

GAME MANUAL

DECISIVE CAMPAIGNS

THE BLITZKRIEG

FROM WARSAW TO PARIS™



THE POSSIBILITIES ARE ENDLESS!



Advanced Tactics™ is a versatile turn-based strategy system that gives gamers the chance to wage almost any battle in any time period. The first module in this series is Advanced Tactics™: World War II, which allows gamers to hop into a Panzer and storm across Europe. Complete with a streamlined interface and an addicting style of gameplay, Advanced Tactics offers a unique and infinitely replayable experience for any strategy fan.

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1. INTRODUCTION

1.1. SYSTEM REQUIREMENTS

Minimum System Requirements

- » OS: Windows XP, Windows Vista, Windows 7
- » CPU: 1.5 GHZ Processor or Equivalent (Running the game in higher resolution requires more processing power.)
- » RAM: 1.5 GB
- » Video/Graphics: 8MB video memory
- » Sound: Any soundcard
- » Hard disk space: 500 MB Free
- » DirectX version: Not required

Recommended System Requirements

- » OS: Windows XP, Windows Vista, Windows 7
- » CPU: 2 GHZ Processor or Equivalent RAM: 2 GB
- » Video/Graphics: 8MB video memory
- » Sound: Any soundcard
- » Hard disk space: 1 GB Free
- » DirectX version: Not required

1.2. INSTALLATION

Please ensure your system meets the minimum requirements listed above. To install the game, either double click on the installation file you downloaded or insert the Warsaw to Paris CD into your CD-ROM drive. If you have disabled the autorun function on your CD-ROM or if you are installing from a digital download, double click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

1.3. UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the games Windows START menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

1.4. PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by clicking on the Update link in your Game Menu or by using the Update Game shortcut in your Windows START menu folder for the game.

We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates is made easy and is free by signing up for a Matrix Games Member account. When you are signed up, you can then register your Matrix Games products in order to receive access to these game-related materials. Doing so is a simple two step process:

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We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that takes you to a page that has all the latest public and registered downloads, including patches, for that particular title.

You can also access patches and updates via our Games Section (<http://www.matrixgames.com/games/>), once there select the game you wish to check updates for, then check the downloads link. Certain value content and additional downloads will be restricted to Members Area members, so it is always worthwhile to sign up there.

Remember, once you have signed up for a Matrix Games Member account, you do not have to sign up again at that point you are free to register for any Matrix Games product you purchase.

Thank you and enjoy your game!

1.5. GAME FORUMS

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem,

have a question or just an idea on how to make the game better, post a message there. Go to <http://www.matrixgames.com> and click on the Forums hyperlink.

1.6. NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to <http://www.matrixgames.com/helpdesk>

2. GETTING STARTED

But first... a note from the designer...

It gives me great pleasure to present Warsaw to Paris to you.

The game I did before was Advanced Tactics, which was well-received for its flexibility, but not that much for its historical accuracy. Warsaw to Paris represents my answer to this criticism. Warsaw To Paris models very accurately Case White 1939 and Case Yellow 1940. I am not sure if it is the grognard, detail-freak, or the historian in me that made me want to do a release like this, probably a combination of all three.



I believe the end product is solid. It provides a lot of background in addition to accurately modelled maps and orders of battle. I added two bookshelves in the process of researching the historical facts for this game. When playing, you can be confident that everything has a moderately high historical realism level and is researched in detail. But maybe even more important is that the scenarios play out in such a way that you are confronted with the same difficulties and opportunities presented the warring sides that actually took part in this conflict. You can thus experience how high command on both sides must have felt like (To an extent since this is of course a game.).

I am very aware that this game might not please the same crowd as Advanced Tactics. Historical realism and flexibility are hard to combine. I actually did add flexibility but within tight constraints in the form of what-if variants and a free setup mode and a measure of cause and effect relations between the 3 scenarios in the campaign. All this allows some experimentation of how battles would have gone when small and medium sized things would have been different.

The Artificial Intelligence used in Decisive Campaigns is a completely new one and is not at all as it was in Advanced Tactics. It's quicker, smarter and it uses a number of techniques that should enable it to cope with situations I did not think of. Even more importantly, except for 1 minor supply rule that's different for the AI, it does not cheat or enjoy any advantages.

I hope you enjoy your purchase!

Best regards, Vic

www.vrdesigns.nl

2.1. POINT OF VIEW

Who are you playing as? In this game you are playing either the attacking or defending side in a number of early campaigns in the Second World War. Your point of view is that of a high operational command thus you have full command over the troops in your theater but can only influence the strategic decisions.

2.2. GOAL

Your goal when playing the Germans is to quickly and efficiently conquer the targeted countries outlined at the outset of each scenario. When playing the Allies your goal is to delay the Germans long enough to let the game award you a victory. In a nutshell, the Germans have to gain victory points from the Allies and the Allies simply have to gain time.

2.3. BOARD AND PLAYING PIECES

The board the playing pieces are moving on and fighting over is the map. Each campaign has a different one. The victory points mentioned are the major towns on the maps you will play on. As the Germans you will try to conquer them and attempt to attain this goal by executing actions with the playing pieces (the units) under your control. These playing pieces, or heretofore referred to as units, represent mostly regimental sized troop formations. HQ units are special units. They basically function the same way as other units but they have additional capabilities like enhancing the combat values of their subordinate units and delivering supply. Also each HQ unit has an officer attached. Finally the nation or "regime" you're playing as can execute a number of actions too.

2.4. ACTIONS

As mentioned above your playing pieces can perform certain actions at your command. Units can among others: move, attack, get strategically transferred, be assigned to HQs, and blow/repair bridges. Officers can have cards available that they can play on subordinate units to improve their statistics and capabilities. The nation or "regime" you are playing can also play regime cards to (mostly) change the big picture.

2.5. ENVIRONMENT AND RULES

To attain the goals outlined at the outset of every scenario you must use your units to carry out the aforementioned actions. The actions available to you are limited and governed by the rules of the game, which are explained in this manual.

2.6. CAMPAIGN

Although the game system is basically set up to play each scenario as its own little game, the designer also added a campaign in which all the scenarios are linked together and your performance in one affects the start-up state of the next.

3. THE INTERFACE

3.1. GENERAL NOTES ON THE INTERFACE

If you hold the mouse over a button or object and a ?-mark or a finger shows instead of the regular cursor it means you can right click to get some information about what it is you are holding the mouse above. Furthermore the hand indicates that you can click whatever it is you're hovering above.

An excellent start to getting to understand some main functionality of the interface is to play the tutorial.

3.2. THE CAMPAIGN SCREEN

Only shows up when you start a new campaign and in between scenarios when playing the campaign. At this screen, you can play action cards, each with its own set cost and outcome. To play a card, click one you can afford, then click "play card." For example, the card "Foreign Affairs" costs 12 action points, and improves your foreign intelligence level, and the chance of knowing what variants will be active in the next scenario. When you have run out of action points, you may play the card "Go to War" to fight.

3.3. THE SCENARIO SETUP SCREEN

In this screen, you can customize the scenario to your liking. On the upper left part of the screen, you can customize AI settings: whether or not, or to what degree, the AI should receive help, and the speed of the AI. Next to this, you can select what type of a game you would like to play by specifying options like: fog of war, hiding AI moves, hotseat using passwords, or multiplayer via email.



To the right of this, you can select the scenario variants or campaign difficulty level.

3.4. THE GAME LOOP SCREEN

After you started a scenario, loaded a game, or after you've ended a turn, you will see the Game Loop screen, which does a number of pre- and post-turn calculations. It also checks events and starts the AI's turns.



Eventually the game loop screen will complete and the game will require a human player to play, or if it is not your turn (in a play by e-mail game) to save & quit. If it is your first turn and the scenario uses passwords, you must first enter in a password to log in to the game. Make sure you pick a password you can remember, because if you lose it, there's no way to reset it or find out what it is.

When you have logged in, you will be updated on what has happened in the previous round. This is the screen where you will see your messages. Pressing any key will continue.

3.5. THE MAIN SCREEN

This is the screen you'll spend most of your time in. Here you can see your units and the field of battle among many other things.



- » **The Top Bar** – This bar lists a variety of different pieces of information and tabs:
 - » Political points – the number of political points you have
 - » The nation and date (right click for which round it is)
 - » The hex terrain type, location, and owner
 - » Detailed information about each hex including recon points, zone of control points, action point penalties, stack points, and victory points
 - » Minimize or close window buttons
 - » Various information and map tabs (detailed below).
- » **The Map** – This is where the magic happens!
- » **The Button Bar** – This bar lists the variety of orders you can issue to units in addition to a number of view and preference toggles (detailed below).
- » **The Information Bar** – This bar provides in depth details about every unit on the selected hex include the units makeup, its stats (like supply stats, HQ power), and more. Additionally, the retreat

percentage and supply percentage of every unit on that selected hex can be set. This is all covered in more detail below.

Each of these major components are detailed in the subsequent parts of the interface section.

3.5.1. THE TOP BAR TABS



- » In the upper left part of the screen, you can select "Prefs" to adjust your preferences, including whether you would like to turn on or off autosave, sound effects, music, fog of war, a hexagonal grid, or take screenshots.
- » Next to "Prefs," you will find "Brief," which, when clicked, will bring up a briefing on the campaign with useful information about the terrain, belligerents, victory conditions, variants, and rules.
- » To the right of "Brief," is the button "Stats," where you can access statistics about troop quantities, casualties, and statistics which can be narrowed to troop type. You will find this section useful both for measuring victory and for planning.
- » To the right still of "stats" is "OOB," where you can survey your order of battle and command air strikes.
- » In the exact center of the screen at the top is a description of the selected hex, its terrain, its owner, and what, if anything, is notable about it. Right clicking it will bring up a wealth of statistical information on the landscape type.
- » The "Reps" tab displays messages to you, such as the weather for the term pending, or the victory conditions which you must attain.
- » The "Cards" tab displays what action cards you can play at the present time, as well as what action points you may have by which to play them.
- » "S. Map" brings up the strategic map screen, which is explained in its own section below.
- » The "Mini" tab will bring up a miniature, zoomed out map of the entire theatre of war, with a red box representing what is currently on screen. Moving this box, by clicking, will move what is visible.

3.5.2. THE MAP

Some general notes on the map:

- » If part of the map is black, then you cannot view it or enter it.
- » If you have fog of war on, you will not see the enemy's units unless you have units within close range of them.
- » You can distinguish between countries by their borders, and between units belonging to different countries by their colors.

- » Rivers are visible as blue lines.
- » Terrain can be distinguished by its appearance, both in color and texture.

3.5.3. THE BUTTON BAR

The buttons on the lower left half of the screen are for issuing orders to units. The group of buttons that appear on the left vary depending on whether a friendly or enemy unit is selected. The buttons on the lower right half of the screen deal primarily with different viewing options for the main screen. Most of these buttons will be covered in greater depth throughout the manual but they are briefly detailed here.

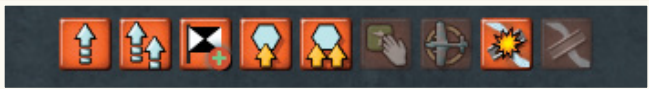
Buttons on the Left Side if an Enemy Hex is Selected

- » The first button is the Land Attack Button. Click this button to begin the process of attacking an enemy unit/hex.
- » The second button is the Artillery Barrage Button. Click this button to begin the process of launching an artillery barrage on an enemy unit/hex.
- » The third button is the Airstrike Button. Click this button to begin the process of launching an airstrike against an enemy unit/hex.



For more information on these three buttons, see 6.1 How to Initiate Combat.

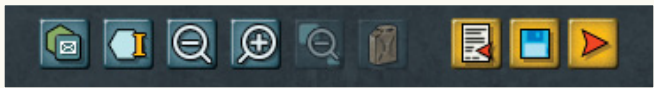
Buttons on the Left Side if a Friendly Hex is Selected



- » The first button on the left is for moving an individual unit.
- » The second button is for group moving units. All units in the same group will be moved to the same hex selected. Be careful, though, because sometimes multiple units are spread out over several hexes and using the group move order may concentrate them on a single hex and damage your frontline formation or have other undesired effects.
- » The third button will assign a new HQ to the selected unit.
- » The fourth button will move the selected unit via strategic transfer.
- » The fifth button will move a whole group of units via strategic transfer.
- » The sixth button will allow you to assign a unit to your ally (if you have one). This button is only active when the Polish or Germans are split up into multiple “regimes” during multiplayer games. This allows the OKW or Rydz Smigly to reassign control of a unit from one player to another.
- » The seventh button will allow you to assign an air recon mission to a unit (air units only).
- » The eighth button will order a unit to attempt to destroy a bridge.

- » The ninth and final button of the group will order an engineering unit with enough points to attempt to repair a bridge. This can only be done when the hexes on both sides of the bridge are controlled by the player.

Buttons on the Right Side



- » The first button on the right, which has a hex with a unit on it, toggles how you view units and what information is displayed directly on the map.
- » The button next to this is the Extra Hex Info button, click this to show additional information about each hex. Additional information includes the “black blocks” that signify Battlestack and Battle AP Penalties as well as anti-supply effects in the Operation Sealion scenario.
- » The next buttons, which have hexes with magnifying glasses on them, zoom the screen in and out, respectively.
- » To the right of this button, you can toggle unit size.

The next button over from that brings up a view which displays the supply levels of all units, making it easier to see who needs supply and who does not.

- » The button which has an open book on it brings up the history screen.
- » The button with a floppy disk saves the game. It is important to realize that this button is not available if you’re playing a PBEM game. If you are doing so you will get the option to save after you have ended your turn.
- » The button farthest to the right, displaying an arrow facing directly right, ends the turn.

3.5.4. THE INFORMATION BAR

When you click on one of your units, the bottom of the screen will display information about the unit, the terrain on which it stands, its supplies, its morale and odds of retreating, its numbers, and its leadership, all of which is useful in planning attacks.



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The Unit Base Info Screen – This shows a unit's name, HQ (click on the HQ to center the map on it), action points, supply consumption, integrity, readiness, experience, and entrenchment. More information can be obtained on what these different stats mean later on in the manual. Additionally as a reminder, right clicking on any of these boxes while in the game will briefly explain what the statistic means.

The Unit Selection Box – This box will list all of the units that are stacked on that hex. Click on the desired unit to have its information displayed on the various panels in the Information Bar.

The Retreat Percentage Button – Clicking this button will cycle the various loss tolerance percentages a unit can be set to before they retreat from battle. For example, setting this value to 100% means the unit will fight to the last man. At 50%, the unit will retreat when half of its forces are eliminated.

The Supply Request Button – Clicking this button will cycle through the various percentages of supply the unit will request. At 100% the unit will request all of the supply it needs to function at maximum efficiency. At 50% the unit will only request half of its needed supplies. Bear in mind that at 50% the unit will not recover readiness.

The Officer Info Tab – If the hex has a unit with an officer and this unit is selected from the General Unit Stat Screen, information about the officer will be displayed in this tab. This tab displays a picture of the officer, a biographical snapshot (left click it to read the full text), their combat modifier, their staff ratio, their staff to troops ratio, and the action cards they can play. You can select an action card by left clicking it and the click the "Play Card" button to use an action card.

The screenshot shows the officer info screen for Ernst Busch. On the left is a portrait of Ernst Busch. To the right of the portrait, his name "Ernst Busch" is displayed with a hand cursor icon. Below his name is a biographical snippet: "At the age of 19 he joined the army and served in an infantry regiment. When the First World War broke out he served as both a Lieutenant and a Company Commande...". Below the bio are two small icons: a green one with a white arrow and a red one with a white arrow. To the right of these icons is a "10%" label. Below the portrait is a "+73%" label. At the bottom left are two buttons: "O:S = 1" and "S:T = 1.04". On the right side of the screen is a card titled "HOLD GROUND II" with an illustration of soldiers. Below the illustration is the text: "FREE HOLD THE LINE! DELIVER A ROUSING SPEECH TO THE SELECTED UNIT WHICH ENERGIZES THEM TO TENACIOUSLY DEFEND THEIR POSITION." At the bottom right is a "PLAY CARD" button.

The Unit Troops Tab – This tab will list the make up of the selected unit. By clicking on any of the various assets within this unit (like infantry, Opel trucks, SdKfz 221s, etc.) a description of the unit will be provided.

The screenshot shows the Unit Troops Tab with four panels, each representing a different asset in the unit. Each panel has a title, an illustration, and a count. The panels are: "GERMAN STAFF" with a count of x 1300, "GERMAN INFANTRY" with a count of x 500, "SDKFZ 221" with a count of x 5, and "OPEL BLITZ" with a count of x 400. Each panel also has a small icon of the asset.

The Unit Details Tab – This screen lists a variety of details about the unit including its detailed supply stats (stocks, requested supplies, etc.), it's overall stats like weight, stack points, HQ power, etc., what regime it belongs to and what branch of that regime it is from (Wehrmacht, Luftwaffe, Reservists) and movement details like its movement type (foot, tracked), weight, and carry points.

SUPPLY STATS	STATS	REGIME & PEOPLE
Supply Stock 0	Weight 36	Regime Germany
Supply In Req 858	Stack points 19	People Wehrmacht
Supply In 858	Div Subunits 1	
Supply Lost 0	Staff pts needed 626	
Supply Out Req 767	Staff points 650	
Supply Out 767		
		MOVEMENT DETAILS
		MOVETYPE WEIGHT CARRY PTS
		Foot 18 0
		Motorized 18 32

3.6. POP-UP SCREENS

The following screens pop up under certain situations.

3.6.1. THE HISTORY SCREEN

This is the screen in which players can follow the moves the AI is making as they come in. In essence this screen allows you to review the actions of your enemy at your leisure during your turn so you can analyze what they have done and (hopefully) you can find some clues as to what they are going to do.



Using the arrows, you can scroll between the other players various moves. You can get directly to the battles by clicking “next battle,” or skip a player altogether by clicking “next regime.” You can watch other player’s moves as a movie by clicking “play.” By pressing “stop” you stop the movie again. To go back, select the button all the way to the right with the arrow facing the left.

3.6.2. THE STRATEGIC TRANSFER WINDOW

This window appears when you are strategically transferring a unit. It gives information about how many rail transfer points are available and what a certain transfer would cost. Confirm you are making the strategic transfer by clicking the “Transfer” button.



3.6.3. THE COMBAT SCREEN

This screen depicts representations of what is happening in combat. The screen is divided in two: one side graphically represents your troop levels, and the other side your enemy’s. Quickly, the screen will show rounds of combat, and on the left and right you can see representations of the casualties; it may say, for example “retreat” in yellow, to indicate that the unit is retreating. When the battle is over, at the top of the screen, it will say the outcome, e.g. “the defender held.”



You can select the button “details” to see more specific information about each unit and about each round. The combat detail screen is not handled in this manual and should be considered an analysis tool instead of a part of gameplay.

3.6.4. OFFICER POPUP

This screen pops up when left clicking an officer's picture or bio from the Officer Info Tab in the Information Bar. This screen displays the full bio of the officer, and various attributes the officer has.

Combat Modifier – The percentage the officer can increase the staff combat bonus.

Staff Points – The number of staff points the officer can handle.

Morale Modifier – The percentage amount the officer can increase morale recovery for units under his influence.

Political Value – If this number is negative the officer is unpopular and it will cost PP to assign units under his command.



3.6.5. TROOP TYPE POPUP

This screen pops up when left clicking on a unit icon under the Under Troops tab in the Information Bar. When a particular troop type is clicked on its expanded information will appear in the Troop Type Popup. Information displayed on this screen includes:

GAME INTERFACE

» Attack/combat values like attack on soft or hard targets, number of attacks it carries out each round, and its defense value.

» A brief description of the unit.

» Detailed troop stats for the particular troops in the selected unit. The difference in this box versus the other two is that this box displays information that is specific to the troops you selected from that unit. For instance, selecting infantry in a battered unit will show values for Morale and Readiness differently from the troops in a fresh unit that has just been deployed.



» A compare button is also available. When clicking on this button a popup box listing all other units in the game will appear. After selecting a unit to compare, the selected unit and the unit originally displayed in the pop up box will have their combat values displayed side by side.

3.6.6. SELECT HEX/UNIT FOR CARD POPUP

This screen pops up when you have decided to play a card that requires the selection of a specific hex or unit. For example, you play "Do Broni!" you will receive 5 worker units to deploy on any major city. After clicking "Play Card" from the Cards Tab, a pop up screen will appear allowing you to select which major city the units will deploy to. The screen will display the following information:



- » The title bar of the screen will denote which unit is playing what card and instructions on the next step (For instance: "You need to select a hex to play card on.").
- » The game map where you can make your selection.
- » A minimap to navigate to different areas of the game map.
- » A picture of the card so you can review it.
- » A picture of the hex you've selected. This box will also indicate whether the hex you have selected is eligible to receive the card's effects.
- » A "Play Card" button (if the selected hex or unit is eligible) and a "Cancel."

4. MOVEMENT

Moving a unit costs Action Points (AP). The cost of movement depends on the movement type of the unit and the landscape type that the unit is entering. The cost of moving can be increased by entering enemy terrain and enemy Zone of Control (ZOC) points, battle delay points, or rivers without bridges. The cost of moving can be diminished by travelling over roads.

When a unit moves, it does so with the range of the slowest troop type it contains. The range of the slowest troop type can be increased, however, if the unit contains troop types capable of carrying slower units (for example Opel Blitz trucks can carry infantry). The cost of entering a hex is a combination of movement type, landscape type, and possibly any AP penalties on a hex (caused by ZOC, by the hex not being pacified, or by effect of prolonged combat).

4.1. LANDSCAPE TYPE MOVEMENT COST IN AP

	Foot	Cavalry	Motorized and tracked	Supply
Fields, fortifications, light and heavy urban	25	20	15	20
Light forest	25	20	20	25
Heavy forest	30	25	30	30
Low mountains	30	25	50	40
High mountains	NA	NA	NA	NA
Marsh	35	30	50	35
Inundation	70	70	90	90

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Trains can only travel by rail for 10 AP per hex. Aircraft can travel freely, most fighters paying 2 AP per hex and most bombers 3 AP per hex.

4.2. ROAD MOVEMENT COST IN AP

	Foot	Cavalry	Motorized and tracked	Supply
Road	25	20	10	1

If a road is leading into the hex to which you're moving, calculate using road AP cost rather than landscape type AP cost.

4.3. RIVER WITHOUT BRIDGE MOVEMENT PENALTIES IN AP

	Foot	Cavalry	Motorized and tracked	Supply
Minor River	+10	+20	+20	+50
Major River	+20	+40	+40	+100

4.4. ENEMY TERRAIN AND ENEMY ZOC

Moving into a hex that was occupied by the enemy at the start of turn costs you 5 extra AP

Exception: In the France scenario the 5 AP cost has been removed in order to simulate the unpreparedness of the Allies to counter the blitz.

Moving into a hex adjacent to an enemy unit costs 10 extra AP. If doing so while crossing a river, it costs 20 extra AP instead of 10.

ZOC points of units you do not see do not give extra movement cost. This is done to not give their presence away.

4.5. BATTLE DELAY POINTS

After a battle has been won a battle delay penalty may be incurred for any units trying to move into or through the newly opened hex. This penalty takes place if a battle took more AP to win than it took the units that participated in the battle to move into the hex. Battle delay points simulate the delaying effects of an effective defence.

Imagine that all the units are moving at once instead of taking turns. If it took a unit all its action points to do something, it took all round to do it. This means that if, for example, only at the end of a round a roadblock was cleared, that the other

units had to wait till the end of the round for it. Consequently they should have fewer action points left for movement.

4.6. MOVING INTO AN AMBUSH

It is possible that due to fog of war, you might move into an enemy-occupied hex without your knowing it. In this case, your unit will be ambushed and surprise combat initiated.

4.7. FREE MOVEMENT

If you have won a battle, your units will be able to freely move into the hex in which you battled without spending any additional action points. This is because the AP to move in was already spent in battle.

4.8. HOW TO MOVE A UNIT



To move a unit, click on it, then click the button all the way to the left, which has an arrow on it. Then, those hexes nearby to which you can move will change color. Left click on the desired hex that is eligible to be moved to complete the unit move.



The button next to the move button has multiple arrows and is the Group Move button. This will move all units of the selected division, but only so far as the unit with the least range can move. Be careful, however, because units that are positioned on different hexes but are still part of the same group will all travel to the same selected hex. This may damage your frontline formation or have other undesired effects.

5. STRATEGIC TRANSFERS

All scenarios have trains available on all sides, not to mention a great rail network. The notable exception to this is the German side in operation Sea Lion. The trains available in your high command unit provide you with RAILCAP points.

Transferred units always lose all their Action Points and Engineer Points and half of their Readiness.

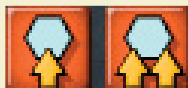
You can only transfer a unit from a hex that has been in your control from the start of the turn to a peaceful hex (no AP penalty on hex is allowed), and the unit must not have been participating in an attack the same round.

You can transport a whole division at once using the "group strategic transfer" order, and, when doing so, the same rules apply.

Each train gives you 300 RAILCAP points. For example, German OKH in Case Yellow has 30,000 RAILCAP points available for each turn. With these points you transfer units over rail-connected hexes. The source hex and the target hex must both be in reach of the HQ providing the RAILCAP.

The cost in RAILCAP points for transporting a unit is: weight times (distance + 20). Transporting over smaller distances is more expensive because the same logistical effort is required irrespective of the distance to actually be traversed.

5.1. HOW TO DO A STRATEGIC TRANSFER



The button next to the HQ button is the strategic transfer button, and next to it is the “strategic transfer all” button. Select a unit and click this button. Hexes to which you can transfer the unit will then change color; select the destination for the unit, and click “transfer” at the bottom of the screen. This will complete a strategic transfer.

6. COMBAT

In combat, all units are split up for combat calculations. For information on combat calculations, go into the detail screen after a combat result has been attained.

6.1. HOW TO INITIATE COMBAT

To attack an enemy unit, first select it and then click one of the three buttons on the left side of the Buttons Bar. These three buttons denote the different types of attack that can be carried out on the enemy. They are:

Land Attack – By far the most common attack type to be carried out, a land attack is exactly what it sounds like: the selected player controlled units will initiate contact with the selected enemy unit (or units if the hex has stacked enemy units) and attempt to destroy or push back the enemy.



Artillery Barrage – The player can select any artillery units in range to order a barrage on the hex of the enemy unit that was selected.

Airstrike – The player can select any air units in range to order an airstrike on the hex of the enemy unit that was selected.



6.1.1. ADDING UNITS TO AN ATTACK

After selecting the type of attack you wish to carry out, you must then select the units you want to participate in the attack. For the Land Attack and Artillery Barrage attack this can be done in two ways:

Select individual units – This method allows you to select every unit you want to participate in the attack or barrage individually. To do this, first click the Land Attack or Barrage button. You will then be prompted to select the units you wish to use. Then click on the hex containing the unit or units you want to use in this attack or barrage. After clicking in the hex, the contents of the hex will appear on the bottom left side of the Information Bar. **[A]** From this list of units you can select the unit or units you want to attack with by clicking the desired unit from the list in the Information Bar and then clicking the green “check box” **[B]** next to the big red “attack” button. Each unit you wish to use must be individually selected and then added to the attack or barrage with the green “check box.” Note that if the green “check box” is greyed out and can’t be clicked this is because the unit is either ineligible for the attack or barrage or they lack sufficient AP.

Use all available units – This method allows you to simply select every eligible unit to carry out the attack or barrage. To do this, click the “ALL” button **[C]** just the right of the “None” and “Attack” buttons.



For the airstrike attack option, adding units to the attack can be done in the same way as detailed for the land attack and artillery barrage. However, the airstrike attack also has a “List” feature which will list all of the available aircraft that can participate in the airstrike. Since aircraft can be spread out over wide areas, the “List” function makes it easier to select the desired air units to participate in the attack.

6.1.2. REMOVING UNITS FROM AN ATTACK

Removing a unit from an attack works the same with all three attack types. To deselect an individual unit, select the unit from the attackers list on the bottom right corner of the Information Bar. **[D]** Then click the green “check box” **[B]** just like you added the unit. This will remove the unit from the attackers list. If you want to remove every unit you’ve selected from the attackers list, click the “None” button **[E]** and you can start over with selecting attackers.

When you have finished selecting the participants for an attack, click the "Attack" button [F] to initiate combat.

6.2. GENERAL TROOP CLASSIFICATIONS

Generally troops and their equipment perform how you would historically assume them to perform.

6.2.1. INFANTRY

Infantry is the core of most units. Regular infantry is equipped with small arms like rifles and hand grenades. It has little punch on offense. On defense, infantry without support can function minimally, but in WWII, infantry was always supported by machineguns, mortars, and larger calibre guns. In offensive roles, infantry should be used to protect the flanks of mechanized thrusts; or, use them for an attack in superior numbers after artillery attack. In a defensive role, infantry should entrench as much as possible in favorable terrain.

6.2.2. MACHINEGUNS

The principal support weapon of the infantry. Machineguns are especially effective in defending against infantry attacks. Well-entrenched machineguns can cause havoc if assaulted by infantry. Machineguns also have a limited use in an anti-aircraft role against fighters and divebombers.

6.2.3. ENGINEERS

Infantry with an education and some non-combat skill; they can blow and repair bridges for you. Their focus is not on combat and they lack the combat value of regular infantry.

6.2.4. STAFF

They are present in HQ units and will give the troops under command of a HQ a bonus based on their experience level, which is higher for Germany than for any other nation. Staff does not have the combat value of regular infantry.

6.2.5. MORTARS

Give a unit offensive punch and, because they mostly operate from behind the lines and usually stay intact. Mortars also help on defense. At the end of WWII, mortars were considered a vital support weapon for infantry. However, at the start, Allied formations had few or no mortars assigned to them. Mortar fire is especially effective against infantry targets.

6.2.6. ARTILLERY

Like mortars, they give offensive punch and, to a lesser extent, defensive punch. Artillery can attack over longer distances and avoid direct combat, while reducing enemy readiness and causing casualties. Artillery is usually grouped separately in artillery units.

Artillery is most effective if the enemy is in terrain with little cover. It loses effectiveness if the enemy can take cover easily. In defensive situations, however, it gets only half such penalties in dense landscapes. Artillery should be used to wither down enemy defensive positions and to soften them up for follow-up attack by infantry or armor.

6.2.7. INFANTRY GUNS

Are just like artillery but have a shorter range, lower calibre, and cannot do artillery attacks. They are used as support weapons in a direct attack, and add punch when fighting infantry. In the course of WWII, infantry guns were phased out and replaced by assault guns and mortars. However, at the start of the game, they were standard equipment for each regiment in most nations.

6.2.8. PANZERS AND ARMORED CARS

These troops are excellent on offense, but should beware dense landscapes like heavy forest, mountains, or urban terrain. Also, they perform dismally in marsh and inundations. Well-entrenched defenders with some AT capabilities will do well in such terrain. Panzers are better on offense than on defense: attack them before they attack you. Most panzers are best against infantry, but panzers with heavier calibre guns and armor will try to focus on taking out any enemy tanks first. Armor and armored cars do not entrench. Armor should be used to thrust deep behind enemy lines and encircle the enemy.

6.2.9. TRUCKS

Trucks enable infantry to move at mechanized speed and thus keep up with armor. Speed does not translate in direct combat advantages, but the mobility the trucks give to the troops should make concentric attacks and encircling enemy troops easier. Trucks do not entrench.

6.2.10. ANTI-TANK GUNS

Give some protection against armored attacks, however they are usually not available in the numbers required. The Allies, especially, lack AT guns. These guns also are easy targets for enemy armor, and are their prime targets.

6.2.11. FIGHTERS

Are best used for reconnaissance and attacking since they are weak on defense. They are best used for reconnaissance, attacking enemy airfields and escorting bombers and dive bombers

Air units that are attacked on their airfield hexes fight with a penalty on defending in the first combat rounds: 100% in round 1, 66% in round 2, 33% in round 3. When you send fighters to intercept enemy aircraft, it is never 100% certain that they will succeed. The chance of interception is directly proportional to the distance the fighter must fly to intercept. The closer the enemy, the more likely that interception will succeed.

6.2.12. DIVE BOMBERS

The only excellent dive bomber available in sufficient numbers is the Ju-87 Stuka, a precision instrument best used against enemy artillery and tank concentrations. Dive bombers perform less well against troops with cover.

6.2.13. LEVEL BOMBERS

These are most effective against infantry and soft targets. They usually attack at higher altitudes than dive bombers. They only perform less effectively against landscapes with solid cover like mountains and urban hexes. The protection that forests give to units under attack from fighters and dive bombers is not effective against level bombers. Level bombers should be used as a form of extremely mobile artillery that can crack a well-entrenched enemy line right open.

6.2.14. LIGHT FLAK

Light flak is most effective against fighters and dive bombers since the level bombers usually fly too high. Flak also provides air cover for units in neighboring hexes.

6.2.15. HEAVY FLAK

Are effective against all enemy aircraft and also against enemy tanks, especially in defense. For example, the German 88 Flak and the British 3.7 inch AA guns can be formidable. Flak also provides air cover for units in neighboring hexes.

7. HOW COMBAT WORKS

The moment battle commences, all troops are split up as individuals (about 100-man units or 5 tanks or 5 aircraft per individual).

These individuals then battle it out for several rounds, each round costing 10 AP. The moment an attacking unit is out of AP, it retreats with all its troops.

If you want to know exactly who attacked whom, you may check combat detail screen. The attacker puts his attack score versus the hit point score of the defending individual. If they are equal, there is a 50% chance of a hit. If the attacker has twice the points, there is 75% chance of a hit; if the defender has twice the score, there is a 25% chance of a hit, and so on. The attack score depends on which troop type is attacking with which other troop type. For example, tanks have different attack scores for soft and hard targets, and dive bombers have different attack scores for small or dispersible targets and clunky equipment.

A unit will retreat because it has more losses than its standing order tolerates or because a unit has had so many losses that it panics.

When all attacking units have retreated, the battle is over and the attack has failed.

When all defending units have retreated, the battle is over and the attacker wins. If it is an artillery attack or air strike, the attack continues until the attacker is out of AP.

7.1. COMBAT MODIFIER TABLES

This table below shows the effects of combat modifiers. The modifiers that affect attack points and hit points have the strongest influence because they have two effects rather than one.

Modifier	Attack (ATT)	Attack (DEF)	Hitpoints (ATT)	Hitpoints (DEF)	Type
Normal Stacking exceeded	Yes (less than it affects Hitpoints)	Yes (less than it affects Hitpoints)	Yes	Yes	All troops of attacker or defender
Readiness	Yes	Yes (half less than it affects attackers attack score)	Yes (half less than it affects attackers attack score)	Yes (half less than it affects attackers attack score)	Specific Individual
Supply Consumption	Yes	Yes	Yes	Yes	Specific Unit
Divisional bonus att/def	Yes	Yes	Yes	Yes	Specific Unit
Experience	Yes	Yes	Yes	Yes	Specific Individual
AI Combat Bonus	Yes	Yes	Yes	Yes	All troops of attacker or defender
Landscape (not for attacking air)	Yes	Yes			Specific Individual
HQ/Staff mod (for land to land)	Yes	Yes			All troops of attacker or defender
Troop Bonus Mod (red or blue) (caused by action cards or events)	Yes	Yes			Specific Individual
People mod	Yes	Yes			Specific Individual

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Modifier	Attack (ATT)	Attack (DEF)	Hitpoints (ATT)	Hitpoints (DEF)	Type
Concentric Bonus	Yes				All troops of attacker or defender
Artillery Stacking exceeded	Yes (less)				All troops of attacker or defender
Air Stacking exceeded (versus land troops)	Yes (less)				All troops of attacker or defender
Attack startup	Yes				Specific Individual
Land surprise combat		Yes			All troops of attacker or defender
Airbase surprise				Yes	Specific Individual
Entrench				Yes	Specific Individual
River penalty			Yes		Specific Individual

This table shows Attack Modifier/Defense Modifier for different types of troops when attacking or defending in the different landscapes and rivers.

LAND SCAPE	ARTILLERY	ARMOR	FIGHTER/ DIVE BOMBER	LEVEL BOMBER	OTHER
Fields	100%	100%	100%	100%	100%
Light Forest	60/80%	75%	75%	100%	100%
Heavy Forest	30/60%	50%	25%	100%	100%
Marsh	60/80%	50%	100%	100%	100%

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LAND SCAPE	ARTILLERY	ARMOR	FIGHTER/ DIVE BOMBER	LEVEL BOMBER	OTHER
Low Mountains	30/60%	50/75%	50%	50%	100%
High Mountains	N/A	N/A	N/A	N/A	100%
Urban	20/60%	50/75%	25%	25%	100%
Fortification	30/60%	50/100%	25%	50%	100%
Fortress	20/60%	50/100%	25%	25%	100%
Light Urban	40/70%	50/75%	50%	50%	100%
Inundation	100/25%	25%	100%	100%	100/25%**
Forested Mountains	30/60%	33/50%	33%	50%	100%
Light Fortification	60/80%	75/100%	50%	100%	100%
Polder	60/80%	50%	100%	100%	100%
Major River	-35/- 45%***	N/A	N/A	-25%	N/A
Minor River	-75/- 80%***	N/A	N/A	-50%	N/A

**=Units in inundated areas are very prone to attack.

***=Artillery attacks don't suffer from river penalties.

This table shows the auto entrench and max entrench values for each landscape type. Remember that armor, armored cars and trucks don't entrench at all.

LANDSCAPE	AUTO-ENTRENCH	MAX-ENTRENCH
Fields	0	100
Light Forest	25	125
Heavy Forest	50	150
Marsh	0/25*	100
Low Mountains	75	175

COMBAT & GAMEPLAY

LANDSCAPE	AUTO-ENTRENCH	MAX-ENTRENCH
High Mountains	N/A	N/A
Urban	100	200
Fortification	125	225
Fortress	150	300
Light Urban	50	150
Inundation	0/25	100
Forested Mountains	75	175
Light Fortification	100	100
Polder	0/25*	100

*=infantry 25, others 0

7.2. OTHER MODIFIERS

7.2.1. STAFF AND GENERALS

The higher the XP of your staff and general in the HQs of the units involved in the battle, the higher your bonus will be. Bonus effects are diminished if HQ is out of range (HQ Power %) or if the staff and/or officer have more troops under command than they can handle. The Officer: Staff (O:S) ratio and the Staff : Troops (S:T) ratio signify this. If above or equal to 1 you have enough staff and an officer with enough command points.

Staff with 0 XP give a +25% to their troops. Each additional XP point gives an extra percentage point bonus. The maximum staff bonus is thus 125% at 100XP points.

Normal generals don't give a combat bonus, but 1-star and 2-star generals do. The staff bonus is then increased by either 20% or 40%. For example, a German HQ with 40XP Staff and a 2-star general get a 65% bonus by staff, but that figure is increased by 40% due to the excellent general commanding them, resulting in a total combat bonus of 91%.

This means that generals are limited by their staff. You can have an excellent general, but if lacks the means to adequately command his forces it will not matter. However, experienced staff combined with a good general gives outstanding results!

7.2.1.1. ACTION CARDS

All generals get personal action cards. The more stars they have the more chance they have to get a new card each turn and the more powerful that card will be. Personal cards simulate personal interventions and leadership that were able to change the whole battle.

Once a general has a card, the card stays with him indefinitely. A general can only amass a small number of cards so playing the cards you have is advised. Changing the HQ of a unit causes the officer in the HQ to lose all of their cards.

A limited number of generals have penalties by having a chance each round to lead poorly and cause freezing or combat penalties for its units. These generals usually also have a political point rating, meaning that it cost PP to assign units under this general to another HQ.

The most common general action cards include:



Name	Description	Benefit
Haste	Communicate the urgency of the situation to the selected unit and squeeze some additional effort from them.	Play this card to give a unit 25 extra action points.
Achtung Panzer!	Remind the selected unit that they are representing the pride of the fatherland to motivate them into fighting valiantly.	Play this card to increase the offensive power of a unit's armor by +25%.
Infantry Attack	"Charge your weapons and move up!" Use your respect and charisma to motivate the infantry in the selected unit to ferociously attack.	Play this card to increase the offensive effectiveness of a unit's infantry by 25%.

COMBAT & GAMEPLAY

Name	Description	Benefit
Hold Ground	Hold the line! Deliver a rousing speech to the selected unit which energizes them to tenaciously defend their position.	Play this card to increase the defensive value of a unit's infantry by 25%.
Personnel Reshuffle	Sometimes officers get a little to comfortable with their current assignment and need some new challenges to perform to their potential. Reallocate command talent to create a more efficient and effective unit.	Play this card to increase a unit's "experience" by 10 points. Does not work on air units.
Ready Unit	"Get your gear and form up!" Spur a unit back to fighting form through superior organization and oversight.	Play this card to increase the "readiness" of a unit by 25 points. Does not work on air units.
Rally Unit	Use that natural command talent you just can't teach to inspire and motivate a downtrodden unit to resume fighting with renewed vigor!	Play this card to increase the morale of a unit by 25 points. Does not work on air units.
Bombardment	Unleash such hellacious artillery barrage on the enemy that they won't want to leave their fox holes.	Play this card to give a unit a +40% bonus on artillery attacks.
Entrenchment	"Dig, damn you!" Motivate the selected unit to ardently work towards entrenching their position.	Play this card to give a unit +50 entrenchment points.

7.2.2. TERRAIN AND RIVER MODIFIERS

Terrain and rivers affect combat—for example, rivers penalize attackers and give bonuses to defenders.

7.2.3. EFFECTS OF READINESS & SUPPLY SITUATION

Having suboptimal supply consumption causes heavy battle penalties, and low readiness will have affect attackers more than defenders.

7.2.4. CONCENTRIC ATTACKS

Attacking from multiple sides yields bonuses; concentric attack is recalculated every time an attacking unit retreats or breaks off from combat.

To do a concentric attack, select units which surround the enemy unit when attacking. Units must belong to the same HQ (Corps/Army) to enjoy the full benefit of the concentric bonus.

7.2.5. DIVISIONAL COOPERATION

You receive bonuses for attacking with multiple assets from the same division or for having other divisional assets in the same hex or a hex directly next to the hex battled on.

7.2.6. RETREATING, PANICKING, SURRENDERING

If unit is retreating and its morale is low, it is also possible that a unit will panic; this will cause the unit to suffer potentially heavy losses while retreating. The morale percentage is equal to what a unit can take in losses before being prone to panic. If morale and readiness are both very low, part of the troops will surrender while retreating and/or panicking.

7.2.7. BREAKING

Units that have lost more than a certain percentage of their initial strength (integrity) will be prone to breaking. If a unit breaks, all its troops surrender. Breaking tests are performed only if a unit is attempting to retreat or is panicking.

7.2.8. EFFECTS OF EXPERIENCE

A unit with 100% experience will fight 4 times as well in battle as unit with 0% experience.

7.2.9. EFFECTS OF ENTRENCHMENT

The defender will get its entrenchment percentage as a bonus in combat.

7.2.10. STACKS AND STACKING

If you overstack, your troops will be more vulnerable and fight less well. You can overstack in defense as well as in attack. Overstacking makes attacks and defense stronger, at the cost of higher casualty rates. Stack points spent in a failed attack are saved for the next attack on the same hex.

Imagine all attacks in a round taking place at the same time. Stacking penalties are caused by overcrowding. If you attack a hex for the second time, you must imagine the attack went in nearly simultaneous with the previous one and they are thus in each other's way.

Battlestack is the remembered points of your last attack. So if your first attack with 100 stack points and lose and decide to attack again with say 75 stack points it will count for stacking

calculations as 175 stack points. You can try this in game and see a black box with white letters signifying the battlestack points on a hex.

On the 10 kilometer hex scale (Poland),

The stack limit for air battle for attacker is 100 stack points. Attacking above this limit yields penalties.

The stack limit for artillery attack is 100. Attacking above this limit yields penalties.

The stack limit for defense is 100; for an attacker it is 100 for 2 sides of attack or less; for 3 sides of attack, 150; for 4 sides 200; for 5 sides of attack, 500; and for 6 sides of attack, 300.

On the 5 kilometer hex scale (the other scenarios),

- » The stack limit for air battle for an attacker is 70.
Attacking above this limit yields penalties.
- » The stack limit for artillery attacker is 70. Attacking above this limit yields penalties.
- » The stack limit for defender is 70.
- » The stack limit for an attacker is 70 for 2 sides of attack or less; 105 for 3 sides of attack; 140 for 4 sides; 175 for 5 sides; and 210 for 6 sides of attack.

Penalties due to overstacking are only imposed when a land troop type is attacked (and notably not when air attacks air), and the penalty is exponential rather than linear.

7.2.11. SURPRISE COMBAT

This occurs when you move your units on a hex with an enemy unit that you did not see.

See the movement chapter for more information on how it is initiated.

Surprise combat is limited to 2 rounds and gives the defender a bonus.

7.2.12. ARTILLERY ATTACK

If you initiated combat as an artillery attack, it allows you to strike with all your artillery units without fear of reprisals.

7.2.13. AIRSTRIKE

This form of attack allows you to strike with aircraft only. It will do damage to fortifications, bridges and troops all in the same attack. Defending fighters that can intercept and are within range (half normal range) will do so if their readiness and standing order allows them too

An intercept, even if within intercept range and with right readiness and standing order, is never certain. However the closer to the airfield where the interceptors are stationed the airstrike is taking place the bigger the chance an intercept will take place.

When the airstrike is targeting an airfield the aircraft stationed there will fight with a penalty. Air units that are attacked on their airfield hexes fight with a penalty on attack the first combat rounds...=> 100% in round 1, 66% in round 2, 33% in round 3.

7.2.14. ANTI STRUCTURAL DAMAGE TO HEX

Air and even land units can actually do structural damage to a hex, causing, for example, bridges to be damaged or destroyed. Fortifications can be destroyed by reducing their structural points.

7.2.15. SLOW START RULE

The first round gives both sides 75% penalty on dealing damage; the second gives 50%; the third round onwards is normal. This causes battles to start slowly and take more time when more closely matched.

8. ZONE OF CONTROL

ZOC is short for zone of control. It simulates the fact that elements of units also can operate outside the hex where they are located. Each unit has ZOC points proportional to its size. In the Poland scenario, they affect neighboring hexes (range 1); in France and England they affect hexes within range 2. If you have more than 4 times the ZOC points on an enemy hex than the enemy, and the enemy has no units in said hex, the hex will become yours.

9. MORALE

Troop morale determines what losses the unit can take before retreating. As a rule of thumb, the morale percentage is equal to the percentage of losses a unit can take. Panic is never certain, and even low morale troops can sometimes hold out while taking severe losses.

9.1. MORALE CHANGES

Troops lose morale if they retreat or panic. If they retreat in an orderly fashion, they lose half their retreat percentage. If they panic, they lose at least half their morale. Troops gain 10-20% morale by successfully taking an enemy hex. They gain more if combat takes longer. Troops lose 5-10% morale for taking a hit in damage.

9.2. MORALE RECOVERY

Staff and Generals in the HQ of the unit will attempt to raise morale if it is below normal. Normal morale is the soldiers' morale multiplied by your regime's base morale. If it is below that, the morale will increase by 5% of normal morale per turn, with possible bonuses for staff XP and

generals with stars. This bonus can be negatively modified if the unit is not in full range of HQ, or if the unit's readiness is not 100%.

10. RECONNAISSANCE

All your units exert reconnaissance points up to 4 hexes away. If your recon is high enough, you can see enemy units. There are 3 levels of recon: if you have up to 100 points of recon on a hex, you only get the information that a unit is there, but no information on its composition; if you have up to 250 points of recon, you get information about its composition but will not be sure about the exact troop quantities. If you have 750 points of recon, you will know exactly what is in the hex.

Unit recon points are based on their troop types and quantities.

10.1. AIR RECON

Air recon can only be done 1 unit at a time (in contrast to airstrike in which you can attack with multiple units) to emphasise the fact you need air superiority to do proper air recon. Air recon missions place their recon points on the reconned hex in question just like a normal land unit exerts its recon on a land hex. Air recon exerted can be limited in effect by enemy aircraft intercepting or flak guns.

10.2. HOW TO DO AN AIR RECON



Select a friendly air unit and click the air recon button. You now see all hexes within range highlighted (also you see all hexes that are within intercept range with a symbol on them). Click on a target of choice and the recon mission will begin.

10.3. COVER

Forests and urban landscapes provide cover, and therefore require you to have more recon points to get the same recon level.

11. TEAMPLAY

In the Poland and France scenarios, it is possible to divide up the Germans and the Polish Armies. If you do so, you can play the chosen side with multiple players or AI. One new player will be the OKW or Rydz Smigly, the uber-regime; the other new players will be army groups or armies, unter-regimes. The uber-regime has some extra options at his disposal. This player can change the HQ of units and the player of a unit.

Imagine high command taking units away from one army and giving them to another to accomplish its strategic goals.

In the France scenario the BEF is an unter-regime of France.

11.1. HOW TO DO TEAMPLAY

You will have the option of teamplay in Case White and Case Yellow. On the far-right side of the Scenario Setup Screen will be options to increase the number of German and-or Polish players.

12. BRIDGE BUILDING AND BLOWING

Bridges are vital because make it possible for units to quickly cross a river and for supply to flow freely. A river without bridges is a major handicap for any supply network.

12.1. BLOWING A BRIDGE

Any unit can attempt to blow a bridge. Such an attempt costs 50 AP and a fully fit unit can try 2 times. Normal units score a random number between 0 and 1000 detonation points and engineers somewhere between 0 and 1500. A bridge over a minor river has random number between 0 and 500 defense points and a bridge over a major river a random between 0 and 1000 defense points. If the detonation points in a blow bridge attempt are higher than the defense points of the bridge, then the attempt was successful and the bridge is blown.

12.2. HOW TO BLOW A BRIDGE

To blow a bridge, click on a unit next to a bridge, then the "blow bridge" button. You will then have to select the bridge's hex on the map and the bridge will be blown.



12.3. REPAIRING A BRIDGE

Only engineers can attempt to repair a blown bridge. It is only possible to repair an existing bridge, not to make a new one. To repair a bridge over a minor river the engineers need at least 40 EP; for a bridge over a major river, at least 80 EP. An engineer unit loses all its EP if it moves. This ensures that engineers cannot repair a bridge in the same turn as they arrive there.

Imagine EP to be a model of the work that engineers could have accomplished on or around a hex. If they move out of their old hex and onto a new hex they have to start their work from scratch again.

Damaged engineer units may have to wait 2 rounds in order to collect enough EP to repair a bridge.

12.4. HOW TO REPAIR A BRIDGE



To repair a bridge, click on an engineer next to a blown bridge, and, if the engineer has enough engineer points, click the “repair” button, and then the appropriate hex on the map.

13. SUPPLY

Supplies must flow to the units on the front or else those units will run out of fighting power and be easily destroyed.

13.1. SUPPLY ARRIVAL

Supplies arrive at specific hexes that differ in each scenario. For example, Polish supplies arrive at Warsaw. Supplies are actually taken in by the highest HQ in supply range of the arrival hex.

13.2. SUPPLY FLOW

Supply flows from highest HQs to lower HQs and then to normal units. Supply can only flow from its source HQ to a final destination unit within 250 action points of the original source.

See the movement chapter for how supply movement cost through different terrain.

If the distance from the original source to the target unit is more than 100 AP, only a part of the requested supplies can be delivered. If more than 100, only 75% will arrive; if more than 150, only 50% will arrive; if more than 200 only 25% will arrive.

13.3. PORTS

In Operation Sea Lion, the Germans need to have a port hex in control in order for supply to flow unhampered. Without a port, it costs supply flow 150 action points to go ashore.

13.4. SUPPLY REQUESTS

Any unit will always try to have its maximum amount of supplies in store. To accomplish this, a unit will request the amount of supplies it is missing and what it will need to spend to keep or restore readiness. It is possible to diminish the supply request of a HQ or a unit from 100% to 50%.

13.5. SUPPLY DELIVERY

HQs will attempt to deliver all the supplies requested. But if there are fewer supplies present than requested, they will only deliver what they can. While being delivered, supplies can be lost

to enemy anti-supply. This happens in Operation Sea Lion where you will lose an increasing amount of supplies in transit on the sea hexes in the Channel.

13.6. SUPPLY CONSUMPTION

After supplies have been delivered over the supply network, all units consume supply in order to keep or raise readiness. Troops consume 50% their supply requirements to not lose readiness. Troops consume up to 100% supply requirements to gain the first 10 points of readiness. Troops consume up to 150% their supply requirements to gain the maximum of 30 points.

Exceptions to this are Case Yellow, and the Operation Sea Lion scenario, where maximum gain of readiness is 20 points.

13.7. HOW TO DO A SUPPLY OVERLAY



Select an HQ unit. The supply overlay order button will now become clickable. After clicking it you see a colored layer rendered over the map indicating the reach of supply flowing from the selected HQ. Click a hex to see how many AP it will cost the supply to travel from its source to the selected hex. The hex with the

HQ might have higher AP then 0 because the supply already used a certain amount of AP to get from its source to the selected HQ.

13.8. A NOTE ON THE AI AND SUPPLY

The AI enjoys one advantage Human players don't enjoy. For the AI the supply path from highest HQ to the last unit receiving the supply is used instead of routing the supply through all HQs in the chain and then to the unit.

14. THE CAMPAIGN

In the campaign, the German player will have to win Case White, Case Yellow and Operation Sea Lion in succession. Depending on the difficulty level, a number of random variants will be active. Before the start of each scenario, the German player will be able to invest political points in 3 fields of intelligence. Investing in intelligence gives a chance of discovering which variants will be active before the scenario starts.

If the German player knows in advance which variants will be active, the German player can avoid them by playing an action card that counters or diminishes the effects of the variant. The German player can also choose to save his political points for use in scenario to, for example, buy extra divisions. As the scenarios increase in difficulty, it is wise to try to maximize the number of political points available for Case Yellow and especially Operation Sea Lion.

14.1. DIFFICULTY LEVEL

The campaign can be played on three difficulty levels: challenging, hard and very hard. On the challenging level, the Germans get 2 variants enabled against them in each scenario. On Hard and Very Hard difficulty levels, the number of variants enabled becomes respectively 3 and 4. Also, you have 10/20 political points fewer with which to start in the Hard and Very Hard levels.

14.2. HISTORICAL CAMPAIGN

If you select the historical option in the campaign setup then you will not be confronted with any what-if variants and the campaign will contain no historical surprises. It should be noted however that the historical campaign is the easiest level to play the campaign in.

14.3. POLITICAL POINT REWARDS

If the German player wins a scenario within the conditions set, the German player will receive political points as a reward. The German player gets 10 political points for each round between victory and the deadline up to a maximum of 50 points. The German player gets a further 5 points for each percentage point that losses are below the maximum. If the reverse happens, you lose 5 penalty points per percentage point above maximum.

14.4. CARRY OVER

Excess losses will also carry from scenario to scenario and cause the Germans to have fewer troops than were historically available. Morale and experience are also carried over from scenario to scenario.

14.5. EVACUATIONS

Upon surrender of Poland, any Polish troops that have a land connection to the 2 evacuation points on the map will be evacuated. The more troops that are evacuated, the more Polish divisions will be formed in France later. Upon the surrender of France, any British troops that have a land connection to an evacuation port will be evacuated. 2/3s of British troops that return to Britain will be lined up again for battle in Operation Sea Lion.

14.6. DIFFERENT INTELLIGENCE FIELDS

In the preparation for each scenario, you can improve your intelligence position. There are three different fields of intelligence: Foreign Intelligence, Military Intelligence and Meteorological Intelligence. If you invest in a certain field, your investment will carry over to the next scenario.

Table of what intelligence type gives info on which variants:

GAME MANUAL

	Case White	Case Yellow	Operation Sea Lion
Foreign Intelligence	-Stalin breaks promise -French offensive -British help	-No Dyle plan -Esprit de Corps -Soviet threat	-Guerrilla campaign -US volunteers -For king and country
Military Intelligence	-Better Polish strategy -Better Polish equipment	-No Manstein plan -British commitment	-Coastal defences -Gas attacks
Meteorological Intelligence	-Bad weather	-Bad weather	-Bad weather

If you played a card on a specific intelligence field once, it gives the German player 30% chance from that moment on to discover a variant in that area of intelligence (see table). If in the next scenario you play that specific intelligence field again, the chance goes up to 50%. If you play the card yet another time, the chance is upgraded to 70%.

Table of the cost of the intelligence cards:

	Case White	Case Yellow	Operation Sea Lion
Foreign Intelligence	12	8	4
Military Intelligence	8	5	3
Meteorological Intelligence	4	2	2

14.7. HOW TO COUNTER VARIANTS IN CASE WHITE

If your intelligence or your intuition has told you which variants will be active, the German player might want to counter the effects of these active variants.

Variant	Counter measure	Political point cost of counter measure
Stalin breaks promise	Ask more guarantees from Stalin	25
French offensive	Use less troops	0 (gives 25)

COMBAT & GAMEPLAY

Variant	Counter measure	Political point cost of counter measure
British help	Block Oresund strait	35
Better Polish strategy	Ask 4 days more time	25
Better Polish Equipment	Ask 4 days more time	25
Bad weather	Ask 4 days more time	25

Keep in mind that the German player can use action cards in the Case White scenario to get extra infantry divisions (10pp). The German player might want to save some political points for this.

14.8. HOW TO COUNTER VARIANTS IN CASE YELLOW

If your intelligence or your intuition has told you which variants will be active, the German player might want to counter the effects of these active variants.

Variant	Counter measure	Political point cost of counter measure
-No Dyle plan	Ask 4 days more time	25
-Esprit de Corps	Ask 4 days more time	25
-Soviet threat	Use less troops	0 (gives 25)
-No Manstein plan	Support von Manstein	25
-British commitment	Fake invasion	20
-Bad weather	Ask 4 days more time	25

Keep in mind that the German player can use action cards in the Case Yellow scenario to get extra infantry divisions (10pp). Use up to 2 airborne divisions (15pp each) and do a terror bombardment (30pp) on the Netherlands. The German player might want to save some political points for this.

14.9. HOW TO COUNTER VARIANTS IN OPERATION SEA LION

If your intelligence or your intuition has told you which variants will be active, the German player might want to counter the effects of these active variants.

Variant	Counter measure	Political point cost of counter measure
-Guerrilla campaign	Propaganda	10
-US volunteers	Deter American volunteers	15
-For king and country	Assassinate Churchill	30
-Coastal defences	Destroy coastal defences	10
-Gas attacks	Issue gasmasks	15
-Bad weather	Earlier invasion	20

Operation Sea Lion is the hardest nut to crack for the Germans and it is strongly recommended that they enable as many of the 4 pro-German variants as possible. These variants are: Successful corridor (25pp), Divert Britain (25pp), Extra fleet (25pp) and Air Supremacy (75pp).

Keep in mind that the German player can use action cards in the Operation Sea Lion scenario to use up to 2 airborne divisions (20pp each) and get Guderian available for shipping with 2 panzer divisions (20pp). The German player might want to save some political points for this.

14.10. TWO-PLAYER CAMPAIGN

It is also possible to play the campaign with a human opponent as the Allies, playing hot seat or PBEM. The allied player will start with 25PP and will be rewarded 5PP for every extra percentage point of German losses. From Case Yellow to Operation Sea Lion only half the residual political points from France will transfer to Britain.

14.11. FREE PP

The German and Allied players start out with respectively 50 and 25 political points. The German will get 30PP at the start of Case Yellow and Operation Sea Lion, the Allied only 10PP at the start of Case Yellow.

Also in Case White (0pp/1pp), Case Yellow (2pp/4pp/0pp/1pp/1pp), and Operation Sea Lion (1pp/2pp) each regime will receive a number of extra political points each turn that reflect the additional reserves that became available as the battle progressed.

Table of free PP gifts in campaign:

	Start of Campaign	Start of Case White	Start of Case Yellow	Start of Operation Sea Lion
Germany	50/40/30	-	+30	+30

CAMPAINGS & SCENARIOS

	Start of Campaign	Start of Case White	Start of Case Yellow	Start of Operation Sea Lion
Allies	25	-	+10	-

Normal start PP in stand alone scenarios:

	Start of Case White	Start of Case Yellow	Start of Operation Sea Lion
Germany	5	50	40
Allies	20	10	0

15. CASE WHITE

Germany is about to invade Poland. On the eve of the invasion England signs a military pact with Poland. This strengthens the Polish resolve not to give in to German demands. Poland is promised immediate military support by the Western Powers and thinks if it manages to hold out for a few months Germany might be defeated in the West. The German High Command believes that these promises of English and French support are just bluff. Though wrong on that account, the Germans did hold a trump card up their sleeves. Unknown to Poland, Germany had made a secret pact with the Soviet Union providing for a Soviet invasion of eastern Poland.

15.1. THE TERRAIN

An important feature of the landscape is the low plain of central and northern Poland -- the flat terrain provides excellent ground for mobile warfare. The plain provides a direct route between Berlin and Warsaw. Though this might seem to put the defender in a hopeless situation there is some light at the end of the tunnel, for the Polish defenders. The Polish rivers run south to north and provide excellent defensive lines if properly defended.

The south of Poland is more mountainous and the Tatra Mountains channel border traffic with former Czechoslovakia to just a few mountain passes. However the narrowest parts of those passes mostly lie on the wrong side of the border, which diminishes their usefulness for defending against offensives from the south.

Almost 30% of Poland is forested. Most forest can be found in the North, East and South. They'll provide the defenders with air cover and strongpoints for defense.

The Polish population is most dense west of Krakau and around Warsaw. Other populous areas are the industrial and manufacturing areas around Lodz and a long strip of industrial

development and agricultural productivity above the Tatra Mountains. Other areas are mostly rural. Populous areas provide dense urban landscape and thus defensive opportunities.

The rail system in Poland is excellent and extensive. However the width between rails used on Polish rail tracks differs from German rail tracks and this means that the some modification time is needed for the Germans to convert the track-width of captured rail lines so they can make full use of them.

The roads are not good, but are adequate, as long as the weather is fair. If there is a lot of rain the big rivers in the central plains tend to rise over their banks and flood large areas of rural land. This might be a huge obstacle to an invading force so heavily reliant on mechanization as the Germans. Normally, September marks the start of the rainy season in Poland, but in 1939, conditions remained abnormally dry and the ground firm. "Hitler Weather", the Poles called it.

The eastern part of Poland is off-map, but consists mainly of forest and swamps. It will be occupied by the Soviets if they invade.

15.2. THE OPPOSING FORCES: THE GERMANS

Under overall command of Walther Von Brauchitsch, 5 armies have amassed on the Polish borders. Army Group North, commanded by Fedor von Bock comprises the 3rd and the 4th Army, and totals 330,000 men, 3000 artillery pieces, 780 tanks and 830 aircraft.

Under command of Von Rundstedt, Army Group South (the 8th, 10th and 14th Armies) comprises 500,000 men, 5000 artillery pieces, 1900 tanks and 580 aircraft. Of the total of 2600 tanks, only 400 are modern medium tanks (Pz-III and Pz-IV models). The troops are led by well trained staff officers and excellent generals.

German supply flows from Frankfurt an der Oder (25,000 points a turn).

15.3. THE OPPOSING FORCES: THE POLES

Under overall command of Rydz-Smigly Polish forces are deployed in seven "Operational Groups."

On the western frontier, from north to south, are:

- » Operational Group Pomorze;
- » Operational Group Poznan;
- » Operational Group Lodz;
- » Operational Group Krakow.

Defending the northern frontier are:

- » Operational group Modlin;
- » Operational group Narew.

Defending the southern border, along the Slovak border and the Tatra Mountains, is:

» Operational Group Karpaty

A number of infantry divisions and tank formations are held in general reserve under Rydz-Smigly. Total Polish forces comprise 620,000 infantry; 60,000 cavalry; 700 armored cars, 180 tanks and 375 aircraft. The large number of armored cars doesn't represent as significant an asset as it may appear, for most of the vehicles were obsolete, thin-skinned, and armed only with machine guns. Except for patrolling, security duties, and last-ditch attacks against unsupported infantry, they are of very limited battlefield utility. The actual Polish tanks are good, however, and can stand their ground against even the newest German models; there just aren't enough of them to make a significant difference. The Polish air force, except for a few modern "LOS" bombers, has inferior machines compared to the Luftwaffe. Polish generals are fiercely motivated and brave, but they are poorly served by inexperienced staff officers. And at every level of command, the Poles are hampered by using communications technology that is a generation out-of-date.

Polish supply flows from Warsaw (10,000) and Lwow (5,000). The Poles get 1 political point per round.

15.4. VICTORY CONDITIONS

There is a total of 58 VP (victory points) on the map. Warsaw is the main target for the Germans. It's worth 10 VP, but capturing it does not automatically result in victory.

As long as the Poles hold 11 VP they will continue the fight. Although it is tempting to retreat everything on Warsaw (10 VP), Poland will lose the scenario if all its major towns except Warsaw have been occupied.

The Germans must capture these VP points before or on round 12, September 23rd, unless the game is being played in Campaign Mode, in which case Germans are granted four additional days to achieve total conquest, if they can play a "More Time" card. If the Germans are being played by the AI, they have till October First to complete their conquest of Poland.

Each day the Germans win before their deadline gives them a bonus of 10 PP.

If you are not playing campaign game then each percentage point of losses the Germans have above 10% costs them 5 PP, but each percentage point below gives them 5 PP. If you are playing campaign mode excess losses above 10% carry to the next scenario. Also if not playing campaign mode every 10,000 Poles that can evacuate upon German Victory give the Germans -1PP.

These PP translate to the next scenario in campaign mode. If playing the scenario stand-alone the German PP score can be used to compare the measure of success the German player had over multiple games.

Victory or defeat is determined on the start of the final German turn. If the deadline is September 23, that means the Germans must use that round to grab all VP so that on the start

of September the 25th they will be awarded victory. If not, German defeat will result at the start of their September 25th turn.

It's important to realize that victory or defeat is solely determined by conquering or holding the needed VP. Losses only determine the measure of victory (i.e., "major", "Decisive", "Brilliant". "Nothing to brag about").

15.5. VARIANTS

15.5.1. VARIANT I - EARLY RAIN SEASON

Apart from the higher chance for a rain turn all small rivers are turned into large rivers and large rivers overflow their banks and flood the neighboring land causing extra swamp hexes to appear. This will present extra problems and delays for the Germans, and may limit the effectiveness of their panzers.

15.5.2. VARIANT II - STALIN BREAKS PROMISE

Stalin will not back-stab the Poles. Worse (for the Germans) Stalin might allow volunteers to join the Poles in the fight against the Fascists. There is a 33% chance per turn that soviet volunteers will arrive in Grodno, Brest and Lvov. If you wonder why Stalin allows this it is because the Poles have pledged secretly to cede eastern Poland to Stalin after the Germans are repulsed. If you asked for extra guarantees from Stalin in the campaign mode this Variant will be cancelled.

15.5.3. VARIANT III - WESTERN TROOPS

The Royal Navy manages to break through the Skaggerak and disembarks 4 infantry divisions, under command of Lord Gort (British Expeditionary Force). Furthermore, a small air group (72 spitfires) will be unloaded. The British will keep 4000 supply points on Gdynia throughout the scenario. If you played block Oresund straight this variant will be cancelled.

15.5.4. VARIANT IV - WESTERN OFFENSIVE

Due to an immediate offensive by the French in the West, the Germans will immediately pull back, for home defense, 8 infantry and 2 panzer divisions as well as 2 Artillery, 2 Flak, 1 dive bomber, 1 recon and 1 bomber unit.

3rd Army: 217th Inf, 4th Army: 23rd Inf, 8th Army: 213th Inf, 10th Army: Whole XI (18th,19th) and XVI Corps (14th, 1st Pz, 4th Pz) + Flak + Art, VII Corps (62nd , 27th), 14th Army: Flak + Art

Nord: Flieger II

Sued: flieger VIII, X, If you played "Less Troops", in the campaign mode then you can keep your XVI Corps and its 2 panzer divisions + 1 infantry div.

15.5.5. VARIANT V - BETTER POLISH EQUIPMENT

The Poles have gotten 400 modern Somua medium tanks from the French and have deployed them in 4 Tank Units near Kutno, Siedlce or Thorn. These are excellent tanks and should be able to take on the German Pz-III's and Pz-IV's.

15.5.6. VARIANT VI - BETTER POLISH STRATEGY

The Poles have listened to the advice of the French and have deployed army groups Pomorze, Poznan, Lodz and Krakau further inland. By doing so the Polish forces are more concentrated and should be able to avoid piecemeal destruction, enabling them to mount a more stubborn defense.

15.5.7. TEAM PLAY

You can play the Germans with either 3 or 6 players. The designers advise, however, that you let one of your field commanders double in the role of OKH, since it is basically a boring job with no battlefield activity under that player's direct control (unless you take away units from your sub-commanders, which is generally a bad idea!) The Polish side can also be played by 3 players and the high command actually can make some tactical/ strategic decisions affecting the Polish side. Again, as was the case with the role of OKH on the German side, the designers suggest you allow one of your field commanders to double in the role of Rydz-Smigly.

15.5.8. FREE SETUP

This variant adds an initial turn in which each player can customize the setup of his forces.

15.5.9. EQUALIZE

For each variant selected, the Germans will get extra days and a higher loss allowance to complete their conquest. Select this if you want to keep the game balanced.

15.6. RULES

15.6.1. WEATHER

1st day is bad weather. This is historically accurate and it gives the Polish air force a fighting chance. On subsequent days, there is a 25% chance of bad weather, and a 75% chance of clear skies.

On a rain day, both air attacks and intercepts are reduced to only 25 % of their nominal effectiveness. If the "Early Rain" variant is in effect, then there is a 50/50 chance of inclement weather on each game-turn. This is much more typical of actual Polish weather conditions than the abnormally dry, clear conditions ("Hitler Weather") that prevailed in September, 1939.

15.6.2. POLISH REINFORCEMENTS

Every round the Poles have a 10% chance of receiving a full-strength Reserve Division in Warsaw (provided they still hold that city). Also, on every round, there is a 5% chance that every major city still in Polish hands will receive an "Emergency" (reserve) regiment; if Poland is controlled by the A/I, this chance rises to 10%. Poland starts this scenario with 21 major cities, so this variant can add significantly to Polish strength (provided the Poles enjoy a modicum of good luck!).

15.6.3. EXTRA SUPPLY DEPOT (10PP)

The Polish can play this card and select a major town to receive 5000 supplies a turn. Active card will be added to remind player where the additional supplies are available.

15.6.4. EVACUATION

If you are playing the campaign then upon surrender of Poland all surviving Polish troops that can reach either the evacuation hex near Grodno or the evacuation hex near Lvov will be evacuated. The amount of evacuees will determine the amount of Polish divisions that will be raised in France. The amount of evacuees needed for forming of subsequent infantry divisions in France is 200, 300, 400, 500, and 600. A maximum of 5 "evacuee divisions" can be activated in France using this variant.

16. CASE YELLOW

The German armies stand ready to take France, Belgium and the Netherlands in one swift blow. In order to avoid a costly frontal assault on the Maginot Line, the German high command decides Belgian neutrality has to be violated; this inevitably means that Dutch neutrality must also be violated, and speedily, too, so as not to provoke Great Britain into dispatching an expeditionary force directly to the aid of Holland.

It is more than half a year after the collapse of Poland. Since that time the Western Front has been eerily quiet. The Germans made good use of this pause to transfer their troops from Poland to the West, raise new divisions and re-equip existing divisions.

The French have mobilized most of their army, and although its size is impressive, it is not the same army that stood like a rock on the Marne River in 1914. It is a poorly motivated army, filled with resentful conscripts and commanded by men too old in body and too outmoded in their military thinking to have a realistic idea of what "Blitzkrieg" was all about. They put too much faith on the supposedly "impregnable" Maginot Line, confident that if the Germans did invade, they would be shattered against the line's uncountable cubic tons of reinforced concrete and all those bristling gun turrets embedded in it.

The British have shipped a strong expeditionary army (the BEF) to France and placed it under control of the French high command.

The Belgians have finished their mobilization as well and have had time to garrison a number of modern, well-designed fortresses. But these are built to command isolated bits of strategically important terrain (river crossings, road junctions, etc); they are not numerous enough to form a continuous fortified line and are sited too far apart to afford mutual protection.

The Dutch have prepared for war by mobilizing and manning a number of river and canal lines suitable for defense. But they have not yet carried out their plan to create a huge man-made water barrier by opening their coastal flood gates and demolishing much of their system of dikes, which have for so long protected their fertile "polderland" (farm land situated below sea level) from the sea.

16.1. THE TERRAIN

The terrain in this part of Europe is varied. In the north we find the Netherlands. The eastern part of this country is easy going terrain not unlike that of the northwestern part of Germany. However in the middle of the Netherlands there is a more rugged and forested area known as the Veluwe. This area is also used by the Dutch military as the main line of defense.

The western part of the Netherlands has a lot of farmland under sea level known in Dutch as "polders". These areas are represented on the game map as marshes because they contain a large number of ditches and canals, have soft ground and are easily flooded. The western part of the Netherlands is heavily populated and thus contains a lot of major and minor urban areas.

The Netherlands has a large amount of major rivers and canals. German progress could be seriously impeded if these waterways could be properly defended.

The river Meuse is one of the most formidable rivers in the Low Countries. It runs all the way from the Ardennes to Nijmegen to Rotterdam.

In Belgium northwest of the Ardennes the landscape is mainly agricultural, but dotted with small forests, towns, rivers and canals. Only at the coastal areas in Belgium do we find a well-developed network of dikes, irrigation ditches and canals, similar to those enclosing the Dutch "polders".

The Ardennes represents a special terrain feature, one that will play a large part in both German and Allied planning. Most French and Belgian commanders regarded as being "impassable" to large formations of armored and mechanized troops -- "everybody" of consequence in the Allied armies seemed to have accepted that as gospel.

It was a comforting assumption, too, for the civilian populations of Paris, Brussels and Antwerp, whose taxes would have to pay for all the additional concrete-and-steel dinosaurs necessary to extend the Maginot Line all the way across the Ardennes region and up to the sea. Isolated strong points would protect vital road junctions and river crossings, but the landscape itself would be the primary protection against German aggression. All the military "experts" seemed to agree: the steep ridges and dense evergreen forests of the Ardennes were too formidable a barrier for the Wehrmacht to use the same sort of cut-and-thrust tactics that had wrought such havoc on the plains of Poland. And if the steep, wooded terrain weren't enough, there

was also the broad, deep, notoriously treacherous Meuse River, which cut like a wide blue ribbon through those forests. The embankments on both sides of the Meuse were veined by hundreds of tributary streams, and after every hard rain-fall vast regions of that landscape were turned into deep, vehicle-sucking quagmires. What few all-weather roads existed in the Ardennes were barely wide enough accommodate a big hay wagon, never mind a modern panzer column; their rough, uneven surfaces appeared almost medieval, and in some cases actually were. The reasons why the military experts considered the Ardennes "impassable" were obvious to anyone who'd ever gone hiking in that region; not even an army as fanatically motivated as Hitler's new, mechanized Wehrmacht could launch, much less sustain, a major armored offensive through such terrain.

West of the Meuse, the French landscape becomes much more civilized: a vast, lightly rolling plane, interrupted only by small cultivated patches of woodland. It is ideal tank country. Not until they reached the river Seine, and the built-up areas around Paris would the invaders encounter serious military obstacles.

16.2. THE DYLE PLAN

To be sure, no one in the Allied high command doubted for one moment that Hitler was perfectly willing to violate Belgian and Dutch neutrality, but if he planned on doing so his main axis of advance would almost HAVE to follow that of the Schlieffen Plan: the attack on Belgium would therefore be concentrated in the relatively flat center of that country, along an axis from Aachen, in the Saarland region, toward Sedan on the western bank of the Meuse. To counter such a German effort, Allied high command had already formulated a conservative but basically sound defensive strategy. It would be triggered by the first confirmed reports of German troops crossing the Belgian border.

Once Hitler had breached Belgian neutrality, the Allies need have no compunction about doing so in the name of helping Belgium to defend itself. The British Expeditionary Force (BEF) had already arrived in France; preparations were made for the cream of those British units to rush forward, alongside comparably strong French forces, and link up with the Belgian units already in action so as to form a coherent, inter-Allied defensive line behind the Dyle River, which covered the approaches to Antwerp and formed a natural barrier roughly perpendicular with the presumed axis-of-advance of the main German thrust.

The scheme might have worked, if Hitler had planned a re-run of the Schlieffen Plan. But his strategy was more imaginative than that.

16.3. THE OPPOSING FORCES: THE GERMANS

Under supreme command of Walther von Brauchitsch, the Germans have amassed six armies: the 18th and 6th, comprising Army Group B, led by the very able Fedor von Bock and the 4th, 12th, 16th and Panzer Group Kleist organized into Army Group A, under the command of one of the Wehrmacht's most aggressive and energetic generals, Gerd von Rundstedt. Altogether,

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Hitler was prepared to commit more than one million infantrymen, supported by 12,000 guns, over 2,500 tanks and approximately 3,000 aircraft.

The Germans also have 2 airborne divisions in reserve that were historically used to capture the crucial Dutch bridges in Dordrecht and Rotterdam.

The Germans already know about the Dyle Plan and have cunningly devised a strategy not merely to counter it, but actually to use it, ju-jitsu-like, against the very Allied commanders who were so committed to implementing it. Their concept is simple but breathtakingly bold: By openly threatening the part of Belgium ostensibly "shielded" by the Dyle Line, Army Group B would demonstrate an apparently all-out threat in the direction of the Belgian cities "protected" by the Dyle Line. But this apparent threat was merely a gigantic feint; its purpose was to lure the British and French deep into Belgian territory. And once the Allies had committed the bulk of their forces to a "textbook" counter-attack against what appeared to be the main German offensive move, the Germans would unleash Army Group A, under Von Kleist, in a surprise thrust straight through the supposedly "impassable" Ardennes, audaciously forcing a crossing of the Meuse River before the Allies could re-orient their main line of resistance to counter this unexpected new threat. By the sheer weight and speed of this panzer-heavy drive, the Germans hoped to seize a bridgehead across the Meuse, in the vicinity of Mezières and Sedan. After swift bridging operations by their combat engineers -- which the German expected to conduct in the face of frenzied but disorganized resistance -- fresh panzer and mechanized units would cross the river in force and then advance, with almost reckless disregard for their flanks, directly for the Channel coast. The net effect of this bold one-two punch would be to drive a steel wedge between the Allied forces entangled in fighting against Army Group B's bridgehead salient and the much larger elements of the French and BEF armies still focused on protecting Paris.

By the time the Allied generals figured out what was going on, the strategic initiative would have passed entirely to the Germans. By severing the direct connection between Paris and the bulk of the armies charged with defending the French capital (which was also, of course, their main source of supplies), the Germans hoped to sow confusion and exacerbate the already-manifest friction between the British and French high commands, whose relationship to one another was fractious and rife with mutual distrust even before the shooting started! Once the façade of mutual cooperation was shattered, it would be too late for the Allies to regain cohesion, and their now-fragmented armies could be mopped-up more or less at the German's convenience.

German reserves are represented by the option for the German player to buy extra infantry divisions using action cards.

The Germans receive 25,000 supply points in Essen every turn.

16.4. THE OPPOSING FORCES: THE FRENCH

On paper, the French army appears quite formidable. Directly opposing the German onslaught are four French field armies, comprising more than 600,000 troops, including 6 armored divisions equipped with 2,300 first-class tanks. Artillery and air support also appears very strong: 3,000 guns and 600 fighters.

But numbers alone don't tell the whole story; in reality, the French Army is handicapped by some serious problems. Firstly, it is ham-strung by its government's commitment to implementing the Dyle Plan (which German strategy had already rendered "a day late and a dollar short"). Secondly, its command-and-control systems are both cumbersome and somewhat dysfunctional – there's no shortage of staff officers, but there IS a grave shortage of competence among those who have attained staff rank and responsibilities. With the exception of a few mavericks like Charles De Gaulle, the French are led by men who are admirably prepared to fight a 1918 war, against German colleagues whose skills are not only up-to-date in terms of operational doctrine, but who have already been battle-tested in their victorious Polish campaign.

However, even though French morale is palpably inferior to German, the French have not yet reached rock-bottom. And in some respects, their equipment is superior to that of the Wehrmacht. While there is a shortage of effective anti-tank and anti-aircraft weapons, the French "Char B" and "Somua" tanks are in fact markedly superior to their German equivalents, with better armor protection and more effective cannon.

The problem, with regard to tanks, lies in the approach the French have taken to armored tactics. French tank-strength is distributed in small "penny-packet" detachments assigned as "infantry support" assets; the Germans, by contrast, have massed their tanks into separate, almost independent, offensive "fists"; once their panzers have punched a hole in French lines, the tanks don't just mill-around waiting for their infantry to catch up. Instead, they just keep going, driving as hard and fast as they can, penetrating deeply into French territory, over-running command posts, gun batteries, and important road junctions far behind the front, spreading confusion and fear and further degrading French command-and-control systems, which are brittle and ponderous to begin with, and have almost no built-in redundancy to compensate for their slow reaction-times. Nor are the French psychologically prepared for the "shock and awe" effect of Stukas being used as "flying artillery".

The French receive 10,000 supply points from Paris and 7,000 from Le Havre. Those cities must also serve as the primary supply depots for the BEF, which complicates an already confused situation.

16.5. THE OPPOSING FORCES: THE BRITISH

The British Expeditionary Force (BEF) consists of about 150,000 troops, almost 1,500 guns, 300 tanks and 200 aircraft. What the British lack in quantity they make up for in quality. All their divisions are fully mobilized and well equipped, except for the two types of weapons they need

most urgently: anti-tank and anti-aircraft guns. On the other hand, British morale is high and their command-and-control systems actually function rather well. The BEF is also supported by its own tactical air force, but the results of its efforts are decidedly mixed. Wisely, as it turned out, the British have chosen to hold their best aircraft (the Spitfire) in reserve in England. Their Fairey "Battle" fighters and Blenheim light bombers, though flown with almost suicidal courage by their pilots, are completely out-classed by their Luftwaffe opponents.

In the "Case Yellow" scenario, the BEF is considered to be a sub-regime of France; hence its units are dependent on the French for logistical support, with predictably deleterious consequences.

16.6. THE OPPOSING FORCES: THE BELGIANS

The Belgian army is, relatively speaking, the largest army fielded by any of the Allied countries in the spring of 1940. It comprises more than 40 divisions consisting mainly of 350,000 infantrymen. However, most of the Belgian troops are ill-prepared reservists, seriously deficient in artillery support and virtually bereft of significant tank assets. It isn't that Belgian engineers didn't know HOW to built decent tanks; their weakness in armor is rather a result of grave political miscalculations. During the years immediately preceding the outbreak of hostilities, the Belgian government decided NOT to create large armored formation; ironically, the reasoning behind this curious policy was based on a desire not to "antagonize" the Germans! For approximately the same reason, the Belgian air forces doesn't amount to much either.

Like the French, the Belgians are handicapped by serious command and control problems. The Belgian troops are initially concentrated in the north of their country, dug-in behind the Albert Canal in a purely defensive posture. Like their British and French counterparts, Belgium's generals are shackled to the requirements of the Dyle Plan. "When the time was right" (which of course it never was!), the Belgians planned to fall back to the Dyle Line and link-up with the British and French units already in position there. The next step, presumably, would have been a concerted counter-attack against the over-extended German invaders.

In the "Case Yellow" scenario, Belgian units have 0-25% fewer infantry per unit, due to incomplete mobilization ("elite" units excepted).

Every round, the Belgians get 3,000 supply points from Ghent and 1,000 from Nieuwpoort.

16.7. THE OPPOSING FORCES: THE DUTCH

The Dutch army is comparable to the Belgian army, though slightly smaller, so it numbers about 200,000 soldiers. Also its morale is a little lower. It has no tanks whatsoever, nor any air force of consequence -- just a few squadrons of Fokker DX-Is. Compared to the other Low Country nations, however, the Dutch do possess a large number of excellent anti-aircraft guns.

Dutch command and control problems are severe, however, due to the relative incompetence of their generals. Therefore the Dutch should try to keep defensive lines and avoid mobile

warfare. The Dutch have a main defensive line east of Utrecht called the Grebbeline. Behind that line they can inundate the "Waterline".

South of Rotterdam and Utrecht, major rivers give excellent defensive positions. The Achilles heel of the Dutch is their fragile base morale. It will drop below 40 fast, especially if the Germans use their terror bombardment action card.

The Dutch will have 0-25% less infantry per unit due to incomplete mobilization. Elite formations exempted.

The Dutch get 2,000 supply points from The Hague and 500 from Vlissingen every round.

Of all the nations Germany is about to attack, the Netherlands is perhaps the least prepared to face Hitler's onslaught. Much of Holland's richest agricultural land actually lies below sea level (the so-called "Polder" region) and for defensive purposes the Dutch relied (much too heavily, as it turned out) on their plan to flood vast areas of this land by opening floodgates and demolishing a large portion of the dike system that protected them from the sea itself. This man-made barrier was informally called "The Waterline" and, in conjunction with a succession of strongly defended rivers and canals, it would have presented serious problems to the advancing Germans. But the Dutch were only able to implement a few aspects of their defensive plans. Their scheme of mobilization was outmoded, and the shock of massive Luftwaffe bombing attacks disrupted it in the first day of hostilities. Only a few of the planned inundations were actually carried out. And several key Dutch bridges were seized by bold airborne assaults. In places, the Dutch fought bravely, but the speed and ferocity of the German attack completely shattered their plans for a cohesive, organized defense.

16.8. VICTORY CONDITIONS

Germany starts with 20 out of 106 total victory points. By the end June the 8th the Germans should have conquered 70 out of 106 victory points to be able to claim victory when the game ends on the start of June the 8th. The game finishes earlier if the Germans capture the 70VP earlier. In campaign mode, the Germans are not supposed to lose more than 15% of their troops.

If you are not playing the campaign, PP are awarded for having losses less than 15% for Germany and 30% for the BEF.

The deadline for Germany can be set to a later date if playing the campaign. If Germany is played by the AI the Germans get 10 days extra and have until the 18th of June to complete their conquest.

It's important to realize that victory or defeat is solely determined by conquering or holding the needed VP. Losses only determine the measure of victory.

16.9. VARIANTS

16.9.1. VARIANT I: NO MANSTEIN PLAN

When this variant is active, it means the German High Command has (somewhat foolishly) rejected Von Mansteins's through-the-Ardenne strategy and has decided to play it safe by staging "Schlieffen Plan Redux". One important result: the powerful Panzer Group Kleist will re-orient its attack from the Ardennes to the Saarland – Aachen axis. An additional consequence may well be increased efficacy of the "Dyle Plan", which was, after all, predicated on the assumption that the 1940 invasion would be conducted on roughly the same axis as the one launched in 1914.

16.9.2. VARIANT II: NO DYLE PLAN

When this variant is active, there will be no penalties for not sticking to the Dyle Plan. The consequences could be far-reaching, as this would remove a hampering constraint on the Allied commanders and enable them to deploy their defenses more creatively, and to respond to German moves much more rapidly. Basically the Dyle Plan became a millstone around the Allies' necks; their high command was locked into it, at least until German intentions became clear. By the time THAT had happened, it was too late.

16.9.3. VARIANT III: ESPRIT DE CORPS

When this variant is active, France, Belgium and the Netherlands will all have 20% higher command & control rating and 10% higher base morale. Who knows? With better leadership, this could well have happened!

16.9.4. VARIANT IV: BRITISH COMMITMENT

When this variant is active, the British will choose to send more forces to France than they did historically. The extra troops are: 4 infantry divisions, 2 armored divisions and 300 Spitfire fighters. The "Spits" should prove especially useful in reducing the murderous effectiveness of the Luftwaffe's rampage.

16.9.5. VARIANT V: SOVIET THREAT

When this variant is active, Hitler's paranoid obsession with Russian intentions will cause him to weaken his offensive in the West, so as not to tempt Stalin to strike from the East. Consequently, the Germans will withhold 6 infantry divisions and 4 panzer divisions from the order-of-battle against the Allies. Specifically, these "insurance policy" units will consist of: I and XXX Corps, along with the 2nd, 7th, 8th and 9th panzer divisions. If playing "Campaign" and the "Less Troops" card was played the Germans will be more confident and will only take out of the order of battle I Corps and 2nd and 9th panzer divisions.

16.9.6. VARIANT VI: BAD WEATHER

When this variant is active there is a 50% chance of rain instead of 25%.

16.9.7. 16.9.7 TEAMPLAY

It is possible to divide up the Germans over 3 or over 7 players. Keep in mind that playing OKW is no that much fun, so one of your field commanders might wish to double-up his responsibilities.

16.9.8. FREE SETUP

Enables all players to set up their initial positions according to their own strategic priorities.

16.9.9. EQUALIZE

Gives the Germans more days and higher loss percentage for each variant selected. Select this if you want to keep the game balanced.

16.10. RULES

16.10.1. SMALLER SCALE

Because this scenario has hexes representing a smaller area and speed has been reduced from 2 days/round to 1 day/round some small changes have been made to reflect this.

Compared to the Poland scenario the following has been changed:

- » Stacking limits have been decreased 1/3.
- » Air range has been doubled.
- » ZOC range has been doubled. Though 2 hexes away its only 10% of what it is 1 hex away.
- » Entrenchment speed is halved. As are initial entrenchment levels after moving into a hex.
- » Morale recovery speed is halved.
- » Readiness recovery is max 20 instead of max 30.

16.10.2. WEATHER + AIR OPERATIONS

Normally there is a 25% chance of rain every turn. If Variant VI is active this will be 50% chance. When it is a rain turn airplanes attack with only 25% of their normal strength. The first 2 rounds the weather is always clear. The first round the Germans know the locations of the allied airfields. Allied air units start with the setting not to intercept.

16.10.3. CUT OFF FROM PARIS

If French or Belgian troops no longer can trace a land route to Paris they will suffer serious logistical and psychological problems. This will result in morale and readiness losses. This rule reflects the enormous impact the German encirclement in 1940 had on the troops and organization in the field.

16.10.4. COMMAND AND CONTROL

Britain, France, Belgium and the Netherlands have problems with command and control. The lower the command and control rating for a respective country the larger the chance that random HQs and their subordinate units will lose action points. France starts at 65% CC, Britain at 80% CC, Belgium 60% CC and the Netherlands at 60% CC. France, Belgium and the Netherlands have action cards available to improve their command and control score. The amount of action points lost by a HQ is highest in the initial phase (between 0 and 100%) and this becomes less as time goes on (by round 10 it's between 0 and 50%). Bear in mind, though, that this deduction of AP does not become negligible when the initial shock of war is over.

16.10.5. GERMAN OFFENSIVE SPIRIT

Due to superior motivation, professionalism, and the lessons learned in Poland, the Germans get no penalty for moving into enemy terrain and only half the ZOC penalty the Allies receive.

16.10.6. BELGIAN AND DUTCH CAPITULATION

There is a chance Belgium and the Netherlands will capitulate when their base morale drops below 40. The chance increases by 20% for each point the base morale is below 40 points. Upon capitulation only the units are removed of the respective nation that is capitulating. Netherlands starts with a base morale of 62 and Belgium with 66. The Dutch capitulation is immediate and all units surrender and all territory (except within 3 hexes of allied unit) reverts to German control. The Belgian capitulation still gives the Belgians 2 rounds after they lose the will to fight.

16.10.7. LOSING VP AND ALLIED MORALE

Belgian and Dutch base morale will drop with 2% for each VP lost. French base morale will drop with 1% for each VP lost. The BEF is immune for morale drops due to territorial losses.

16.10.8. CASUALTIES AND ALLIED MORALE

For each 5% of troops an allied nation loses it will lose 1% of base morale. This is not severe, but it can easily tip the balance to capitulation for Belgium and the Netherlands.

16.10.9. FRENCH STRAGGLERS

Starting from 20% losses, for each 5% of troops the French lose they will have a chance to receive up to 3 straggler units. These will arrive in Paris, Rouen and/or Le Havre. Straggler units contain 1500 infantry and some improvised AT guns.

16.10.10. DYLE PLAN

The Dyle Plan was a strategy that called for Allied units to dig-in defensively in front of Antwerp, along the western bank of the Dyle River. Historically, this played right into Von Manstein's hands, but at the time, it seemed a reasonable course of action, so the Allied player, like

his historical counterparts, **MUST** go along with it (even though he knows it's a bad idea) for at least the first 10 days of game-time. If he does **NOT**, he will suffer a penalty in the form of alarming declines in Belgian and Dutch morale, with a corresponding drop in French command-and-control effectiveness.

It IS, however, possible to escape the shackles of the Dyle Plan by playing the "Cancel Dyle Plan" action card. But it costs 45 PP to do so in the first round, and the cost goes down by 5 PP every round. If the Allied player can hang on to the Dyle Line for ten rounds, the high command in Paris comes to its senses and cancels the whole now-pointless scheme at the start of the May 20th round, leaving you free to act as the situation seems to dictate. It may or may not be too late to salvage the battle; it's a calculated risk each player must decide, on his own, whether or not to take.

In order to stick to the Dyle plan the allies must attain 50 Dyle points on May the 10th, 100 Dyle points on May the 11th, 150 on May the 12th and 200 for every subsequent round that the Dyle plan is still in effect.

16.10.11. LATE FRENCH AIR ARRIVALS

Due to production bottlenecks, the French do not receive additional air assets until May 20th, 25th and 30th; on those dates, the French receive 150 additional fighters.

16.10.12. POLISH REINFORCEMENT

If you are playing the campaign version from May 16th onwards you will get a Polish Infantry Division. Maximum 5 Polish Infantry Divisions will arrive. If the Polish managed to evacuate 20,000 men you will get 1 division, 50,000 men 2 divisions, 90,000 men 3 divisions, 140,000 men 4 divisions and 200,000 men 5 divisions. If you are not playing the campaign 1 Polish Infantry Division will arrive on round 5.

16.10.13. WATERLINE

The Dutch "Waterline" zone can be flooded by the Dutch commander/player if he has the appropriate Action Card.

16.10.14. REINFORCEMENTS

All reinforcements have to be bought by the respective regimes by playing action cards. Reinforcements for France can only arrive if Paris is still under French control and if an uninterrupted land route can be traced from Paris to the reinforcements' destination hex can be traced over land.

16.10.15. POLITICAL POINTS

Germany gets 2 PP per round and Belgium and the Netherlands only 1 PP per round. France gets 2PP per round until round 9 (May 18th) and then gets 6PP per round. Belgium gets 1PP per round extra for each of the following 4 conditions: (1) holding Liege from May the 14th onwards, (2) holding Brussel from May the 18th onwards, (3) holding Antwerps from May the

22nd onwards, (4) holding Namur from May the 26th onwards. In theory Belgium could thus generate 5PP per round.

16.10.16. AIR LANDINGS

By playing the appropriate Action Cards, the Germans can choose to drop the 7th Flieger Division and 22nd Luftlande Division behind enemy lines. The 22nd Luftlande Division becomes available ONLY on the round AFTER you have deployed the 7th Flieger Division.

16.10.17. BRITISH EVACUATION

When the scenario ends, any BEF troops that can trace a line to an evacuation port are evacuated. These ports are designated with "EVAC" in red letters. However, the BEF player can also manually evacuate BEF troops prior to the designated date for the scenario's end if, for example, you urgently need to disengage a BEF division that has become isolated and is threatened with encirclement. The BEF player will receive the "Evacuation" Action Cards once a turn after Belgium has announced it intends to capitulate. When playing Campaign Mode, 2/3s of the evacuated troops will re-appear as defenders in the Sea Lion scenario.

17. OPERATION SEA LION

The invasion of England is about to commence. After the successful conquest of France the German army immediately turned to assembling an invasion fleet. Although the Germans managed to scrape together and convert into make-shift landing craft an enormous fleet of barges, the naval power of the Kriegsmarine is insufficient to guard the corridor in the Channel through which the cargoships and barges must travel. Supply and troop transfer will thus be problematic for the Germans. Seizing a beachhead is one thing; reinforcing it with enough tanks and guns to expand it is quite another.

The British army has not recovered yet from the defeat in France, and the disorganization that followed the Dunkirk evacuation. The amount of troops present in England is low, indifferently armed, and still somewhat shaky; a large and aggressive German landing force COULD defeat them.

The Germans must very quickly take their victory locations because one thing is for certain: the Royal Navy's Home Fleet will move quickly, probably within two or three weeks, and will make an all-out effort to cut all German communications with France; if the British succeed in doing this, the invasion forces already landed will be doomed to certain defeat.

17.1. TERRAIN

On the English side of the Dover Straits, the fabled "White Cliffs" will severely hamper the initial amphibious assault, but only if those coastal hexes are adequately manned. Further inland the terrain is mostly agricultural, though dotted with small forests and scattered rural towns.

South of London there are two rugged and forested areas. In the west, towards Wales, are some low mountains; and near Southampton there is a large forested area.

Defensive preparations are at this time only at an early stage. But some heavier fortifications have already been constructed in a line south and east of London, known as the GHQ line. That was where the British planned to make their major stand and hopefully stop the Germans from advancing further towards London. In between the GHQ Line and the invasion beaches, the British have hurriedly constructed some 2300 concrete pillboxes, as temporary "stop-lines", but at this time, these were not connected into a coherent line of fortifications; they did, however, command important road junctions and river crossings, and were especially intended to disrupt and inflict heavy casualties on German airborne landings.

17.2. THE OPPOSING FORCES: THE GERMANS

To be able to keep naval superiority in the channel corridor for an adequate number of days almost all Luftwaffe aircraft have to be deployed to help fight off the Royal Navy. This means the invasion armies will have limited, sporadic air support.

Germany has 16 infantry divisions, 4 panzer divisions and 2 motorized divisions ready for landing on the English coast. This is a serious invasion force, but it faces two major problems. First, the initial landing wave will come ashore without heavy weapons, especially artillery. Shipping resources for such heavy equipment are scarce. Those weapons must be shipped separately, if they are to be shipped at all. Secondly, the scarcity of transports. Third, and for the same reason, only a limited number of divisions can be trans-shipped from France in any given turn.

Perhaps the most serious problem, in the long-term, is that the Germans lack the capability to make strategic transfers to England, from other fronts where they are stronger.

The Germans get supply from the continent at the rate of 6000 supply points per turn. If the "Extra Transport Fleet" variant is active, that total rises to 9000 supply points. These supply points represent the Germans' naval ability to actually get the supplies over the Channel.

The Axis starts with 30PP and get 1 PP per turn.

17.3. THE OPPOSING FORCES: THE BRITISH

The British army has managed to re-equip only a tiny part of the divisions evacuated from France. It is very low on tanks and AT guns but has plenty of artillery and AA guns available. Furthermore the British have raised a militia-like force known as the Home Guard. Although the Home Guard has been portrayed in many movies as something of a joke (over-aged, pot-bellied amateurs), in reality it was a significant resource. Although many of its men were middle-aged, a large number were Great War veterans. They knew the basics of soldiering; understood the value of discipline; and were motivated by fierce patriotism. These troops are perfect for delaying actions and buying time for the first-rate army units to form-up and organize counter offensives against the invader.

Furthermore, 5 infantry divisions and 1 armored division in the British order of battle are still fresh and ready for combat. After it becomes clear that the invasion will be limited to England further divisions from Wales, Scotland and Ireland will be released. (Round 2, 4, 6, 8, 10)

British get 5000 supply from Cheltenham and 2500 supply from London. The British start with 0PP and get 2PP per turn.

17.4. VICTORY CONDITIONS

Germany must capture 24 VP locations on or before the end of September 20th. After this date has passed deteriorating German supply situation is presumed to have doomed the Germans.

It's important to realize that victory or defeat is solely determined by conquering or holding the needed VP. Losses only determine the measure of victory.

17.5. VARIANTS

17.5.1. VARIANT I: BEACH DEFENSE

If active, any British troops defending against an amphibious assault will fight with double their power.

17.5.2. VARIANT II: GUERRILLA

There is 10% chance that a German-occupied hex in Britain will lose 400 supply points from partisan action and sabotage. Furthermore, there is a 0.25% chance per occupied hex that a British Guerrilla unit will appear.

17.5.3. VARIANT III: US VOLUNTEERS

From round 10 onwards there is 50% chance per turn that American Volunteers will arrive in Cheltenham (0,1).

17.5.4. VARIANT IV: GAS ATTACKS

Every turn the British may execute a poison gas attack on a hex of choice (this is historically accurate; Churchill had already authorized such action). These missions are considered to be performed by Bomber Command, operating from Scotland airfields. If playing campaign mode the Germans could have prepared for these attacks, lowering their effectiveness.

17.5.5. VARIANT V: FOR KING AND COUNTRY

Gives Britain 20% higher base morale and a 10% chance per turn per major town to get an extra Home Guard Brigade.

17.5.6. VARIANT VI: BAD WEATHER

Normally there is 25% chance on rain. With this variant active, the chance of foul weather rises to 40%, and the chance of a severe Channel storm rises to 10%. If there is such a storm, the Germans will be forced to suspend cross-channel shipping of supplies and reinforcements until the weather moderates.

17.5.7. VARIANT VII: SUCCESSFUL CORRIDOR

If this variant is active the Germans' cross-Channel corridor will be secure for the first 7 days instead of the first 3.

17.5.8. VARIANT VIII: BRITAIN DIVERTED

The whole XII Corps, 2nd Canadian division, 5th Flak Division and some artillery assets will be absent, presumable because of Axis diversionary actions in other theaters. There is also only 50% chance for Britain that each of the 5 scheduled reinforcement divisions will arrive.

17.5.9. VARIANT IX: EXTRA FLEET

The Germans get extra shipping points: 30 instead of 20 a round.

17.6. RULES

Because this scenario has hexes representing a smaller area and speed has been reduced from 2 days/round to 1 day/round, some small changes have been made to reflect this.

Compared to the Poland scenario the following changed:

- » Stacking limits have been decreased by 1/3.
- » Air range has been doubled.
- » ZOC range has been doubled. Though 2 hexes away is only 10% of what it is 1 hex away.
- » Entrenchment speed is halved, as are initial entrenchment levels after moving into a hex.
- » Morale recovery speed is halved.
- » Readiness recovery is max 20 instead of max 30.

17.6.1. WEATHER

Normally there is 25% chance on a rain turn. If the bad weather variant is active there is 40% chance on rain and 10% chance on storm.

17.6.2. MORALE LOSS

The British lose 1 base morale point for every VP they lose. This is not a severe handicap, because British base morale starts at 100, but it can have an effect over time.

17.6.3. INTERCEPT LEVEL

The intercept level represents the amount of ships and aircraft the British can manage to effectively use on the German transport and supply fleets. Normally starts at 10. With German air superiority variant in effect, however, it starts at 5. After the Corridor is breached on turn 4 or 8 (depending on whether or not "Successful Corridor" variant is active) the intercept level will grow with +3 or +5 per turn. If Germany is played by the AI the intercept level is capped at 50. At 50 about only half of the supplies should be coming through. The eventual cutting off of your supplies is the reason the Germans must take their VP in 20 days. After this the supply situation becomes so desperate the Germans can be considered to have lost. If the Germans are played by the AI they suffer a little bit less from British intercept level.

17.6.4. REINFORCEMENTS

The British will get the 51st, 53rd, 38th, 54th and 59th infantry divisions as reinforcements in Cheltenham (0,1) on respectively round 2, 4, 6, 8 and 10. The divisions are released from Wales, Scotland and Northern Ireland as it becomes clear the invasion is limited to England.

17.6.5. SHIPPING POINTS

Shipping points available determines how many German corps you can ship to England. Normal start points are 40. Grows with +20 a turn and can grow to max 40. If the "Bad Weather" variant is active, you get half growth. If there are "storm" conditions, there is no option to transfer and you lose all shipping points. If the "Extra Fleet" variant is active then growth is 30 a day at the start, with a maximum of 60.

17.6.6. PARATROOPERS

The German can deploy 2 airborne divisions, but only 1 per turn.

17.6.7. BRITISH EXTRA REINFORCEMENTS

The British player can use cards to buy M2A4 tanks from the US or to get extra infantry divisions.

17.6.8. LANDING

If not landing at a friendly port your troops get 50% penalty in action points and readiness.

18. DIVISION TYPES

This chapter will cover the types of divisions and formations in the game.

18.1. GERMAN DIVISION TYPES

18.1.1. INFANTRY DIVISIONS, RESERVE INFANTRY DIVISIONS

These divisions are very well equipped with small arms: 650 machineguns and 150 mortars. Furthermore, they have a large complement of anti-tank weapons: up to 75 37mm AT guns. These divisions consist of 3 infantry regiments and 1 artillery regiment. The artillery regiment holds over 50 heavier artillery pieces. In Case Yellow there are two types of German infantry divisions--veterans from the Polish campaign, and newly-raised ones manned by reservists. The latter category can be recognized because their divisional number is above 200.

18.1.2. PANZER DIVISIONS

These divisions are fully motorized and consist of 1 motorized infantry regiment, 2 panzer regiments and 1 motorized artillery regiment. They number up to 300 panzers and 50 armored cars. The bulk of them, however, are light PzIs or PzIIs, which were spread over all panzer regiments. There is an exception, however—the Panzer Lehr regiment was equipped with the newest models. The motorized infantry regiments are equipped in the same way as their counterparts in infantry divisions and even have some extra 5cm PAK guns assigned to them. The artillery regiment is smaller than that of an infantry division. 5 full panzer divisions participate in Case White. In Case Yellow, 10 participate.

18.1.3. LIGHT DIVISIONS

These divisions are fully motorized and consist of 2 motorized infantry regiments, 1 motorized artillery regiment, and only 1 light panzer regiment. In Case White, 4 of these divisions were fielded, supported by 2 independent panzer regiments. Case White was the only action the light divisions saw. Their performance was judged to be poor and they were converted to full panzer divisions before they took part in Case Yellow.

18.1.4. MOTORIZED DIVISIONS

These divisions were basically motorized infantry divisions. In addition to the motor pool they have been equipped with, they also have up to 50 armored cars assigned to them; 4 of these divisions participated in Case White.

18.1.5. MOUNTAIN DIVISIONS

These divisions are comparable to infantry divisions, except that they only have 2 rather than 3 infantry regiments, and that their artillery regiment is about half the size of their infantry division's counterpart; 3 mountain divisions partake in Case White.

18.1.6. HALF PANZER DIVISIONS IN CASE WHITE

The 10th Panzer division has only 1 under-equipped panzer regiment. Panzer division Kempf also has only 1 panzer regiment; and instead of regular infantry it has the SS regiment Gross Deutschland attached to it.

18.1.7. CAVALRY BRIGADE

A cavalry brigade is present in the German order of battle. For Case Yellow, this brigade has been upgraded to a division: the 1st Cavalry division.

18.1.8. TERRITORIAL INFANTRY DIVISIONS

Two territorial divisions also appear in the German order of battle: The Lotzen division, comprising older but experienced age group recruits, and the fortress division Konigsberg.

18.1.9. SS FORMATIONS

As mentioned in Case White, the SS regiment Gross Deutschland is attached to panzer division Kempf. Two other SS regiments are present in the German order of battle as independent motorized infantry regiments: SS Leibstandarte Adolf Hitler and SS Germania. All SS regiments have up to 50 armored cars attached. In Case Yellow, the SS regiment Germania and Gross Deutschland are replaced by a full SS Motorized Division called SS Verfuegungstruppe.

18.1.10. INDEPENDENT PANZER REGIMENTS

There are 4 independent panzer regiments in Case White: I/10, Lehr, 11th and 25th panzer regiments. After the defeat of Poland, these were used to increase the tank strength of the light divisions to full panzer division strength.

18.1.11. ARMORED TRAINS

The Germans have also with some hesitation deployed 2 armored train battalions.

18.1.12. GRENZSCHUETZEN

Furthermore there are a number of Grenzschiuetzen regiments representing border troops that took part in the invasion of Poland. After the start of hostilities, group Eberhard will also become available, a mix of volunteers and Nazi militants from Danzig. Some of these regiments also took part in Case Yellow but in such a secondary role that they have been omitted from that order of battle.

18.1.13. FLAK, ARTILLERY AND ENGINEERS

Flak, Artillery and Engineers are pooled on Corps and/or Army level. In the German OOB they are all motorized units.

18.1.14. SLOVAK FORCES

The only semi-full division that took part in Case White was the 1st Slovak division. The so-called 3rd Division comprised only 1 regiment. The Slovaks were very short of experienced officers and therefore have low staff experience ratings.

18.2. POLISH DIVISION TYPES

18.2.1. LEGION DIVISIONS, INFANTRY DIVISIONS, RESERVE DIVISIONS, MOUNTAIN DIVISIONS

The first 3 infantry divisions are named Legion divisions (1st, 2nd, 3rd), and have some of the best of the Polish troops in their ranks. Remaining infantry divisions number up to the 30th Infantry division and are regular infantry divisions. Divisions with numbers above thirty are reserve divisions. The regular and Legion divisions are about 75% the size of their German counterparts and are reasonably well equipped with small arms, having 450 machineguns and 150 mortars, but little AT weaponry and predominantly lighter artillery. The reserve divisions have about only half the equipment of their regular counterparts. The Poles also field 2 mountain divisions (21st and 22nd), and these are like regular infantry divisions except that they lack artillery regiments. Each division also has some TKS assigned.

18.2.2. MOUNTAIN BRIGADES

The Poles field 3 mountain brigades (1st, 2nd and 3rd). These brigades comprise 2 infantry regiments comparable to those of infantry divisions.

18.2.3. CAVALRY BRIGADES

The Polish army fields an incredible number of 11 named cavalry brigades. These troops are of good quality and have light equipment that can be easily transported by horse traction. Each brigade consists of 2 cavalry regiments each numbering about 3,000 troops, each also having some TKS and armored cars assigned.

18.2.4. NATIONAL DEFENSE BRIGADES, WORKER BRIGADES, EMERGENCY REGIMENTS

These are single-regiment-sized units that are comprised of a mix of volunteers, workers, reservists, stragglers, militia and local police. They are poorly trained and equipped. Poland starts with 12 of these 4000 man sized units.

18.2.5. SOVIET VOLUNTEER REGIMENTS

In variants of the Case White scenario, Russian volunteer units can appear. These are infantry-only volunteers with reasonable experience, but no equipment.

18.2.6. ARTILLERY AND ENGINEERS

AA, Artillery and Engineers are pooled on Corps and/or Army level. In the Polish OOB, these units are not motorized.

18.2.7. TANK BATTALIONS

The Polish field 3 tank battalions: the 1st and 2nd each have 50 7-TP tanks and the 21st has 50 R-35 tanks. French Somua-35 tank and Soviet T-26 tank battalions might become available in variants of the Case White scenario.

18.2.8. ARMORED TRAINS

The Polish have deployed 2 armored train battalions. Their trains are of high quality, as are their crew, but 10 trains in total is a very small force.

18.3. FRENCH DIVISION TYPES

18.3.1. INFANTRY DIVISIONS, RESERVE DIVISIONS

French infantry divisions are about as large as their German counterparts, but apart from their complement of machineguns they lack a lot of equipment. They have no AA guns, not many mortars and the AT guns they have are mostly of the 25mm, very low calibre kind. They consist of 3 infantry regiments and 1 artillery regiment. The artillery regiment has some heavy guns but not a substantial amount. Reserve Divisions, also known as 'B' divisions, differ from regular Infantry divisions in that they are mostly manned by older reservists and they lack somewhat in morale.

18.3.2. COLONIAL DIVISIONS, NORTH AFRICAN DIVISIONS

These divisions have the same equipment as regular infantry divisions but they are manned with either Senegalese or North African soldiers. They have somewhat lower morale. The French have 4 North African and 2 colonial divisions in their order of battle.

18.3.3. MOTORIZED INFANTRY DIVISIONS

These are regular infantry divisions that have been motorized. They have less infantry than regular divisions, but are otherwise equipped the same. The French have 6 of the divisions.

18.3.4. LIGHT MECHANIZED DIVISIONS (DLM)

These are the French tank divisions. They consist of 3 regiments: 2 regiments of motorized infantry and 1 regiment of tanks. They have no artillery. Their infantry regiments are better armed than their counterparts in infantry divisions and have received heavier AT guns as well as up to 45 armored cars per regiment. The tank regiment has up to 200 tanks, as well as AT guns. In French these units are known as Divisions Legere Mecanique, and thus are abbreviated as DLM. The French have 4 of these divisions in their order of battle.

18.3.5. RESERVE TANK DIVISIONS (DCR)

These divisions are brigade sized units made up of 2 tank regiments with, between them, up to 150 tanks, supported by AT guns, very little infantry and no artillery. In French these units are known as Divisions Cuirassees de Reserve and thus are abbreviated as DCR. The French have 3 of these divisions in their order of battle.

18.3.6. CAVALRY DIVISIONS (DLC)

These divisions are also brigade sized units consisting of 1 regiment of cavalry and 1 regiment of motorized infantry. They have less infantry than a regular infantry regiment and are supported by some light tanks. These cavalry divisions were intended to be used in a reconnaissance role. In French these divisions are known as Divisions Legere de Cavalerie and thus abbreviated as DLC. The French have 4 of these divisions in their order of battle.

18.3.7. INDEPENDENT TANK UNITS

The French also have 6 independent tank units named Groupe de Bataillons de Chars (GBC).

18.3.8. ARTILLERY AND ENGINEERS

Artillery and Engineers are pooled on Corps and/or Army levels. In the French OOB these units are not motorized. The French do not have any AA units.

18.3.9. POLISH DIVISIONS

Polish division made up from escaped Polish troops and Polish nationals living outside Poland will appear. If playing campaign mode, up to 5 Polish divisions can show up to support the French.

18.4. 18.4 BELGIAN DIVISION TYPES

18.4.1. INFANTRY DIVISIONS

The first six Belgian infantry divisions comprise 2 regular infantry regiments and 1 reserve regiment. The 7th – 12th Belgian infantry divisions comprise only 1 regular infantry regiment and 2 reserve regiments. The 13th – 18th Belgian infantry divisions are made up of reserve regiments. The first 12 infantry divisions have some T-13 tanks, some AT guns and infantry guns, but no AA or mortars. The 13th-18th divisions are even worse equipped and lack almost any offensive fire power. Heavier Artillery is organized at Corps level in the Belgian army.

18.4.2. CAVALRY DIVISIONS

The Belgian army has 2 cavalry divisions. These are infantry divisions with more mobility. The regiments have either been equipped with bicycles or motor cycles. Also, some T-15 tanks have been added.

18.4.3. CHASSEURS ARDENNAIS DIVISIONS

French for Ardennes Riders, the Belgian army has 2 of these divisions in its order of battle. These divisions were considered elite. They are roughly equal to cavalry divisions in equipment except that the 1st Chasseurs Ardennais division had been assigned about 50 T-13 and T-15 tanks.

18.4.4. INDEPENDENT INFANTRY REGIMENTS

The Belgian order of battle also features some border guard regiments, a carabinier regiment (police), some reserve infantry regiments and an independent cyclist regiment. Also, Namen has its own fortress regiment. Historically, Liege and Antwerpen had those too, but they are considered included in regular troops deployed around those towns.

18.4.5. ARTILLERY AND ENGINEERS

Artillery and Engineers are pooled on Corps and/or Army level. In the Belgian OOB these units are not motorized.

18.5. DUTCH DIVISION TYPES

18.5.1. INFANTRY DIVISIONS

The Dutch army was poorly equipped. Its infantry divisions had ample machineguns, and a few excellent AT guns, but little else: no mortars, no AA. All artillery is pooled in the artillery regiment that also packs little punch compared to a German artillery regiment. The Dutch field 9 infantry divisions, the 1st-8th and a Peel division, which defends the Peel line.

18.5.2. INFANTRY BRIGADES

In addition to the infantry divisions, the Dutch fielded 4 infantry brigades each consisting of 2 regular infantry regiments. These were Brigades A, B, G and Zeeland.

18.5.3. LIGHT DIVISION

Of this type the Dutch fielded only one. The Light division was considered a high quality division. It was an infantry division equipped with bicycles for mobility and manned with motivated troops.

18.5.4. INDEPENDENT INFANTRY REGIMENTS

Of these the Dutch fielded an amazing amount. Most have names designating their defensive roles such as "Groep Kil" or "Groep Utrecht."

18.5.5. ELITE INDEPENDENT INFANTRY REGIMENTS

Of special note are some elite regiments: 2 of elite huzar motorbikers, 1 of Grenadiers and 2 small regiments of marines.

18.5.6. AA, ARTILLERY AND ENGINEERS

Artillery and Engineers are pooled on Corps and/or Army levels. In the Dutch OOB these units are not motorized. The Dutch possess many excellent AA guns divided over 4 units.

18.6. BRITISH DIVISION TYPES

18.6.1. INFANTRY DIVISIONS

The British field well equipped infantry divisions. Ample MGs, AT guns and infantry guns are included. They are all fully motorized and lack only AA guns. Due to the quantity of equipment available to actually furnish infantry, these units are few. These divisions consist of 3 infantry regiments and 1 artillery regiment. In Operation Sea Lion, most of the infantry divisions will no longer be mobilized due to the huge loss of trucks after Dunkerque.

18.6.2. EVACUATED DIVISIONS

In Operation Sea Lion, the British order of battle includes many infantry divisions that have been evacuated out of France. These divisions have very little equipment left and fewer troops than their counterparts. These troops are, however, more experienced.

18.6.3. ARMORED DIVISIONS

The 1st armored division was shipped to the battle in France later on and is not featured in the Fall Gelb scenario. It is featured in Operation Sea Lion, but lost most of its tanks in France. The 2nd armored division is awaiting the Germans in Operation Sea Lion too, at full strength, but lacks the newest tank models. British armored divisions are more like brigades and are split up in 2 regiments, each with about 150 tanks supported by extremely well-equipped infantry.

18.6.4. TANK BRIGADES

The British have many independent tank units, each with up to 100 tanks supported by a battalion of infantry.

18.6.5. ARMORED RECON BRIGADES

These were independent reconnaissance units which fielded up to 50 tanks, some armored cars, and about a battalion of infantry.

18.6.6. INDEPENDENT INFANTRY BRIGADES

The British field a number of regiment-sized independent infantry units called infantry brigades. Like many other units in Sea Lion, these are no longer motorized.

18.6.7. ARTILLERY AND ENGINEERS

Artillery and Engineers are pooled on Corps and/or Army level. In the British OOB these units are motorized in Case Yellow and in Operation Sea Lion. In Operation Sea Lion, 3 AA divisions, composed each of 3 regiments of 55 AA guns each, is available for the British player.

18.6.8. HOME GUARD BRIGADES

The British have raised many so called Home Guard units. These troops were regiment-sized independent units, comprised of volunteer militia. Later in the war they would be better equipped and trained, but at the time Sea Lion is initiated they are still improvised units with only some MGs issued.

18.6.9. COMMONWEALTH UNITS

Two Canadian infantry divisions are among the British order of battle, having the same composition as regular British divisions. Also, two brigades of New Zealand infantry are available which conform to British equipment allotments.

18.6.10. ALLIED UNITS

Furthermore, a small Polish contingent makes an appearance, evacuated from France, as does a small elite French unit, evacuated from Norway.

19. ABBREVIATIONS

AP	Action point(s)
ZOC	Zone of control
RAILCAP	Railway Strategic Capacity Points
HQ	Headquarter
EP	Engineer point(s)
XP	Experience Points
PP	Political Points

20. HOTKEYS

20.1. GAME-WIDE

ESCExit a window or tabsheet.

SPACEContinue to next message / Exit windows like trooptype or officer or message popup / Acknowledge a misc. pop up screen, playing card etc.

RIGHT CLICK....If a ?-mark appears when hovering a button or interface component, right clicking provide more information and list a hot key (if a button).

20.2. MAIN SCREEN

F1.....Preferences (press again or press ESC to close it)

F2.....Briefing (press again or press ESC to close it)

F3.....Statistics (press again or press ESC to close it)

F4.....OOB (press again or press ESC to close it)

F5.....Reports (press again or press ESC to close it)

F6.....Regime Cards (press again or press ESC to close it)

F7.....Strategic Map (press again or press ESC to close it)

F8.....Minimap (press again or press ESC to close it)

F9.....Officer tab

F10.....Troops tab

F11.....Detail tab

F12.....Combat tab

M.....Move

G.....Group Move

H.....Change HQ

S.....Strategic Transfer

R.....Build Bridge

A.....Land attack on hex

B.....Artillery attack (bombard) on hex

Z.....Airstrike on hex

APPENDIX

- +Zoom in
-Zoom out
- 0.Toggle Counters
- 1.Toggle Silhouette Counters
- 2.Toggle NATO Counters
- 3.Toggle Large or Small Counters (Max Zoom Mode Only)
- 4.Toggle Extra Hex Info (ex: Dyle Points, Battlestack Points)

20.3. HISTORY SCREEN

- P.Start / Stop Autoplay

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