

THE SEEDS OF DISASTER

RULES of PLAY

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1.0 INTRODUCTION

The Seeds of Disaster is a game about how events of the 1930s affected World War II, most especially the German invasion of the West in 1940. This game connects a war campaign with the military preparations, intelligence developments, and diplomacy that preceded it. It is an attempt to represent a piece of history as interconnected with other historical developments. This is a two-player game in which one player takes the Germans and the other the Western Allies, including France, Great Britain, Belgium, and Holland. Victory is determined by control of Mobilization Center and Objective Areas at the end of the last turn of play.

In broad outline, what you see here is a game that is multi-dimensional and coupled. The initial phase of play creates a game history of the 1930s to generate the concrete situation for the German invasion of the West in 1940. By intertwining fresh dimensions of Intelligence and Command, the game creates new ways in which the 1940 situation can be distinctive from one play of the game to the next. The invasion campaign is the culmination of the game. With this partially scripted history, how does the war progress? The geography will be the same, the deployment of the forces may be similar, but the details of the forces and their Intelligence and Command postures can be very different.

1.1 Game Scale

The Seeds of Disaster replicates the full span of the period before and into the invasion of France in World War II. The game pieces represent military forces and are just being built at that time. The map comes into play only as participants near war and must prepare to fight an actual campaign. Thus, game turns have several temporal spans, moderated by the Diplomatic Status of the nations. At-peace turns are for a full year and play is simultaneous. As war nears, turns are for one month's time. When war has begun, play is sequential by weekly turns. Forces are represented at the levels of armies and air fleets, and for specialized units as corps.



1.2 Important Concepts

Abbreviations

- CP** Command Point
- d6** six-sided die
- DRM** Die Roll Modifier
- DS** Diplomatic Status
- IP** Intelligence Point
- MC** Mobilization Center
- MM** Military Maneuver
- MP** Movement Point
- PAC** Player's Aid Charts
- RP** Resource Point
- SoP** Sequence of Play
- SR** Strategic Redeployment
- TEC** Terrain Effects Chart

Army Organization Display Each side has an Organization Display to track the current strength of its field armies, hold general Reserves, and moderate the operation of Air Fleets (Section 2.3).

Breakthrough A Breakthrough is a specific combat result that occurs at a very high level of success against the adversary. A Breakthrough result leads to a special movement/combat segment that enables an Army to advance slightly and fight again, as well as Poised Forces to advance further and also fight. Breakthrough opportunities must be seized immediately or they are lost.

Check Roll Players execute dice rolls specified by the Chronology Table list to determine whether certain historical events of great significance in the 1930s affect the game (Case 3.3.3).

Chronology This list moderates the pace at which the game moves toward war. Arranged by year from 1934 through 1940, the Chronology specifies game-important actions to perform during the year (Section 3.3).

Columnar Forces This is one possible status for mobile corps units. A mobile corps unit stacked in the same Area as an army unit will act in conjunction with the army. Mobile units on the map by themselves (not stacked with a field army) are always considered to be in columnar formation.

Command Points represent the skill and experience of the side's officer corps, especially its leaders (the generals of the high command), the military's attention to support structures, and the experience and capability of its troops. CPs enable the player to do many kinds of things in battle. They are gained both before war and during the conflict itself. The player records current CP amounts with a marker on his CP track on the map (Module 6.0).

Diplomatic Status A measure of the degree of hostility between the nations represented, this can be thought of as the crisis level. *Peace* is the game's starting point, after which follows *Opposition*, *Military Preparation*, *Armed Belligerence*, and *Active Hostilities* (war). At each successive level, more elements come into play. Game turn segments are added or deleted and fill out as this occurs (Section 3.1).

Events These drive the parameters of the game's history of the era. They script the war that will happen in 1940 if it has not already begun. There are four kinds of Events, each derived separately. Major Historical Events develop according to Check Rolls required by the Chronology Table list. Event Cards provide more happenings from being drawn by the players and played on successive turns of the game. Intelligence Events derive from rolls on the Intelligence Event Table starting in 1937. Command Events follow rolls on the Command Events Table each turn during a DS level of *Active Hostilities*. Various types of Events produce CPs, IPs, influence the acquisition of RPs, or alter game parameters in some other way.

Intelligence Points These represent each side's knowledge of its adversary. Better intelligence leads to advantages in combat and in war. IPs are awarded by various mechanisms in the game (Module 5.0). The player records his IP amount with a marker on his IP track on the map.

Intelligence Qualitative Indicator These are broad categories of activity that attract attention prewar, or directly suggest combat activities in wartime. The Qualitative Indicator is the sort of development that would cue Intelligence Services to pay attention (e.g. building air fleets, technology investment, taking troops into Reserve). Qualitative Indicators thus are a certain kind of activity that has taken place in the turn. A list of these Indicators is used in conjunction with the Intelligence Points Table (see PAC) to determine which column the player uses when rolling dice to establish his intake of his IPs for this turn (Case 5.1.2).

Military Maneuvers MMs are rehearsals of combat tactics and techniques that improve the army's experience level. They are used in the game to obtain CPs during non-*Active Hostilities* DS levels. MMs require troop units and costs RPs and they may be spied upon by the enemy.

Mobile Units Armor/panzer, light mechanized, motorized, light cavalry, cavalry corps and the British Expeditionary Force (an army) are considered Mobile Units. The German parachute corps, when it operates on the map, is also mobile by virtue of its elite status. Mobile units may be in either Columnar or Poised Force mode. These units may participate in a preliminary combat sequence, the Mobile Forces Battle, to determine which side in combat will enjoy the Poised Forces Benefit.

Mobilization Except for a small number of troops noted in the Game Set Up (Module 21.0), all other forces to conduct warfare must be mobilized (Module 7.0). This is done each turn until players reach a DS level of *Active Hostilities*.

Poised Forces These forces are the mobile units posted with a field Army to be tactical reserves to influence battle and exploit victory. There is a Poised Forces Benefit in combat which is determined by a preliminary Mobile Forces Battle. Poised Forces are also eligible to participate in a Breakthrough movement/combat segment.

Resource Points These are a measure of defense spending. Resource Points are used to pay for every step of mobilizing forces. Both players gain RPs using a Resource Points Table once a year. RPs can be saved or spent. Stockpiles are recorded with markers on the Resource Point Track on the map.

Technology Level Many kinds of scientific and technical developments in the years just before World War II were emergent but not mature. The game therefore provides two levels of technology. This permits players to build exotic forces (air fleets, panzer corps) at their lower value but not to develop them to full strength until the nation reaches Technology Level 2 via RP investment. To reflect the effect of a robust technological development and thus economy, Technology Level 2 is a requirement for accumulating more than 100 RPs. The Technology Level ceases game importance once *Active Hostiles* begin.

2.0 GAME COMPONENTS

The Seeds of Disaster includes the following game components:

- One mapsheet (17" x 22")
- This rules booklet
- One deck of 24 Event Cards
- One countersheet (108 $\frac{9}{16}$ " counters)
- Two Army Organization Displays (each 8½" x 11")
- 5 pages of game charts and tables (PAC)

At least six d6 of two different colors are required to play (but not provided).

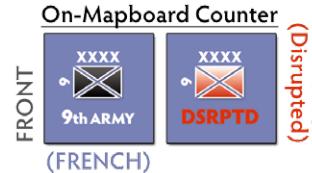
2.1 The Map

The map represents western Germany, Holland, Belgium, and northeastern France. It is lined off into Areas. Some Areas have terrain (Dutch Water Line, Swamp, Highlands, Paris City) or functional symbols (Mobilization Center, Maginot Line forts). Some terrain (minor, major rivers) or function symbols (international borders, German Attack Zone boundaries) run as borders in-between Areas. Terrain costs of all kinds are noted on the TEC. Pieces in the game move strategically, or on the map from Area to Area. Areas are adjacent where they are connected by a border to each other except across a vertex. Pieces have a movement allowance and pay terrain costs specified by the TEC. A numbered Resource Point Track is printed on the map in which both players record their RPs. Each player also has a track to record their CPs and IPs. The Diplomatic Status Track is also located on the map. There are 2 Collection Advantage tracks (Permanent and Temporary) used for Intelligence Events DRMs (they use a die as their marker).

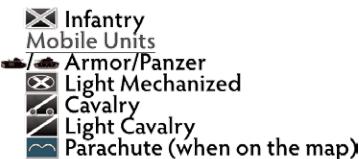
2.2 Counters

2.2.1 Units

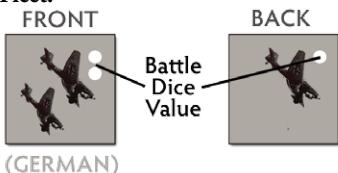
Armies:



Corps:



Air Fleet:



Note: Bullet Points on a Mobile Unit (7.2) indicate the To Hit value for dice rolls during a Mobile Battle (Section 13.2). Bullet Points on an Air Fleet or Westwall fortification marker indicate the number of Battle Dice (Section 13.6) to use for that unit in resolving combat.

2.2.2 Markers



Note: The 100s RP marker is backed by a face to record Tech Level investment by the 10s of RPs. When investment reaches 60 RPs for Technology, simply flip the marker to its "100 x" RP side. Another marker is provided to indicate Level 2 once it exists for a player. When *Active Hostilities* starts, this marker is repurposed to indicate the Maginot Line has been destroyed in an Area.

2.3 Army Organization Display

Each player has an Army Organization Display which provides tracks to record the strength of each of his armies.

2.3.1 Army Tracks Each player has numbered tracks corresponding to each of the historical armies his side fielded in the French campaign. A second Army Strength marker is provided for its army track to record the current strength level of that army. The player adjusts the strength of an Army marker on the display to record mobilization of troops as well as their combat losses. No army can have more than 19 steps. In addition, there is a box to the right of each army's track for *Poised Forces*, which are to hold corps units that support the army (close-in reserves to be used immediately or in follow-up operations as explained in the combat rules – Module 13.0).

2.3.2 Reserve The display also contains a box for *Reserves*. The Germans have the *OKW Reserve*, and Allies have the *GQG Reserve*. These Reserve boxes will hold all air fleets plus any other unit the player places into his Reserve.

- A unit cannot enter and leave Reserve during the same game turn.
- Accumulation of reserves starts at the DS level of *Armed Belligerence*. All movement into/out of Reserve takes place during the Movement Segment and counts against movement limits for that segment.
- Once the DS level reaches *Active Hostilities*, a CP must be expended to take a unit into Reserve.
- To enter Reserve simply remove the unit from the map and place it in its side's Reserve box.
- Movement of forces into/out of Reserve is a *Qualitative Indicator* for the accumulation of IPs.
- Units that begin the turn in Reserve may be deployed to an Area up to 2 Areas away from an Area with a friendly unit, with no enemy units between that Area and the friendly unit.
- The German Parachute Corps must be in Reserve to execute an air drop.
- Air fleets are automatically in Reserve. They fly missions from Reserve and return to it when finished.

2.3.3 Force Pool Box Units that have not been mobilized yet are held here.

2.3.4 Mobilized Units Box French, German, and British units that have been mobilized are placed here until they can be moved onto the map.

3.0 TURN SEQUENCE OF PLAY

The game is played in turns that can be year, month, or week long, depending upon the DS level. A turn transitions from yearly to monthly turns when the DS level becomes *Armed Belligerence*, and from monthly to weekly turns when the DS level becomes *Active Hostilities* (when troops first cross an international border and/or engage troops of the other side) or 8 turns after the DS level of *Armed Belligerence* has begun. The game ends and victory is assessed after 10 week-long turns of *Active Hostilities*, or when the German player controls the three starred Areas of Paris at the end of a turn, whichever comes first. Victory is obtained by controlling starred objectives and MCs printed on the mapboard.

The turn's SoP changes through the game depending upon the DS level. The turn's SoP consists of segments that appear or disappear, and change scope, depending on the closeness of war (*Active Hostilities* DS level). Think of a turn's segments like building blocks. The current DS level determines which given types of activity begin to occur or end. There is also a Chronology, which moderates DS level changes. Within that framework, the turn's SoP always consists of a combination of the segments. When a turn is completed, move the Turn marker ahead (or onto the new Turn Track) when required by the current DS level to reflect the passage of time. A detailed SoP is shown on the last page of these rules.

3.1 Diplomatic Status

3.1.1 The DS level determines possible actions players can perform during a turn and can change as per the Chronology and Event Cards during the game.

3.1.2 There are 5 possible levels of DS:

- **Peace** (year-long turns, performed simultaneously)
- **Opposition** (year-long turns, performed simultaneously)
- **Military Preparations** (year-long turns, performed simultaneously) Automatically transitions to *Armed Belligerence* if this has not already occurred by the 1940 game turn
- **Armed Belligerence** (monthly turns performed simultaneously) Germans select their Attack Plan, Automatic transition to *Active Hostilities* after eight months if this has not occurred earlier in the turn
- **Active Hostilities** (weekly turns performed sequentially, Germans going first) Ends after ten turns, then assess victory

3.1.3 The status may not increase more than one level in one game turn.

3.1.4 Play during year-long and month-long turns is simultaneous.

3.1.5 Play during weekly turns is sequential.

3.2 Diplomatic Status and Permissible Actions

Game activities, and their sequence, are specified for each level of DS by the SoP (back page of the rules). For each DS level the list indicates which segments will occur in the game turn and whether play is simultaneous or sequential for the players. Section 3.4 lists in what order segments occur. The SoP list will also detail the level

of activity within the turn segments. *Example: the player may move x number of units from off-mapboard to the mapboard, or y number on the mapboard, etc.*

This SoP list introduces a turn segment or game activity at the lowest DS level at which it occurs, and then adds new functions or wider ranges of an activity as the DS increases. The SoP listing specifies turn segments in the order in which they should be played.

The listing should be used in conjunction with the Chronology Table list (see PAC) to trigger possible or mandated changes to the DS level. Either or both lists may mandate modifiers to be used with the Resources Points Table.

3.3 Chronology

For each year the Chronology Table (see PAC) specifies required changes that can alter the DS level. Some listed events will have the players roll dice to determine if the DS level changes. Players consult this table to see what the effects will be. The Chronology Table will specify for each year the number of Event Cards each side can draw and play.

3.3.1 Use of the Chronology Table ceases when the DS level rises to *Armed Belligerence*. At that point, an automatic process takes over which moves the players to war.

3.3.2 Historical Events The Chronology Table reflects historical events of great import, enough to push the world towards war. Consequently, it details possible changes to the DS level, and thereby to the actions of play. Players jointly determine, with a Check Dice Roll (Case 3.3.3), whether a DS level change occurs. The historical event may also trigger a DRM for the RP dice roll for the current turn.

3.3.3 Check Dice Roll To determine if the DS level changes, a Check Dice Roll is performed. Each player rolls one d6. The Chronology Table list contains a check number. The players add their results together. If the result is equal to or greater than the check number shown, the DS level increases. Otherwise, there is no effect. Sometimes if the result fails by specified numbers, the players receive modifiers to their RP dice rolls for the turn. (*Note: regardless of the outcome of the Check Dice Rolls, the DS cannot increase by more than 1 level in a turn.*)

3.3.4 Multiple Historical Events In the years 1938 and 1939 there are multiple critical developments. The players perform a Check Dice Roll for each listed development.

3.3.5 Timing of Diplomatic Status Changes The DS changes immediately, except for the change to a DS level of *Armed Belligerence*. When an increase to *Armed Belligerence* is required, that status change occurs at the start of the following year-turn.

3.3.6 Event Cards The Chronology Table also specifies how many cards each player is to draw and to play from the Event Card deck for the turn (year).

3.4 Play Segments

All actions are simultaneous until *Active Hostilities* begin. At that point, the turn changes to sequential with the German player moving first.

- **Intelligence Event Segment** (begins with the 1937 turn or when *Armed Belligerence* begins)
- **Event Card Segment** (ends after turn 1 of *Armed Belligerence*; make final card draw)
- **Check Die Rolls Segment** Starting in 1936, players perform Check Die Rolls if required as detailed in the Chronology.
- **Resource Points Acquisition Segment** (ends with the last turn of DS level of *Military Preparations*)
- **Troop Mobilization Segment** (ends once DS level is *Active Hostilities*).
- **Movement Segment** (begins at DS level of *Opposition*)
- **Combat Segment** (begins once DS level of *Active Hostilities* is reached)
- **Command Events and Points Accumulation Segment** (begins with *Active Hostilities*)
- **Intelligence Points Accumulation Segment** (all turns of the game)

4.0 EVENT CARDS

Some of the World Events are represented by cards in an Event Deck. Event Cards influence play by extending advantage to one player or the other depending upon historical events. Event Cards may enable the procurement of certain kinds of forces, make forces less or more expensive, award CPs or IPs, make direct awards of RPs, set modifiers for use with the Resource Points Table, or reduce the severity of the DS level restrictions. The Chronology Table notes the numbers of Event Cards to be drawn and how many can be played/discharged each turn. There may be different numbers for the players.

Gameplay Note: there is one Event card, the “Critical Year,” which permits a player to table additional Events all at once.

4.1 General Rules

4.1.1 Before the start of play, shuffle the Event Card deck and each player draws 6 cards from the deck.

4.1.2 A player will draw more at the start of the Event Card Segment of each turn, as detailed in the Chronology Table for that turn.

4.1.3 A player can play or discard cards, again based on the number noted on the Chronology Table.

4.1.4 At any time during the turn, cards marked with a Counterespionage symbol/value may also be employed for game purposes.

4.1.5 The effects of Events are implemented immediately and are explained on the card.

4.1.6 Event Cards for their event can only be played during the Event Card Segment. If the opportunity to play a card has been missed the chance is lost.

4.1.7 The player may play a card for effect or discard it.

4.1.8 If a player discards a card, the opponent may not look at it.

4.1.9 Event cards played are kept exhibited until the end of the current turn so they may be consulted. Then they are removed from the game or returned to the bottom of the deck, along with any discarded cards.

4.1.10 After each Event Card Segment, the deck is reshuffled.

4.1.11 Some Events relate to specific timeframes and list a year when they become active. If possible, the player must play Events applicable to the current year. If unable to do so, he may play an Event that has no timeframe, or discard a card.

4.1.12 Some Event Cards are marked with a “ ” in the upper left corner, which means they are one-time use cards and are permanently removed from the deck at the end of the turn they were played.

4.1.13 Other Event Cards are marked with a “!” in the upper right corner, which means they must be played at the earliest opportunity. Some Event Cards are so powerful they reduce the DS level.

Gameplay Note: players should consider the game Chronology Table in the context of their available Event Cards to formulate a strategy for their Event Card play for the turn.

4.2 Counterespionage on Cards

A number of the Event Cards also have counterespionage values (an octagonal symbol with a number in it) printed in the upper left of the card. The player must choose between employing the card as an Event or for Counterespionage each time he decides to play a card.

4.2.1 If a player uses a card for its counterespionage value, the opponent’s event is completely ignored and discarded. A card used for its counterespionage value may be played at any time in the turn necessary to effect the purpose for which it is being used as detailed in Section 4.3.

4.3 Uses of Counterespionage Cards

4.3.1 Steal an Event Card Play the card to take an Event Card out of the opponent’s hand into your hand. The player cannot steal more than 1 Event Card per turn. The Event Card is chosen at random, without examining the opponent’s hand. The card used to steal from the opponent does not count towards the per-turn card play rate set by the Chronology Table. When both players simultaneously move to steal a card, the German goes first. A card taken from the opponent is not eligible to be played during the current turn or to be stolen back on this game turn. The opponent’s cards already played for Events cannot be stolen.

4.3.2 Prevent Intelligence Points Play the card to prohibit the opponent using the Intelligence Points Table this turn.

4.3.3 Raid Opponent's Intelligence Points Play the card to eliminate opponent's IPs up to the value of the card.

4.3.4 Reduce the Opponent's Intelligence Events List Collection Advantages The opponent may enjoy Collection Advantages for this turn or on a permanent basis which give him DRMs on the Intelligence Events List Table. Reduce these modifiers (even into a negative DRM) up to the counterespionage value of the card. Adjust the die markers.

4.3.5 Spying on Military Maneuvers Play a card to spy on the opponent's MMs. It must be played at the instant the opponent declares the MM. Successful spying on an MM yields 1 IP.

4.4 Trumping Counterespionage

The opponent can respond to the play of a Counterespionage Card with one of his own. If the counterespionage value of the trumping card is higher, the trumping card wins and negates the first card played. Both cards go to the discard pile.

5.0 INTELLIGENCE POINTS

Superior Intelligence provides advantages. In the game, intelligence capabilities are represented by IPs, which the players expend to obtain particular advantages.

Gameplay Note: IPs are not the same as "Intelligence Events." Intelligence Events award IPs but they are autonomous actions resolved at a different point in the game turn.

5.1 Accumulating Intelligence Points

IPs may be awarded by Event Cards and by Intelligence Events before the DS level of *Active Hostilities* begins. They are awarded by Command Events once *Active Hostilities* have begun. Starting in the 1937 turn, each player, during the Intelligence Points Accumulation Segment, rolls to acquire IPs. Use the Intelligence Points Table (see PAC) to roll for new IPs. IPs gained are recorded with a marker on the player's IP track on the map. The marker is adjusted whenever an IP is gained or expended.

5.1.1 Use of the Intelligence Points Table Players use 2 d6 for the table. The columns are numbered at the top. Different game activities contribute Qualitative Indicators that facilitate IP collection. Determine the number of these that apply. The total becomes the column number the player uses on the table. Roll two dice and tally them, apply any DRMs, cross reference the column and roll's result to find the number of IPs acquired, then adjust the IP marker on the track to reflect the addition of the number of IPs acquired. You can never have more than 19 IPs accumulated.

5.1.2 Qualitative Indicators Each turn, your opponent must state (and you note) which of the following kinds of activities he has carried out during the current turn. The total of the number of all the Qualitative Indicator activities that apply is the column number the player will use on the Intelligence Points Table. The Qualitative Indicator level is recalculated each time the Intelligence Points Table is used.

The applicable activities are:

- Activating new units
- Building Air Fleets
- Deploying new units onto the mapboard
- Military Maneuvers
- Moving units on the mapboard
- Posting units to Poised Forces or to Reserve
- Units crossing an international border
- Combat
- Use of aircraft
- Additions or subtractions that may be awarded by Intelligence Events

5.1.3 Intelligence DRMs Various Events and Event Card play will provide temporary and permanent DRMs when rolling for IPs on the Intelligence Points Table. These are kept track of on the 2 tracks on the map using a die as a marker. If the net modifier for either track is a positive value, place the die in the "+" box with the net value displayed up on the die. If the net modifier is a negative value, place the die in the "-" box of its track with the net value displayed up on the die. If there is a 0 net modifier, place the die in the middle box. Adjust the die value as required when modifiers are changed. Modifiers cannot be more than +6 or less than -6.

5.2 Use of Intelligence Points

There are a variety of uses for IPs. In any of these uses the player expends his IPs and adjusts his marker to reflect the expenditure.

5.2.1 Intelligence Points Table Until DS level of *Active Hostilities* begins, the player may use 1 IP to gain a +2 DRM when rolling on the Intelligence Points Table.

5.2.2 Disposition Intelligence The player may expend an IP to examine one of the opponent's stacks on the mapboard. This occurs during the Movement Segment only.

5.2.3 Tactical Intelligence In each Combat either or both players may expend 1 IP to receive 1 battle die for use in resolving combat.

5.2.4 Battlefield Reconnaissance: In a combat situation, the player may expend 1 IP to obtain 1 additional die to roll in the Mobile Forces Battle.

5.2.5 Air Intelligence An expenditure of 1 IP produces information that enables the player to improve his performance in Air Fleet Neutralization. Add a +1 DRM to the air unit's die roll.

5.2.6 Fortification Intelligence For a large IP expenditure (Germans 10 IPs, Allies 5 IPs) the player may utilize intelligence on the enemy's fortresses (Maginot Line, Westwall) to eliminate the battle dice the opponent gains when attacking the fortifications.

5.3 Intelligence Events

Beginning with the 1937 game turn or if *Armed Belligerence* is in effect earlier, the players check for Intelligence Events during the Intelligence Events Segment. Intelligence Events are separate from other types of Events and are generated with a dice roll. Intelligence Events may generate DRMs, add or subtract Qualitative Indicators, inhibit or permit certain activities, or directly award IPs or CPs.

5.3.1 The Events are specified by a list which uses a base-6 numbering system to maximize the number of Intelligence Events which can be included. Use 2 different colored d6. One generates a 10s value and the other a 1s value in base-6 (this is also referred to as a d36 roll). Be sure to announce which die is the 10s and which is the 1s value before rolling. (*Example: player has a red (10s) and a white (1s) die. He rolls a 2 on the red and a 5 on the white. This is read as 25.*)

If a modifier of +1 is applied to a 26, it becomes 31 (Players can use the side die roll column on the Table to facilitate working out the result with modifiers). Consult the Intelligence Events Table and implement the results immediately. Both players roll for Intelligence Events.

5.3.2 If the Intelligence Event is for a date later than the present turn, the dice roll has no effect and the players move on.

5.3.3 Once the game enters a DS level of *Active Hostilities*, Intelligence Events are no longer rolled for.

5.3.4 If a dice roll generates the same Intelligence Event in a turn, it is considered No Event. Otherwise both results are applied.

5.3.5 Intelligence Events may generate Collection Advantages which modify subsequent dice rolls on the list. *Gameplay Note:* players can use a Counterespionage Card to reduce/eliminate Collection Advantages.

5.3.6 Intelligence Events may affect either or both players. They typically have effects on other elements of the game.

6.0 COMMAND POINTS

CPs are used for several purposes. Decisions on whether and how many CPs to allocate form part of the Attacker's Battle Declaration and the Defender's Defensive Intervention.

6.1 Accumulating Command Points

CPs may be awarded by Event Cards, by Intelligence Events, and by MMs during the non-*Active Hostilities* DS levels of the game. They are awarded in Combat and by the Command Events Table once the *Active Hostilities* DS level has begun. You cannot accumulate more than 19 CPs.

6.1.1 Military Maneuvers Many CPs are gained through MMs. To conduct an MM, 2 or more troop units must be present in an MC Area. Each pair of troop units at such a center may conduct one MM per turn.

6 THE SEEDS OF DISASTER Rules of Play

a) Allied Pre-condition The Allied player is required to have 1 troop unit in each of his other French MCs that may or may not be performing an MM. A second unit cannot be placed into an MC Area until each other center has one.

b) The Dutch and Belgians may not conduct MMs, and their MCs are not considered for the player to conduct MMs in France.

c) The player expends a number of RPs specified by the Mobilization Costs Chart (see PAC) for an MM and declares the Area of the MM. Each MM generates 3 CPs. An MM counts as a Qualitative Indicator for the opponent's use of the Intelligence Points Table. The player may conduct up to 2 MMs per yearly turn.

6.1.2 Spying on Maneuvers An opponent may "observe" MMs and thereby gain IPs (Case 4.3.5).

6.1.3 Wartime Accumulation The method of accumulating CPs changes when the DS level reaches *Active Hostilities*. Players gain CPs automatically when this is indicated as a combat result. Players also can receive CPs from results from the Command Event List (Section 6.3).

6.2 Uses of Command Points

6.2.1 Strategic Redeployment The player may expend 1 CP to move a unit from 1 Area on the map to any other friendly Area on the map. This occurs during the Movement Segment. The move cannot enter or cross Areas occupied by the opponent's units. During a time of *Active Hostilities*, the unit performing an SR may cross borders. Otherwise it usually may not.

6.2.2 Create Reserves The player may expend 1 CP to take a friendly corps-size unit into his Reserve (OKW Reserve for the Germans, GQG Reserve for the French). Take the piece off the map and place it into the Reserve Box on the Army Organization Display.

6.2.3 Use of an Additional Air Fleet in a Battle The player may introduce an additional air fleet into a battle situation by expending 1 CP. No more than one additional air fleet can be added this way.

6.2.4 Over-concentration Expend 5 CPs to use more than one army to attack into an Area of the map. This permits a temporary exception to the Stacking rule.

6.2.5 Combat Engineers The player may expend 2 CPs to cancel the battle dice subtractions for attacking across a river.

6.2.6 Pakfront Expend 1 CP (reflects grouping the flak guns with the anti-tank guns of his forces into a defense line). Player receives 1 additional die in the Mobile Forces Battle. Its "To Hit" number is a 6.

6.2.7 Retreat Before Combat Defender can retreat his **entire** defending force to avoid battle by expending CPs equal to the number of units retreating from the battle Area. This includes 1 for each Poised Forces (Section 13.4) unit.

6.2.8 Recover a Disrupted Army The player may expend one Command Point to recover a Disrupted Army (Module 15.0) to non-disrupted status.

6.3 Command Events

The Command Events Table procedure (see PAC) is similar to the Intelligence Events Table procedure. The list is in Base 6; use the rolling procedure as detailed in Case 5.3.1. Combat Experience Modifiers affect the dice roll result for purposes of Command Events. Each player checks the specified modifiers and determines how many apply to his roll. The players modify their roll result by the number of modifiers that apply. The German adjusts (+DRM) his result towards the number 66. The Allied player adjusts (-DRM) his result towards the number 11.

6.3.1 After rolling and modifying the roll, apply the result immediately. Results will typically award or subtract CPs or IPs.

6.3.2 The German player rolls first, then the Allied player.

6.3.3 Results of 11 and 66 may occur only once during the game. If the result comes up again it is considered a "Nothing Happens."

6.3.4 If both players obtain the same result on the Command Events dice roll, the Allied player, rolling second, is considered to have rolled a "Nothing Happens."

6.4 Command Experience Modifiers

These modifiers adjust the result by a plus or minus DRM for each of the following which apply. The listed event must have occurred by the player this turn.

- Player's forces engaged in Combat
- Player acted as attacker in one or more battles
- Player inflicted ground losses on the opponent
- Player caused a loss to an air fleet
- Player's actions caused 1 or more opposing armies to Disrupt
- Player captured an MC or Objective Area
- Player achieved a Breakthrough

7.0 MOBILIZATION

There are several unit types (infantry, motorized, armor/panzer, airborne, air fleet, Westwall fortifications). Only a small number of forces exist at the beginning of the game. Additional forces are mobilized (built) by expending RPs according to a Mobilization Costs Chart (see PAC). Units are mobilized during the Troop Mobilization Segment. The players use a combination of counters on the map and markers on their Army Organization Display to keep track of the value and disposition of their forces.

7.1 Resource Points

All forces to be mobilized in the game are purchased with RPs. RPs are also invested to increase the player's Technology Level (Section 7.3). RPs can be saved from turn to turn subject to the player's Technology Level. RPs are obtained by a die roll on the Resource Points Table (see PAC). RP accumulation ends with second turn of a DS level of *Armed Belligerence*. After that, players may continue to spend RPs, but they can no longer gain more. All expenditure of RPs ends when the DS level reaches *Active Hostilities*.

7.1.1 Resource Points Acquisition Table Each player determines his income of new RPs. A player rolls 2d6 and adds them together, applies applicable modifiers (noted below the table), then consults the table. The table is separated into columns for each year up until 1940. Cross-reference the modified die roll result with the year to get the income. Allied RP income appears to the left of the slash, German to the right. There can be DRMs. Some DRMs will be mandated by the Chronology, some by the SoP, and some can result from Event Cards or Intelligence Events. Be sure to check for all possible sources of RP acquisition DRMs. If the player misses applying a modifier, the result stands (no going back).

7.2 Mobilization Costs Chart

This chart lists the RP cost for a step of strength for each kind of unit. The chart also may have a date noted which is the earliest point in the game that type unit can be built. These dates can be adjusted by the play of Event Cards. If an Event Card is played, the card supersedes the chart date for that unit's type capability to be mobilized by the player.

7.2.1 Nationalities German and French forces when built are placed into the Mobilized Units box on their Army Display until their Movement Segment, and then are eligible to be placed in an MC, depending on the DS level movement restrictions. The arrival of Dutch, Belgian, and British units is discussed below.

7.2.2 Levels of Forces An expenditure of RPs as specified by the Mobilization Cost Chart creates 1 step of strength. This can be a step for an army (Case 7.2.3) or a step of an individual unit (corps or air fleet). Corps and air fleets always appear showing their lower-strength face first. To reach full strength requires building another step of strength. Players cannot increase their mobile and air units to the stronger side until they are at Technology Level 2 (Case 7.3.5).

7.2.3 Armies and Infantry Strength Points All armies begin the game mobilized. Those not starting on the map are located in the players Mobilized Units Box on their Army Display. Most armies are numbered and have a pair of counters for them. One counter is used on the map to indicate position and whether an army is Disrupted or not. The second counter is a marker and is used on the Army Organization Display to indicate the army's strength. Only infantry steps can be built for armies. Each RP expenditure for an infantry step increases the strength of an army by 1 point. The

player chooses which army to allocate it to and adjusts the army's marker on his display. Armies cannot have a strength greater than 19 (to show an army with a strength of 10 or more, flip it to its back side and adjust to the start of the track). Conversely, if an army's strength drops to 0, it is removed from play permanently.

7.2.4 Infantry Corps The Allied player has British, French, Polish, Dutch, and Belgian infantry corps. The Polish corps arrives as an Event. The other units have to be mobilized. French units are mobilized and placed into the Mobilized Units Box on the Army Display. Dutch and Belgian Corps appear in an MC Area in their respective countries. German infantry corps appear in an MC Area in Germany.

7.2.5 Dutch and Belgian Corps Dutch and Belgian units are mobilized using the Allied player's RPs. Once built, they must remain inside their home country unless Event Cards permit them to move otherwise. Belgian forces appear on the MC Areas marked either Brussels or Antwerp. Dutch forces appear at the MC in the Rotterdam Area.

- The Belgians have "double corps" pieces. Thus, a fully built-up double corps has *four steps* of strength. There are a pair of Belgian corps units with black asterisks in the upper left corner, indicating that they are replacement counters which represent the lower strength stages for these double corps. If a double corps is required to sustain a third step loss, substitute one of these replacement corps for the double one. If a replacement corps is not available to substitute for a Belgian double corps, then the entire unit is eliminated.

- Dutch and Belgian units can be built to full strength regardless of Technology Level but begin with the replacement counter mobilized first (steps 1 and 2).

7.2.6 Mobile Forces Armor/panzer, mechanized, and cavalry corps are Mobile Forces. The German parachute corps also functions as a Mobile Force when it is in play. (Corps-size units of infantry are not Mobile Forces.) Mobile Forces are distinguished by the presence of one or more dots in the upper right-hand corner of the unit's full-strength side (**exception** fortification markers are not Mobile Forces). Many Allied Mobile Forces units lose that status when reduced to lower step strength (**exception** Case 7.2.8).

- Mobile Forces have a special role in combat resolution. Unlike with steps of an infantry army, the player buys the physical piece when making his RP expenditure. A corps is activated at its reduced strength, which is the back lower-strength side of the counter. An additional RP expenditure (when eligible) reinforces the corps to full strength, shown by flipping the piece. If required to absorb losses, a full-strength corps is reduced to its lower-strength side, and a reduced corps is removed from play.

- A corps cannot be built at full strength, or built up to its full strength, on the same turn it is first mobilized.

- Full strength of these units represents a use of Level 2 Technology. A corps cannot be built to full strength until the player has reached Technology Level 2.

- The number of dots that appear on the current face of the corps counter indicates its "To Hit" number when rolling its die for the Mobile Forces Battle during combat. Some corps lose their ability to provide battle dice when at reduced strength (no dots).

7.2.7 French Mechanized/Armored Forces

There is an order of mobilization for the building of French Mobile Forces. The Allied player must build the DLC Cavalry Corps first, and then the DLM Mechanized Corps, before building any armored corps. The player has two armored corps and two DLM corps. Only one of each is automatically available for building. Building of the other two is conditional on play of an Event Card (Event 20, "France Adopts Armée de Métier"). Only 1 armored corps can be built per turn. Existing DLC/DLM/armored corps can be reinforced even while new units are built.

7.2.8 British Expeditionary Force (BEF)

The BEF Army is a Mobile Force even though it is an army size unit. It does not lose its Mobile Force status when absorbing losses or disrupted. British units are mobilized using the Allied player's RPs. British units can enter the map according to Section 21.4. Even though not on the map, the Allied player is free to mobilize and build up BEF units held in the Mobilized Units box. Note that, in addition to the BEF Army, the Allied player has two corps-size British units as well as a British air fleet.

7.2.9 German Westwall Fortifications See Section 14.2

7.2.10 Air Forces in the game exist as air fleet units. The player mobilizes the unit by RP expenditure and places it in his Reserve Box on his Army Display where it will operate from.

7.3 Technology Level

Military technology was beginning significant advances at the point where this game begins. Nations could choose to build new types of forces, but these afforded limited capabilities at the level of technical capability that existed in 1934 (as opposed to 1940). To reflect this, there is a Technology Level index. The Technology Level limits the number of RPs the player can hold, as well as the build-up of armor/panzer, mechanized, and airborne corps, and of air fleets.

7.3.1 The Technology Level can be at 1 or 2. Both sides begin the game at Level 1. To reach Level 2 the player must invest in technology.

7.3.2 A player can invest either 10 or 20 RPs each turn (if available) towards Technology. Technology Investment is tracked in increments of 10 RPs by using the backside of the 100s RP marker on the 10s column of the RP Track.

7.3.3 Until the player reaches Level 2 Technology he cannot stockpile RPs higher than 100.

7.3.4 When the player reaches 60 RPs invested, he has reached Level 2. Immediately invert the marker to its 100 RPs side and place it in the 100s RP column. Also place the Tech Level 2 marker in his Technology Level box on his Army Display as a reminder.

7.3.5 The player is now able to both hold RPs in excess of 100 and to build units to their higher strength levels.

7.3.6 Technology Level and Armor/Panzer, Mechanized, Mobile, Cavalry, Airborne Corps, and Air Fleets: These types of units represent the highest technology military forces of the age. To build these forces to full-strength requires the player be at Technology Level 2.

Note This technology level restriction does not apply to upgrading of infantry corps to their higher-strength steps.

7.4 Mobilization and Diplomatic Status

All unit mobilization ends when the DS level reaches *Active Hostilities*.

7.5 Mobilization and Event Cards

7.5.1 The year of availability set by the Mobilization Costs Chart may be altered by Event Cards. If the Event Card that affects a particular category of forces is played, that kind of unit becomes available to mobilize beginning with the current game turn.

7.5.2 Some Event Cards affect the cost of unit types. If the cost of a specified unit type is halved and results in a fraction, round up to the next higher whole number.

8.0 STACKING

There is no limit to the number of forces that can occupy an Area which contains an MC. All other map Areas are normally limited to no more than 1 army-sized unit (**exception** Case 6.2.4, Overconcentration). There is no limit to the number of corps-size units permitted in an Area. If due to combat resolution, an Overconcentration is still in effect at the beginning of the next player's turn, the following effects apply:

- The armies must separate and cannot join together for an attack during that turn
- One involved army suffers a step loss
- The armies may not participate in another Overconcentration Attack during the new turn.

9.0 COLUMNAR AND POISED UNITS

Corps-size units can be in either a Columnar or Poised status. These modes regulate how the corps interacts with their armies.

9.1 Columnar

Columnar status means that the corps forms part of an army's stack. The unit adds its combat strength to that of the army it is stacked with. Columnar units are placed on the map in an Area. They participate in the Mobile Forces Battle (Section 13.2), but do not count towards determining Poised Forces Superiority.

9.2 Poised

These corps are prepared to help exploit success in battle. Only corps-size Mobile Forces can be poised. Poised Forces are kept in the Army's Poised Forces Box and move with their parent army.

9.2.1 At the DS level of *Armed Belligerence*, as part of the player's standard movement capability of his turn, the corps unit can simply be taken off the map and placed in the Poised Forces Box of an army of the player's choice on his Army Display.

9.2.2 When *Active Hostilities* begin, a corps unit must physically be moved to an army's Area and then be placed into the Poised Forces Box of the army that is in that Area.

9.2.3 Poised Forces participate in a Mobile Forces Battle (Section 13.2) and only they are counted in the final determination of Poised Forces Superiority for the following regular combat resolution.

9.2.4 If a Poised unit supports the player in the combat, his first loss in normal combat must be sustained by one of these units.

9.2.5 If the opponent retreats after combat and Poised Forces remain available, they can advance into adjacent unoccupied areas up to their full MP allowance. If the player has achieved a Breakthrough (Module 16.0), his Poised Forces can fight a new battle.

10.0 MOVEMENT

10.1 General Rules

10.1.1 All Movement takes place during the Movement Segment and is restricted by the current DS level.

10.1.2 Until the DS level of *Military Preparations*, no unit can move out of an MC Area on the map. Units can move onto/off the MC Area and their Mobilized Units Box.

10.1.3 During the DS levels of *Military Preparations* and *Armed Belligerence*, some movement on the map is permitted.

10.1.4 Prior to *Armed Belligerence*, there is no movement cost for relocating units from one MC to another MC and, when the Chronology and Turn Sequence permits, on-map movement can have a unit move from an MC to any Area within the unit's country.

10.1.5 Beginning with *Armed Belligerence*, movement on the map from Area to Area is allowed. Corps units have a movement allowance expressed as MPs on their counter. Armies have a movement allowance of 3 MPs.

10.1.6 Once an Army enters onto the map via a MC, it always remains on the map until eliminated.

10.1.7 Units move from Area to Area, expending MPs for the difficulty of crossing different border terrain (rivers) and Area terrain (Highland) being entered as specified on the TEC.

10.1.8 Once the *Active Hostilities* DS level is reached, all units are free to move every turn.

10.1.9 Corps move on the map, except when they support Armies as Poised Forces, in which case the unit is placed into the Poised Forces Box of the army it is with on the Army Organization Display. Corps that are Poised Forces are carried along by the armies; they do not expend MPs.

10.1.10 Major River crossing MP costs can be cancelled by a CP expenditure per stack making a crossing.

10.1.11 No unit can expend more than its movement allowance in MPs during its movement segment. Movement ability cannot be transferred from one unit to another or kept from one turn to the next.

10.1.12 Units cannot enter Areas containing opposing units (**exception Module 17.0**, the German parachute corps making a Parachute Assault).

11.0 STRATEGIC REDEPLOYMENT

This is a special form of movement that only occurs when the DS level is *Active Hostilities*. One SR can be made at no cost during a player's turn. Additional SRs can be made if paid for by the expenditure of CPs (Case 6.2.1). An SR consists of moving one unit between permissible locations on the map. To be eligible to perform an SR, a unit cannot start its redeployment adjacent to an Area that has an enemy unit. It ignores MPs/terrain costs and moves to any Area desired, provided it never enters an enemy-occupied Area. A unit cannot combine SR and normal movement in the same turn.

12.0 CROSSING BORDERS

No units of either side may enter opposing territory until the DS level of *Armed Belligerence* has begun. Once that level has started, if German troops enter Belgium, The Netherlands, or France, or if French troops enter Germany, it will ignite full-scale war and immediately change the DS level to *Active Hostilities*.

Dutch and Belgian units may never cross the German border; they may cross each other's borders, but only as a result of an Event.

Dutch units cannot enter France.

French and British units may freely enter Belgium after German forces have done so. They can enter before the Germans do as a result of play of Event #4, or as a valid occurrence of Intelligence Event #65.

13.0 COMBAT

13.1 General Rules

Combat occurs only during *Active Hostilities*. Combat takes place either within an Area (Module 17.0, Parachute Assault) or across an Area border when opposing units are adjacent to each other.

13.1.1 Combat is mandatory within an Area but it is voluntary across Area borders. The player launching a combat is termed the attacker and his opponent the Defender.

13.1.2 Usually, no more than 1 army-sized unit may participate in an attack into an adjacent Area. Any number of adjacent corps-sized units may also attack into an Area.

13.1.3 An Area can be attacked only once per Combat Segment. Forces attacking an Area must combine into a single battle force strength total for combat resolution. However, a second attack against the same Area is possible during a Breakthrough segment (Module 16.0).

13.1.4 In normal Combat, if the player wishes to use 2 armies in different Areas to assault one defender, this type of attack is called Overconcentration and requires the expenditure of CPs (Case 6.2.4).

13.1.5 Mobile Forces on both sides participate in a preliminary Mobile Forces Battle (Section 13.2) to determine whether a Poised Forces benefit will apply and, if so, which side will enjoy it.

13.1.6 The Attacker then states his participating forces with all potential battle dice (Section 13.3, Attack Declaration). The Defender then decides whether to Retreat Before Combat (Section 13.4) or accept battle. If accepting battle, the Defender then determines how to support his engaged forces. If air fleets are involved on both sides, an Air Subroutine is performed (Section 13.5). Players next work out the number of battle dice they have for the combat (Section 13.6), roll the dice, and tally them up. Add the dice tally to their participating units' totaled strength, compare the overall totals, and determine the results (Section 13.7).

Combat Sequence

13.2 The Mobile Forces Battle

A preliminary Mobile Forces Battle takes place between troops on both sides. This determines which side obtains the Poised Forces benefit for the following regular combat.

13.2.1 If one side has no Mobile Forces at all, and the opponent has Poised Forces, that player automatically enjoys the Poised Forces benefit. Proceed to final combat resolution.

13.2.2 If both sides have only Columnar Mobile Forces, the Mobile Forces Battle takes place but no Poised Forces benefit will be awarded.

13.2.3 Mobile units have bullet points in the upper right-hand corner indicating their prowess. These function as To Hit indicators. A

unit with one dot secures a hit on a roll of 6. With two dots the unit scores a hit on a 5 or a 6.

13.2.4 Mobile Forces Battle Procedure

a) Each player receives one die for each mobile unit in either Poised or Columnar status involved in the battle. The player may obtain additional dice from the expenditure of CPs (Case 6.2.6) or IPs (Case 5.2.4).

b) Each player rolls all their dice and determines the number of hits inflicted on his opponent.

c) Hits are apportioned and losses extracted

Each hit causes a step loss on the opponent's forces.

- The first loss on each side must be levied against a participating Poised Forces unit. Any Columnar unit may absorb the hit if there are no Poised Forces.
- The second loss can be extracted from any unit in the Area at the option of the owner.
- After that, players alternate selecting which unit absorbs a loss until all hits are accounted for.
- Mobile units selected to absorb losses may include those which do not currently have a To Hit capability. This procedure applies to both sides.

d) If no losses occur in the Mobile Battle, or if losses are equal, the Poised Forces benefit goes to the side with more combat factors of Poised Forces units.

e) If one side that has Poised Forces in the combat emerges without loss or has fewer losses, but the other is damaged, the benefit goes to the undamaged/lesser loss side.

13.2.5 Poised Forces Benefit Add 2 battle dice to the side who won the Mobile Forces Battle for combat resolution. The side receiving the advantage also can add the combat value of 1 participating Poised Forces unit (player's choice).

13.3 Attacker Declaration

The Attacker then declares the units participating in the battle, determines his strength points total (armies plus Columnar forces). He allocates 1 or 2 (with 1 CP expenditure) air fleets to the battle. He works out the number of potential battle dice he could have (Section 13.6).

13.4 Retreat Before Combat

The Defender may elect to retreat by the expenditure of CPs (Case 6.2.7). If the player decides to retreat, the entire force must do so. All units must end in the same Area. Units that retreat into an Area that is subsequently attacked may not participate in that combat but they are affected by its result. If unable to retreat due to stacking or movement restrictions, this cannot be performed.

13.5 Air Fleets Subroutine

Once the Defender accepts battle, he must decide whether to intervene with his air fleets.

13.5.1 An air fleet can only be sent to a battle if ground forces of its nationality are participating in the battle (**exception** British air fleets can aid Belgian or Dutch units if those units are within the air fleet's range of a British ground unit).

13.5.2 Usually 1 air fleet can be sent, but if the Defender expends 1 CP, he can send 2. If the Defender sends air fleets and there are attacking air fleets, he must decide if his air is either Direct Air Support or Air Neutralization.

13.5.3 Direct Air Support Both sides will take a number of battle dice equal to the number of dots showing on their air fleets for the combat resolution.

13.5.4 Neutralization If choosing to cancel the enemy, a test of strength occurs. Both players roll one die. Either or both players may expend 1 IP for a +1 DRM (Case 5.2.5). The players add to the result the strength (in dots) of their participating air fleets. If the outcome is equal there is no further result. Otherwise the side with the lesser result suffers a step loss for their air fleet. No more than one air fleet can ever be diverted from its mission. All air fleets will return to their Reserve boxes.

13.6 Determine Battle Dice and Roll

Defender +1 die (automatic)

Terrain (Defender only) as per Terrain Effects Chart

- **Fortification effects** are in addition to any other terrain effects
- **River** terrain effects are cancelled if there are attacking units on the same bank in addition to the ones across the river

Disrupted Army: -1 die

Minus Dice If either side is required to lose dice and has no battle dice to lose, that die appears as an additional die for the opponent.

Poised Forces (either side) +2 dice to the winner of the Mobile Forces Battle, or the sole side possessing Poised Forces (**exception** Poised Forces are not effective against Fortifications).

Over-concentrated Attack +1 die

Air Fleets Dice as per number of dots on participating air fleets in direct support (if any)

Attacker Parachute Assault (if any): +1 die

13.6.1 Each player rolls the dice he has accumulated and tallies them up for a Dice Roll Total. **Gameplay Note:** It is possible that the either player has no dice to roll and thus doesn't add a dice value to the resolution,

13.7 Combat Results

13.7.1 Each side tallies the total of strength points of their participating ground forces and adds their Dice Roll Total; this is their Battle Total.

13.7.2 Compare the Battle Total for the two sides.

13.7.3 If the difference is 0, both sides suffer 1 step loss and remain in place.

13.7.4 If one player obtains a smaller result than the other he is the loser.

13.7.5 The difference in totals determines losses for the winner and loser. See the Combat Results Table on the PAC for the results based on the difference.

13.7.6 If the Defender is the winner, he additionally receives +1 CP.

13.7.7 Losses The owning player chooses which units absorb required losses, and may distribute them among different units. If Poised Forces participated and losses are required in the final combat resolution, the first loss on that side must be absorbed by a Poised unit. The player may substitute a loss of 2 steps of army strength for a mandated loss of 1 to a Poised unit.

13.7.8 Retreats Except in a Breakthrough (Module 16.0), the units retreat 1 Area in a direction selected by the owner. The units must move to an adjacent Area that has no opponent's units and in a direction that puts them closer to a friendly MC. If this forces them to retreat into an Area causing an over-stacking situation, lengthen their retreat by an additional Area and the force suffers an additional step loss. A force which cannot retreat within these guidelines remains in place, suffers 2 extra step losses and, if an army, it becomes Disrupted (if not already).

13.7.9 Advance After Combat Surviving winning units (even if they were the Defender) may advance to occupy the vacated Area. Mobile units that are Poised may advance their full movement allowance. This option must be exercised immediately, before resolution of the next battle.

Gameplay Note Do not neglect the potential for corps advancing singly to occupy strategic terrain behind enemy lines. If the player has sufficient CPs to afford Retreat Before Combat, even a single mobile unit out on a limb will be able to avoid being caught, while the ability of this kind of advance to deny the opponent defensive terrain will be significant.

14.0 FORTIFICATIONS

14.1 Maginot Line

Areas on the map corresponding to France's Maginot Line are printed with Fortification symbols. The French player benefits from an intrinsic combat strength of 1, plus 1 battle die, for each fort symbol. Only the French player can benefit from the Maginot Line.

14.2 German Westwall Fortifications

German fortifications must be built. Each fort symbol on the marker equals an intrinsic strength of 1. The number of battle dice the fortification confers to combat is the number of white dots shown on the counter.

14.2.1 Building Westwall Fortification Markers These markers can only be built in Areas of Germany that border on France, Belgium, and The Netherlands. They are initially

procured at their lower strength and can be built up only once Level 2 Technology has been achieved. Only one Westwall Fortification marker may occupy an Area.

14.3 General Rules

14.3.1 A unit in an Area with fortifications does not have to retreat as a result of combat.

14.3.2 Poised Forces benefits do not work against an Area with fortifications, so a Mobile Forces Battle does not occur in the Area.

14.3.3 A player can expend IPs to reduce the negative combat effects of attack on a fortification (Case 5.2.6).

14.3.4 A fortification is destroyed only if combat losses equal a number *greater than* its entire intrinsic strength plus the step value of any occupying troops. If German, remove the piece from the map. If French, mark it with a Destroyed Fortification marker.

14.3.5 The fortification benefits work for both defense and attack within their Area.

15.0 ARMY DISRUPTION

If an army unit sustains a Disrupted result, it is affected for one full turn. Corps do not suffer disruption.

15.1 General Rules

15.1.1 To indicate Disruption, flip the army's on-map counter to its disrupted side.

15.1.2 A Disrupted Army cannot move or attack during its player-turn.

15.1.3 Poised units with a Disrupted Army lose that status, become Columnar corps, are removed from the army display, and placed in the Area with the army. They may not move either.

15.1.4 The Disrupted Army can defend, but loses one battle die.

15.1.5 The battle dice loss for Disruption will still apply for the current player-turn even if the player immediately recovers his army (Case 6.2.8).

15.2 Disruption Removal

15.2.1 At the beginning of the opponent's next player-turn, all friendly armies returns to normal status (flip them back to their un-disrupted side).

15.2.2 At any time, the player may expend 1 CP to cancel the Disruption immediately. If he does so during the same player-turn in which the Army was disrupted, the recovery also costs 1 step from a Mobile Force unit (if the army has no Mobile Forces, the loss may be absorbed by infantry). If the army does not have a corps unit to take a step loss, this action cannot be performed.

15.2.3 If Recovery is being made during the player's own turn there is no additional cost other than the 1 CP.

15.2.4 If the player expends CPs to Recover his army, Columnar mobile units in the Area can revert back to Poised status at the player's option.

16.0 BREAKTHROUGH

A Breakthrough segment occurs when the player has Poised Forces and achieves a Breakthrough combat result.

16.1 Breakthrough Benefits

16.1.1 In a Breakthrough, the winner selects the retreat path of the defending units and the retreat is lengthened to 2 Areas. Normal Retreat guidelines apply (Case 13.7.8).

16.1.2 A Breakthrough segment must be conducted immediately after the combat in which forces became eligible. Otherwise the opportunity is lost.

16.1.3 Breakthrough Segment The winner's attacking stack may advance into the Area vacated and attack again. All Breakthrough combat utilizes the normal rules for combat. The player can support battles with air fleets, Parachute Assaults, and expend CPs and IPs.

16.1.4 If the Breakthrough was obtained as a result of an Over-concentrated combat (Case 6.2.4), the player must select only 1 stack to be eligible to perform the breakthrough.

16.1.5 If a friendly stack that has not already participated in combat happens to be adjacent to both the Breakthrough stack and its new target Area, the friendly stack can participate in the Breakthrough battle. This would be an over-concentration battle, so the player must have the CP to spend for it unless the friendly stack consists only of corps.

16.1.6 Poised Forces with the eligible stack can advance their full movement allowance. They can also then fight a new battle. If the Poised Forces remain with their Army, they can continue in that status (Poised). If the Mobile troops move off to different Areas in their exploitation, they will fight as Columnar Forces. Mobile Forces that join a different army to engage in Breakthrough battle, or even that move away and return to their original stack, can only be Columnar.

16.1.7 Defensive Breakthrough

This occurs if a Breakthrough result is obtained by the Defender in the combat. Since his forces are not prepared for this result fully, they may advance after combat, but are not eligible for further battle action. Instead the attacking loser of the combat loses 3 CPs.

17.0 PARACHUTE ASSAULT

The German player has a Parachute Corps which is capable of remote intervention. If it is in the OKW Reserve box, the Corps can participate in a battle anywhere on the map that is within 2 Areas of another friendly unit. The parachute assault can be executed either during a normal or a Breakthrough battle. Once on the map, the Parachute Corps acts as infantry, except that it is entitled to Mobile Unit dice and may be placed into Poised status with an army.

The Parachute Corps can execute only 1 parachute assault during the game. During that combat, the German player gets 1 additional battle die, and also benefits from the Parachute Corp's Mobile unit dice in any Mobile Forces Battle. The Parachute Corps is placed in the Area occupied by the enemy force. If the enemy retreats from the Area, or if the Area is also occupied by other German forces at combat's end, the Parachute Corps remain in place. If battle ends with only the Parachute Corps in the Area with enemy units, then the Corps sustains an additional 1 step loss and retreats (Case 13.7.8) to an adjacent Area.

18.0 AIR FLEET OPERATIONS

Each air fleet may fly one mission per game turn. The air fleets fly from their respective players' Reserve boxes on their Army Display. Missions can be executed during both regular and Breakthrough battles, and during both friendly and enemy player-turns. Air fleets have a strength which is designated by the number of dots in the upper right. Each dot provides 1 battle die to the combat. They may lose strength as a result of the Air Unit Subroutine (Section 13.5) of the Combat Sequence.

19.0 GERMAN ATTACK STRATEGY

From the German border into the interior of France, to Paris, white-rimmed black circles run in between areas on the mapboard. These lines demarcate a set of alternate axes of advance into France through the Low Countries or directly. At the beginning of *Armed Belligerence*, the German player must designate one of these axes of advance as his strategic focus. He does so by choosing one of three Attack Strategy chits and setting it aside. The German player is free to change his selection during the Intelligence Event Segment of any subsequent turn. When the game moves to *Active Hostilities*, the strategy selection currently in force becomes final.

If German forces capture at least 1 Area of Paris along the axis of advance selected by the player, the level of his Victory increases by 1. For this to apply, at least 1 of the capturing units must enter Paris from an Area within that axis of advance, **and** the Area in question cannot have been recaptured by the Allied player.

20.0 VICTORY

The German invasion in the West sought to knock France out of the war by means of a single lightning campaign with a minimum of losses. Any result that

left France as a fighting adversary represented a setback. Victory conditions are stated in terms of control of MC and “Victory” Objective Areas (Paris and Dunkirk). In the following Victory Conditions, both are listed simply as “Objectives.”

Control of an Area The player whose pieces occupy an Area on the map or who was the last to have passed through it has control of the Area for purposes of determining victory.

Note that Paris consists of 3 Areas. Each Area of Paris counts separately as an Objective for Victory purposes.

French Decisive Victory French player controls 12 Objectives at the end of the last turn of play

French Marginal Victory: French player controls 11 Objectives at the end of the last turn of play

Draw: Neither player has one of their Victory levels

German Marginal Victory: German player controls 11 Objectives at the end of the last turn of play

German Major Victory: German player controls 12 Objectives at the end of Turn 10 of *Active Hostilities*

German Decisive Victory: German player controls 13 or more Objectives at the end of Turn 10 of *Active Hostilities*

21.0 GAME SET UP

21.1 Tracks

DIPLOMATIC STATUS: Peace

GAME TURN TRACK: Year 1934

21.2 Allied Forces

- All **French armies** start with a strength of five steps.
- **3 French armies** are placed into MC Areas (1 per Area) on the map.
- 1 French air fleet starts the game in GQG Reserve.
- **The British Expeditionary Force (BEF)** starts with a strength of 4 steps and is placed in the Mobilized Units box on the Army Display.
- All other French armies begin the game in the Mobilized Units Box.
- All French/British corps and French/British air fleets start in the Force Pool Box on the Army Display and must be mobilized.
- **1 Dutch corps** starts the game in Rotterdam at full strength.
- **1 Belgian infantry corps** starts the game, as a full strength replacement unit (black dot) and may be placed in either Antwerp or Brussels.
- All other Dutch and Belgian corps begin in the Force Pool and must be mobilized.

21.3 Axis Forces

- All German armies start with a strength of 1 step.
- 3 German armies are placed on friendly MCs on the map.
- The remaining German armies begin the game in the Mobilized Box on the Army Display.
- All German corps, air fleets, and fortifications begin in the Force Pool box and must be mobilized (Module 7.0).

its conquest by making the Soviet Union into a quasi-ally. The Western Allies also negotiated with the Soviets, but could not reach an accommodation with them. This Event Card posits an Allied-Soviet agreement rather than one with the Germans. It requires the German player to leave 2 armies (his choice) out of the game to defend Poland, and it delays the return of the remaining German forces to the West. Group A should arrive on the fourth turn of *Armed Belligerence* and group B on the fifth turn of *Armed Belligerence*.

Fin.

21.4 Initial Deployment of British Expeditionary Force (BEF)

The BEF appears in a coastal Area of France during third turn of *Armed Belligerence*. The British air fleet, if mobilized already, appears simultaneously in the GQG Reserve box on the Army Display. One British corps, if mobilized, appears on turn 8 of *Armed Belligerence* or thereafter. The last British corps, if mobilized, appears on turn 3 of *Active Hostilities*.

21.5 German Invasion of Poland

On the first turn of *Armed Belligerence*, the German player is assumed to invade Poland. The invasion may also be compelled by play of an Event card.

21.5.1 All mobilized German forces on and off the map except 3 armies, any Westwall fortifications, and one air fleet spend the first turn of *Armed Belligerence* fighting in Poland. Divide the German units that are now off the map into two groups (groups A and B) of equal size (if there is an odd number of units of any given type, the German player decides into which group he will place the last unit). Place the divided units into the 2 Polish Invasion boxes on the German Army Display.

21.5.2 Return of the German Army One group (German player’s choice) arrives back onto the map on the third turn of *Armed Belligerence*, the other group on the fourth turn. All German units arrive at an MC Area up to stacking limits. No forces enter the map in a Poised state. One unit is placed at each MC until all have been filled, then second units and so on. The waves of German units returning from Poland arrive automatically. They may move freely from their point of arrival. They do not count against Movement limits set for *Armed Belligerence* from the Chronology.

21.5.3 Appearance of the Polish Infantry Corps On whichever turn of *Armed Belligerence* the German army begins to return from Poland, the Polish Infantry Corps enters the game in any eligible MC Area in France.

21.5.4 Allied-Soviet Pact Event Card (#18)

This existing rule for the German Invasion of Poland assumes the existence of the Nazi-Soviet Pact, which simplified Berlin’s need to defend

SEQUENCE OF PLAY

(Arranged in order of increasing DS. Play is simultaneous until specified otherwise; check Chronology each turn for Check Rolls to perform plus the number of Event Cards to draw and play)

PEACE (yearly turns)

- **Intelligence Events Segment** (5.3) (starting in 1937) Perform rolls and implement results
- **Event Card Segment** (4.0) Each player draws and plays/discards Event cards as specified by the Chronology
- **Check Die Rolls Segment** (3.3.3) Perform rolls as indicated by the Chronology, starting in 1936
- **Resource Points Acquisition Segment** (7.1.1) Players roll for RPs
- **Troop Mobilization Segment** (7.2) Expend RPs to build forces and Invest in Technology (mobilization of kinds of units, capabilities, governed by Mobilization Costs Chart)
- **Intelligence Points Acquisition Segment** (5.1) Use Intelligence Points Table to accumulate IPs

OPPOSITION (yearly turns)

All Actions as noted above in *Peace* plus the following:

- **Resource Points Acquisition Segment roll modified:** +1 DRM to dice rolls on the RP Accumulation Chart
- **Add Movement Segment (10.0) before Intelligence Point Acquisition Segment** Each player may move 2 units from an MC to another one (including from off the board to a MC); begin accumulating CPs through MMs

MILITARY PREPARATIONS (yearly turns)

All of the Above, **plus:**

- **RPs acquisition roll modified:** now a +2 DRM
- **Movement Adjustment:** Each player may move 2 units (including off-board units) between MCs, and 1 unit away from an MC to any friendly Area on the map in their country.

NOTE: Timing of change to Armed Belligerence: If a Check Roll indicates an increase of the DS level to *Armed Belligerence*, complete the current turn at this level and shift upwards to the modified Sequence of Play in the next turn.

ARMED BELLIGERENCE (stop using the Chronology and shift to monthly turns)

All of the above segments modified as follows:

- **Intelligence Events** Roll for Intelligence Events each month
- **Events Cards** Event Card play **ends** after first turn of *Armed Belligerence*; reshuffle deck, each player draws two cards for possible Counterespionage use
- **RPs** +2 DRM to acquisition roll. Resource Point accumulation ends after first turn of this level, expenditure continues
- **German Strategy** (19.0) The German player must select an axis of advance and may change this later
- **Movement**
 - (a) Players may move 2 units (including off-map units) between MCs; players may move 4 units on the map to any friendly Area on the map;
 - (b) Players may use off-map movements to allocate corps or air fleets to Reserve (2.3.2)
 - (c) Players may use off-board movements to allocate corps to Poised Force status (9.2)
 - (d) German player automatically on turn 1 of this level sends forces to Invade Poland (21.5)
 - (e) Either player may cross an enemy border to initiate *Active Hostilities*. *Active Hostilities* automatically begins after turn 8 of this level.

ACTIVE HOSTILITIES (shift to weekly turns and sequential movement; Germans move first)

- **Intelligence Events Ends** Stop rolling for Intelligence Events
No further use of Counterespionage Cards
- **Troop Mobilization Segment Ends** No Unit Activation
- **Movement**
 - (a) All forces on the board are free to move normally
 - (b) **Strategic Redeployment** The player may move **one** unit using the Strategic Redeployment provisions without any CP cost. Additional movements cost CPs.
 - (c) Players are free to deploy corps/air fleets to and from their **Reserves**
 - (d) Players are free to have corps assume **Poised Forces** positions
- **Combat Segment (13.0) Added after Movement Segment** Combat is resolved in any order desired by active player:
 - (a) **Mobile Forces Battle** (13.2) A preliminary battle takes place between Mobile Forces on both sides to determine which side (if any) obtains the “Poised Forces” advantage.
 - (b) **Attacker Declaration** (13.3) The Attacker next declares the Area being attacked, total of combat factors, participating air fleets, and total battle dice
 - (c) **Retreat Before Combat** (13.4) The Defender may elect to retreat at a cost in CPs.
 - (d) **Air Fleets Subroutine** (13.5) The Defender decides whether to intervene with his own air fleets and whether for Direct Air Support or to neutralize the Attacker’s air fleets.
 - (e) **Determine Battle Dice and Roll** (13.6) Add total to total strength friendly forces participating and compare the two sides.
 - (f) **Combat Results** (13.7) Compare final totals, determine the results, and apply them. If the Attacker obtains a Breakthrough, he must immediately decide whether to conduct a special Breakthrough Segment (16.0).
 - (g) Proceed to next Combat resolution
- **Command Events and Points Accumulation Segment added after Combat Segment** Begin rolling for Command Events (6.3) and acquiring CPs from the Command Points Table (6.1)
- **Intelligence Point Acquisition** Continue to use the Intelligence Points Table to acquire additional IPs.