual. I have tried to closely represent the less glamorous but more common WWII combats, with the multiple attacks required to crack strongly held positions.

Rather than the more common multi-hex groups of attackers against a single enemy force, I chose in-hex combat because the number of directions one is coming from in broken terrain is less important than close co-ordination more common in tight knit groups.

Especially at the time scales I have adopted, it is unlikely that any brigade of motivated soldiers, fighting in this kind of terrain, would have been eliminated in only a few short hours. This is a major part of the reason for the number of retreat results on the Combat Results Table.

21.0 PLAYERS NOTES

The game should break down into three distinct phases. The first few turns will resemble a typical WW2 blitzkrieg as the Germans take over most of the border areas. The Swiss player will have his hands full preparing his main defense lines and slowing the Germans as much as possible especially if fortifications are not used.

The middle of the game will start to resemble a First World War stalemate as the Swiss hold out near the mountains and capital. This normally results in continuous bombardments and careful assaults by both sides trying to shift the enemy. The near stalemate often suddenly give way to a frantic contest to hold a few key objectives that can mean the difference between Swiss surrender or survival for another turn.

21.1 Advice for the German Player

Use overrun attacks and night combat sparingly and to good benefit. You can not really afford the extra damage inflicted on your army that these cause. Keep rotating part of your main

assault force out of the battle to recover from hits. You only have a few strong units they are hard to bring back to full strength. Be careful about giving the Swiss player a tempting a target for a local counterattack.

21.2 Advice for the Swiss Player

You are playing for time. It is quite possible to win by careful delaying actions mixed with the occasional local counterattack. You should find you have enough replacements to rebuild most of your regiments on a regular basis. Use them whenever possible to absorb hits and as nuisance raiders.

22.0 HISTORICAL NOTES

From my earliest interest in World War 2 in Europe, one anomaly that has always stood out is the continued survival of an independent and neutral Switzerland amid the sea of Nazi occupied territories. For a long time I believed the simplistic explanation that this was because an assault on Switzerland was just not worthwhile, even to Hitler, when potential gains were balanced against the horrendous losses expected from fighting in the mountains.

Later, as I learnt more about the period, I began to realise that Hitler could have invaded anyway, given the chance, and sufficient reason. Consider for a moment that in the early years, Hitler's stated demands revolved around reunifying the German people under his rule.

If he stayed true to his early ideals, he would have tried to forcibly seize the northern areas of Switzerland which were predominately German. In fact 'Germans' at the time made up nearly half of the Swiss population and if that sort of thing were still considered, they probably still do. Instead Hitler jumped to step 2 of his master plan . . . *lebensraum* . . . because of the perceived weaknesses of his enemies.

Germany never got the chance to invade partly because the army was always busy elsewhere and partly because the Swiss were always careful not to give anyone sufficient reason.

The greatest strategic value of Switzerland, besides its 'German' population, was its control of the alpine passes between Italy and Germany. This would have been the main Axis military, as opposed to political, reason for controlling Switzerland.

The solution was a showcase of Swiss practicality, the Axis could send (usually barely sufficient) numbers of sealed trains through the passes under strict Swiss escort. To partially balance this out, the allies were rarely required to make amends for transgressions against Swiss neutrality while the Facists always did or the trains stopped.

Switzerland thus never defied the Axis or Allied powers openly, thus neither alliance had any real excuse to trample Swiss neutrality.

The militia represent one of the more troubling design aspects of the game. Historically the NSB was the official Swiss Nazi party but it was dissolved on Nov 19, 1940. The Germans often need the militia (and Brandenburgers) to form "breaks" in the initial Swiss defensive lines. Unfortunately the NSB supporters were historically concentrated among the French speakers in the areas nearest the French border.

SETUP CHARTS

Switzerland

1 CORP		2 CORP		3 CORP		4 CORP	
1 Bdr X	0409	3 Bdr X	0804			6 Bdr X	1903
2 Bdr X	0607	4 Bdr X	1203			7 Bdr X	2103
67 Bdr III	0312	5 Bdr X	1403			8 Bdr X	2304
68 Bdr III	0411	4 Inf XX	1104			6 Inf XX	1705
1 Inf XX	0610	5 Inf XX	1504			7 Inf XX	2105
2 Inf XX	0807	73 Inf III	1204			9 Inf III	
71 Inf III	0313	86 Inf III	1304			35 Mtn III	
3 Mtn XX	0909	8 Mtn XX	1606			14 Art III	
10 Mtn X	0712	18 Mtn III				23 Art III	
75 Inf III		66 Mtn III				25 Art III	
12 Art III		76 Inf III					
22 Art III		13 Art III					
		24 Art III					

Germany

L Bdr III	2406
F Bdr III	1201
S Bdr III	1601
A Bdr III	2703

Units without setup hexes are placed within 2 hexes of other Corps units

These are the historical setup hexes and can be overridden by scenario specific instructions. See also 18.6 Fog of War

All other German units can be deployed, within terrain and stacking limits, anywhere in German controlled territory as defined by the scenario.