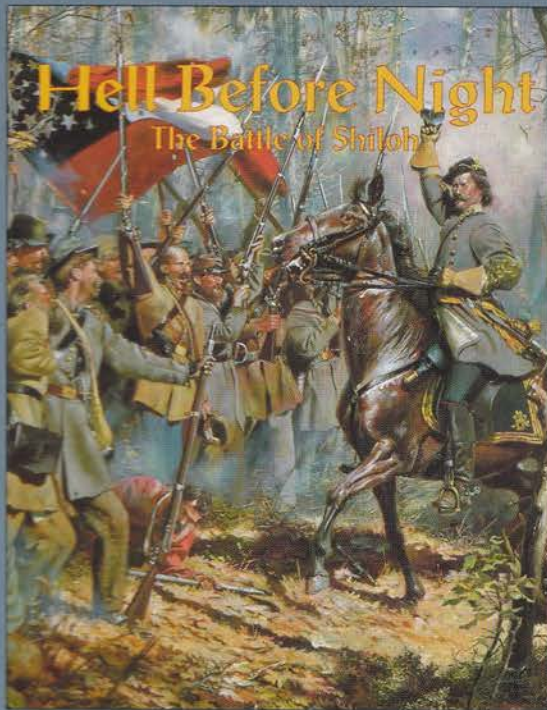


COMMAND

GAME SUPPLEMENT

Two Games In This Issue!



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COMMANDER'S CALL

by Ty Bomba

This Year's Charlies

Yes, once again it's a new year and therefore time to start thinking about your voting for the 1996 Charles S. Roberts Awards (to be given out at Origins '97). The nine games we published during 1996, broken out into their CSR categories, are as follows:

Pre-World War II

Mukden
The Great War in the Near East
Hoorah! The Battle of Pittsburgh
Buena Vista

World War II

SS Panzer: Bloodbath at Kursk
The Moscow Option: Guderian's Gambit
Strike North: World War II in Scandinavia
Wave of Terror: The Battle of the Bulge

Post World War II

Moscow Burning: The Next Russian Civil War

For the Best Historical Article award, I'd like to draw your attention to the three highest scoring articles (in terms of your feedback votes) we published in 1996:

SS Panzer: Bloodbath at Kursk, by Stephen K. Rothwell, in issue no. 38 (scored 7.63)

A Fleet Squandered: Hitler's Surface Ships, by Tom Dworschak, in issue no. 40 (scored 7.57)

The Great War in the Near East, by Ted S. Raicer, in issue no. 38 (scored 7.44)

Last year you were also kind and thoughtful enough to vote us the winner of the Best Wargame Graphics award. I believe our "look" this past year has been even stronger than the year before, so I sincerely ask for your votes there again. (And, of course, we continue to ask for your support for us in the Best Professional Wargame Magazine category.)

In closing this section, I'll also point out that: 1) neither Chris Perello nor I have yet been awarded the James F. Dunnigan Award for Design Elegance and Playability (ahem); and 2) Ted Raicer is

not yet in the Hall of Fame (where I believe he legitimately should be for having single-handedly revolutionized WWI gaming).

The Game Schedule

Ted Raicer's turned in another one of his projects, so see the box for the the revised lineup.

Beyond the games scheduled (which means they're either already turned into our office or are being done by Chris Perello or me), I feel confident about the following projects coming in soon: *The Old Contemptibles: The Battles of Mons & La Cateau*, by Ron Bell; *Reds! The Russian Revolution: 1918-1920*, by Ted Raicer; *Operation Crusader and Cantigny: The AEF's Baptism of Fire*, both by John Desch; *So Far From God: With Scott in Mexico*, and *Greasy Grass: Custer's Last Stand*, both by Hans von Stockhausen; *Chancellorsville* and *Kasserine*, both by Chris Perello; and *The Spanish Civil War*, by Javier Romero.

Conventions

Ted Raicer will be our official representative at Origins this year, where he'll be holding the XTR/Command seminar on either Saturday or Sunday afternoon. He volunteered to travel to Ohio at his own expense, and we thank him for that. Frankly, though, it's a real burden to the company for Chris, Larry and/or me to attending. In addition to a week out of the production schedule, the roughly \$1,000 it costs us to send and retrieve one man to and from it is not an easily justifiable expense. (Don't get me wrong — we love winning Charlie Awards, but "one to three large" is a lot to pay for the privilege, especially now that we've got stockholders to answer to.)

I also believe there's a solution available, which if acted on by the people running Avalon Hill, would once again give us a popular, annual, national wargame convention. That is, in my best-of-all-worlds scenario, the Dotts would open their already successful "Avaloncon" to participation by all board wargaming companies. Its location, near the center of the northeast corridor megalopolis, is ideal in terms of maximizing attendance,

and if the Charlie Awards ceremony were then also moved there from Origins, why, you couldn't ask for anything more.

I mention this because the rumor was rampant at last year's Origins this was just what the Dotts were planning to do. But then word came through the hobby grapevine a few weeks back, telling that they'd decided not to change the nature of their convention. That's sad. I think we all — wargamers and wargame companies alike — would've benefited from such a change.

Progress in Works Dept.

The Spanish Civil War

by designer Javier Romero

Since starting work on the game, I've added a TGWiE-style chit system that allows players to simulate, without having to add pages and pages of rules, the chaos and lack of unified command on the republican side during the early months of the war. It centers on "Mandatory Offensive" chits, similar in effect to the "Enver Offensive" and "Haig Offensive" chits in the older game. For instance, there are "Mallorca Landing," "Offensive Against Oviedo," and "Basque Nationalist

Issue Game Schedule

Issue Game Title(s)

1997

43† Chattanooga
44* Second Front Now & The Alamo
45* Sea Lion & Yarmuk
46† End of Empire
47* Attila: Scourge o' God & Perfidious Albion

1998

48† Tomorrow the World, 2nd Ed.
49† The Great Rebellion
50* Meuse-Argonne & Iron Dream
51* Armies of the Czar & Waterloo/Laon
52* The Battle of the Marne & a second game to be determined

Notes

* = Two-game issues

† = Mini-Monster issues

Offensive on Vitoria" chits that work to prevent the use of hindsight by the Republican player in the game.

The same chits can also affect the Nationalist side, simulating Franco's obsession with taking Madrid and the controversial decision to first liberate the Alcazar of Toledo. They prevent the Nationalist player from doing unhistoric things like concentrating all his elite colonial units in the north right away. (A strategy that is, by the way, allowed in the GRD game For Whom the Bell Tolls, and one that seriously affects play balance.)

The chit system will also generate diplomatic and political events, reinforcements, the influence of the European political situation, intervention by the Italian fleet, new aircraft types, fighter aces, and distinguished commanders such as Modesto, Lister of Miaja, Munoz Grandes, Alonso Vega and Garcia Valino.

There will also be a "Sudden Death" victory condition. If the Nationalists manage to take Madrid on or before Game Turn 6 (December 1936), they win. That simulates the key role Madrid played in both sides' thinking at the beginning of the conflict. No one on either side suspected in October 1936 the war would last another 32 months, and so none planned their initial strategy for a long war.

The Spanish Civil War was basically a contest between quantity and quality. The Republicans had the numbers because they began with control of all major population centers. Consequently they were able to rebuild their army several times. After the disastrous campaigns of the north — Teruel-Alfambra, Aragon, and the Battle of the Ebro — they still managed to raise large numbers of new brigades and divisions for the Ejercito Popular (People's Army).

Built on Soviet army doctrine, the EP had a serious lack of well trained and professional NCOs and officers, since most of those who'd been in the army before the war went over to the Nationalist side. They also suffered from a shortage of heavy equipment and specialist troops. The EP had to be created from the ground up, which greatly hampered its combat efficiency, especially on the attack. Only a few elite units (such as the 11th "Lister" Division, the 46th Division, the Campesino Division, the International Brigades and some guerrilla units) were available to spearhead Republican offensives.

On the other side, the nationalists had the quality. Franco, in fact, controlled the only professional and battle hardened troops available in Spain in 1936, the colo-

nial troops (the Foreign Legion, the Regulares, the Mehalla, and the Cazadores de Africa). The Carlists also provided a hard core of excellent units: the Navarre Divisions. Finally, supporting those troops were the German and Italian specialist units containing field, heavy and anti-aircraft artillery, tanks, fighters, bombers and ground support aircraft. The nationalist side also fielded the Italian CTV (Corpo de Truppe Volontarie), which actually included only some fascist militia units prior to the defeat at Guadalajara in March 1937. But as the war went on, the mixed Brigadas de Flechas (Arrow Brigades) were formed from the remnant Italian cadre and Spanish rank and file.

Victory will be based on Republican Morale Points (RMP). The loss of a city or town can decrease the RMP amount, while other battlefield and political events can raise it (communist purges, naval sinkings, the fall of the Northern Zone, bombing of population centers, the Czech Crisis, etc.). The Republican player may also declare up to three "general mobilizations" during a game. Each will provide replacements for his army, but at the cost of decreasing the RMP total.

The Republican player will generally be on the defensive, but a purely passive one will be a quick road to defeat for him. The most effective Republican strategy will be to make well chosen attacks at key places along the front — as they did historically at Brunete, Belchite, Teruel, the Ebro and Pozoblanco — thereby forcing the Nationalist player to draw off units from his main effort.

To win, the Nationalist player must work to reduce the RMP level to a certain level before the March 1939 game turn. Historically, after the fall of Barcelona in February 1939, the Republicans still controlled nearly half of the Spanish mainland along with the island of Menorca; and they still fielded 137 infantry and three cavalry brigades, one armored division and two air defense brigades — but their will to fight had been broken.

Feedback Results From #40

The feedback voting on issue no. 40's new game proposals produced just one winner: Ted Raicer's *Reds!* The also-rans scored thusly: *MacArthur Returns: The Battle for Luzon, 1945* - 5.68; *Task Force Bayonet* - 4.26; *Viva Santa Anna* - 3.81; *MacArthur in the Philippines* - 6.07; *Ambon Island* - 5.77; and *Backs to the Wall: The Pusan Perimeter* - 6.04.

In that issue's "Second Thoughts" survey, you reevaluated the game from issue no. 38 this way (first survey result/second

survey result): *The Great War in the Near East* overall - 7.59/7.20; *Map* - 7.00/6.78; *Counters* - 7.08/7.16; *Rules Clarity & Completeness* - 7.05/7.13. You estimated *TGWINE's* complexity to be 5.62. You played it to completion an average of 0.94 times, taking 4.58 hours to do so. A big 64 percent declined to express an opinion on its playbalance, leaving three and four percent to claim the Central Powers are heavily or slightly favored, respectively. Eleven percent say the game provides an evenly balanced contest, while two groups, each of nine percent, maintain the Allies are slightly or heavily favored. A satisfied 87 percent said the game was a good choice for the magazine, leaving 13 percent who said no it wasn't.

I was surprised by the low times-played-to-completion number in *TGWINE's* feedback. One possible explanation I got for it came in a letter from one hobby subscriber: "I own *The Great War in Europe*, and from reading the rules and some reviews I know I'd love it if I played it. But I don't have the time to play it, nor do I have the space to leave it set up between sessions. So here comes *The Great War in the Near East*, which I do have the time and space to play. But if I play it, I know it'll only add to my frustration about not being able to play *The Great War in Europe*. So I'm not going to play *TGWINE* either. Nuts."

You rated the contents of hobby edition no. 40 this way: *Buena Vista* game overall - 7.00; *Map* - 6.78; *Counters* - 7.78; *Rules Clarity & Completeness* - 7.21; *Moscow Burning* game overall - 6.96; *Map* - 5.52; *Counters* - 6.52; *Rules Clarity & Completeness* - 6.97; *Commander's Call* - 6.81; *PM/DD Short Scenarios* - 6.10; *Hobby Edition no. 40* overall - 7.04. Forty-two percent said no. 40 was better than no. 39; 26 percent said no. 39 was better than 40; 25 percent claimed the two were about equal, and 7 percent declined to express an opinion.

The Feedback Loop

Please use the feedback card in the game packet to vote on the following new game proposals and survey questions. Vote by placing one whole number (only!) on the corresponding spaces on the postcard. If it's a new game proposal, "0" means "Don't publish this game under any circumstances;" or "This game (or article) was so uninteresting I didn't even play (or read) it!" From zero, each higher number indicates a slightly more favorable opinion, until you get to "9," which means: "This game idea is top-notch; please publish this game as soon as possi-

ble!" Or: "This article couldn't have been any better!" In yes/no questions, "1" means "yes," and "2" means "no," and "0" means "no opinion," or "not applicable."

Next issue we'll present the feedback results from issue no. 41. To be counted in the voting on this issue, your card must reach us by 15 May.

1. The Spanish Civil War Quadrigame. This quadrigame will simulate the four most decisive battles of the Spanish Civil War: Brunete (July 1937), Belchite (August-September 1937), Teruel (December 1937-February 1938), and the Ebro (July-November 1938). The game system will be an adaptation of the one used in Berlin '45. Game turns will vary from a few days to a few weeks.

Each large-hex, half-map-sheet game will be set at regiment/battalion level, with some smaller units also included for formations such as tanks and armored cars, engineers (combat and construction), and Legion Kondor flak and anti-tank. There will be up to 100 large-size counters for each game, depicting international brigades at battalion level, nationalist colonial troops (the Foreign Legion, the Mehal-Ia), Italian Blackshirt arditi, Republican "assault" and machine-gun units, etc.

The air system will be similar to the one used in Czechoslovakia '38. There will be several possible missions for air units, including: close support, interdiction, bombing, combat air patrol, and bridge attacks.

To win, both players will have to use both offensive and defensive skills. These battles generally began with Republican attacks, followed by Nationalist counterattacks to retake the territory just lost. In these games the Republican player will therefore have to try to take as many victory hexes as possible early on, then resist the Nationalist counterattack by giving up the smallest number of those just-won hexes. On the other side the Nationalist player will at first have to resist the initially massive Republican onslaught, holding on to await the arrival of massive firepower and elite reinforcements.

Special rules will cover night combat and marches, strongholds, city fighting, massed artillery barrages, weather, motorized exploitation, off map events, fighter aces, bridge construction and repair, aerial resupply, trenches, and troop fatigue. Each of the four games will be playable in no more than two to three hours (four for the Ebro), with a complexity of no more than 5.0 using all optional rules, by Javier "Spanish Civil War Guy" Romero.

2. Highway to Hell: Operation Market Garden. One of the most controversial Allied operations of World War II was their decision to try to outflank the West Wall by dropping an "airborne carpet" through Holland and across the lower Rhine. Post-battle recriminations continue to the present day, with many historians claiming the entire effort was an unjustifiable diversion from a potentially decisive central thrust directly toward the Ruhr. Yet, for all its faults, the battle offers a unique and highly playable situation, one that has been portrayed with varying degrees of success before but can still benefit from a fresh perspective.

HtH will be a two-map, company/battalion level wargame of intermediate complexity using a derivative of the Wave of Terror system. Parachute units can be broken down into one step companies in order to cover more ground and prevent the German's from cutting "Hell's Highway." Full strength battalions will be four-step units. The two-dice CRT will be modified to include advance-after-combat results. Other special rules will cover fluid ZOCs, tank vs. tank combat (as seen in Ring of Fire), off map German movement, weather, Allied command problems, bridge demolition and repair, air power and more.

As was its parent game, HtH will be designed with playability in mind, but in such a way as to present and highlight those historical aspects of the battle that generate and maintain player interest as well as simu-

lation veracity. For example, in addition to the historical deployment, the Allied player will be offered flexibility in determining his airborne drop locations and reinforcement schedule. The German player will have several orders of battle to draw on. There will also be an optional rule to realistically randomize the German reinforcement schedule in terms of both timing and entry locations. A mini-monster, with a complexity of about 4.50, by John Desch.

3. War Plan Orange: The Evolution of US Naval Strategy, 1908-1945. The US Navy began planning for a possible war with Japan around the turn of the century, with the evolving document referred to as "War Plan Orange." Nearly 140 wargames were held over those years, until the plan finally evolved into the one that brought victory during World War II. Adm. Nimitz said after the war that the only move by the Japanese not covered in the plan was their use of Kamikazes.

WPO will be a strategic-level, four-scenario game with one 34x22" map showing the entire Pacific, along with 560 half-inch counters. Strategic area movement of naval and air forces will combine with elegant tactical movement and combat rules to create a game simple and exciting to play yet authentic in its logistical and economic aspects. Game turns will equal three months, with a variable number of action phases, depending on each player's willingness to expend operations points.

Scenario I posits a war with Japan breaking out in 1908. A classic battleship conflict rages as the victors of Tsushima tangle with the Great White Fleet. The Americans must steam around the Strait of Magellan to San Francisco to ward off Japanese raids and possible landings, then fight across the Pacific to rescue the Philippines. Will the Japanese be able to duplicate their ambush of the Russian Fleet against the US Navy? On whose side might the German Pacific Naval Squadron intervene?

Scenario II is set in 1923, when the naval arms race was going full force with no end in sight. What effect will newly arising naval airpower have on the fleets of the battleships' heyday?

Scenario III starts in 1932, with the US mobilizing to block Japan's move into Manchuria/China. Fleet gunnery action will be intense as battleships, now backed (but not yet dominated by) large aircraft carriers, long range bombers and blimps, fight their way across the island chains of the Pacific.

Scenario IV will cover the historic war in the Pacific, with the US player having 14 turns to try to duplicate the outcome. What-if rules will allow for different opening moves, including a US first strike and altered Japanese strategy.

The complexity level will be no more than 4.50, by Bruce Costello.

4. Blitzkrieg 2000. This will be a fictional strategic/operational game with one 34x22" small-hex map showing a large continent with several minor powers and one great power, and a subcontinent with another great power. There will also be several islands and naval sea zones. There will be 580 half-inch counters providing land, sea and air forces for both sides.

One set of basic rules will govern all three scenarios, and each scenario will have different movement and combat tables to reflect the evolution in force capabilities and technologies over time. The great land power will have a large and powerful army, complemented by a capable navy and air force. The great sea power will have a superior fleet, but must count on its continental allies to win.

The game will be strategically balanced, with its scenarios set in three different periods. Players will have to devise efficient, clever and evolving strategies to win. Random events will bring further unpredictability into play. Victory will be based on who holds the most cities and resource hexes at game's end.

The basic rules will be familiar and as simple as possible. But scenario rules will reflect the opponent's increasing ability to react during your move, and suppression of those reaction capabilities will be key to play.

Scenario I will be set in a time in which both sides have large stockpiles of nuclear weapons. Players

must calculate carefully not only the military effect of initiating or escalating levels of nuclear exchange, but also the political effects it has on their allies, who are likely to try to drop out if things get too hot. Massive mechanized armies will duel across the large continent as equally large fleets contest the seas.

Scenario II takes place in a time when technologic advances have made conventional munitions extremely precise. Command and control targets successfully attacked will lessen the ability of enemy forces to respond.

Scenario III takes place in a time when cyberwar and psyops techniques have matured into potent new strategic and tactical weapons. Strategic mobility enhancement will make the preservation of national turf a far more tricky problem than its ever been before.

With an overall complexity of about 5.00, by Bruce Costello.

5. On To Berlin. This will be a 560-counter, two-map, division/brigade-level "mini-monster" using a systemic derivative of the Wave of Terror system. It will cover the western Allies' efforts to defeat Hitler's Germany from August 1944 through V-E Day (which may be delayed past the historic termination point into the summer of 1945). The two players will be presented with historical decisions in historical context, but will also be given latitude to pursue their own strategies.

Like The Great War in Europe, politics and extra-theater influences (for example, the Allied manpower shortage) will be handled through chit play. Other chits will determine the amount of friction within the Allied high command, Führer Directives, and German economic deterioration, among other things. For example, the "Patton Refuses to Part With a Division" chit allows the German player to freeze any one US 3rd Army division in place for a turn while senior American commanders haggle. Additionally, there will be a Soviet Progress Track that will model Stalin's influence on Allied offensive planning, and show the impact of east front operations on the forces available to the Germans on the western front.

In addition to the standard Wave of Terror systemic features, OTB will add an appropriate but simple supply system to govern the pace of the Allies' advance across the board. Logistical centers will be placed on the map in accordance with the availability of ports and transportation (a chart), and the speed of the Allied advance will be hobbled or accelerated. (By the way, those Allied logistical centers make excellent objectives for German counteroffensives — a capability they will have at least once per game.)

Other rules will provide for a Ring of Fire type tank combat system, a moderately detailed air system that will allow players to use their air forces in a variety of roles, along with numerous other features. For instance, army headquarters units can be used to enhance combat, allocate artillery support and funnel supplies, with those capabilities allocated among those units in such a way as to reflect the command personalities of their historic commanders. In their capacity as their side's supreme commander, both players can relieve subordinates at a cost in victory points, but there are no guarantees the replacement will be any better.

OTB will be designed with playability in mind, allowing players to get into the system with only minimal preparation. Scenarios will include a 1944 season campaign (can you win the war by Christmas?), a final offensive (February to May 1945), and the campaign game. The scenarios will be playable in an evening, while the campaign game takes a long Saturday or Sunday session. For the magazine, designed by John Desch.

6. Royal Tank Corps: The Battle of Cambrai. On 20 November 1917, nearly 500 tanks of the British Royal Tank Corps lumbered across no man's land to attack the strongly fortified by weakly manned German positions in front of Cambrai. By mid-morning they'd crushed two German divisions, breaking open the German front for the first time in three years. The way was clear to exploit to the "green fields beyond," but the opportunity was missed. Instead, as the Germans

brought up reinforcements to plug the gap, a fierce battle of attack and counterattack began. Then, on 30 November, the Germans unleashed a major counteroffensive with their elite shocktroops, threatening in turn to break apart the British front.

RTC will be a two-player game on the dramatic birth of the armored offensive, the first game on the subject in 17 years. It will use a variant of the Avalon Hill Game Company's Breakout Normandy and Spearhead Game's They Met at Gettysburg area systems. Units will be brigades and regiments, with tanks represented mostly as battalions. Game turns equal one day. Each map area is rated for defense based on both the manmade and natural obstacles it contains.

Turns open with a mutual bombardment phase, but there are no ammunition tracks to worry about. Instead, units that roll high in combat are automatically put out of ammo. A die roll at the end of the turn determines which artillery units are resupplied, with the spread falling for the British and rising somewhat for the Germans as the game proceeds. The more units in a target area, the more chance of inflicting casualties.

The player with the initiative can also use his artillery to perform interdiction bombardments, which work to increase the movement cost for the enemy player's units to enter or leave an area. Rolling barages decrease the movement cost to assault an enemy area and, combined with the mobile assault rules for tanks and shocktroops, allow an attacker to punch deep into the enemy's defenses.

Unlike most other area games, players don't alternate activating areas. Rather, the first player continues activating, moving and attacking, until he chooses to pass, has no more fresh units, or loses a combat. That last stricture turns every combat die roll into a true nail biter.

Other easy to use rules account for shocktroop infiltration tactics, cavalry, fatigue, and even one British division commander's aversion to tanks. RTC is not only a fast-paced, realistic and fun wargame (that's already been designed and playtested at the time of this writing), it is also a ground breaking new design of a system that will allow for the accurate and entertaining simulation of numerous WWI west front battles, including Verdun and First Ypres (see next blurb). RTC will have one 34x22" area map and 352 large-size counters (some iconic, some NATO-standard), and is by Ted S. Raicer.

7. Death of an Army: First Ypres. The Battle of First Ypres, fought in October and November 1914, marked the last major German attempt to win the Great War that year. Using newly raised corps filled with idealistic university students, the Germans attacked again and again, while also fending off desperate counterattacks from the French and British. In the end the BEF of the Old Contemptibles was bled white, but the Germans — by the narrowest of margins — had been stopped. Using the RTC area system described above, DoA will allow players to experience this climactic fight of 1914 in a game filled with dramatic turns and reversals and desperate, hold-at-all-costs defenses.

Special rules will cover Anglo-French cooperation, mandated Allied counterattack, weather and much more. There will be one 34x22" area map and 264 large-size counters. To be designed by Ted S. Raicer.

[Ed's Note: There's no proposal blurb here for a new Verdun game because we don't need one. Such a blurb was voted up by you long ago, and I've instructed Ted to resume work on it now that he's found the system to match that situation.]

Second Thoughts Survey

Reevaluate the games from issue 40.

8. Buena Vista overall
9. Map
10. Counters
11. Rules Clarity & Completeness

12. Estimate Buena Vista's complexity from 1 (simple) to 9 (hyper-complex).
13. How many times have you played Buena Vista to completion (0-haven't finished one yet; 1-once; 2-twice, etc.)?
14. How long does it take to play Buena Vista to completion (0-can't say; 1-one hour; 2-two hours, etc.)?
15. Which side is favored to win more often when Buena Vista is played by opponents of roughly equal skill?
 - 0-No opinion, or can't say.
 - 1-The Mexicans are heavily favored.
 - 2-The Mexicans are slightly favored.
 - 3-The game is evenly balanced.
 - 4-The Americans are slightly favored.
 - 5-The Americans are heavily favored.

16. Was Buena Vista a good choice for the magazine (1-yes; 2-no)?

17. Moscow Burning game overall.

18. Map

19. Counters

20. Rules Clarity & Completeness

21. Estimate Moscow Burning's complexity from 1 (simple) to 9 (hyper-complex).

22. How many times have you played Moscow Burning to completion (0-haven't finished one yet; 1-once; 2-twice, etc.)?

23. How long does it take to play Moscow Burning to completion (0-can't say; 1-one hour; 2-two hours, etc.)?

24. Which side is favored to win more often when Moscow Burning is played by opponents of roughly equal skill?

0-No opinion, or can't say.

1-the Whites are heavily favored.

2-the Whites are slightly favored.

3-the game is evenly balanced.

4-the Reds are slightly favored.

5-the Reds are heavily favored.

25. Was Moscow Burning a good choice for the magazine (1-yes; 2-no)?

This Issue

Rate the contents of hobby edition no. 42.

26. Shiloh game overall

27. Map

28. Counters

29. Rules Clarity & Completeness

30. Blitzkrieg 1940 game overall

31. Map

32. Counters

33. Rules Clarity & Completeness

34. Commander's Call

35. Chrisfire

36. Hobby Edition no. 42 overall

37. Was this issue of the hobby edition better than the previous one (0=no opinion or can't say; 1=yes; 2=no; 3=the two were about equal)?

General Survey Questions

38. Roughly what percentage of your total wargame playing is done solitaire? (Simply write in the figure in the space provided.)
39. True or False: I refuse to play any alternative history wargames (1-True; 2-False).
40. On average, about how many hours a week do you spend playing wargames? (Give just one combined figure for both solitaire and play against a live opponent.)

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ERRATA

Buena Vista

Counters. Replace the following eight units from the original countermix with the new counters on countersheet #2 of *Blitzkrieg '40*: the American Saltillo Garrison unit missing the reverse side factors, the Mexican Pueb/M, 7/J with 7/T, Guan/J, SL/J, 3/T, 3/J with 3/T, and SPat.

Double Counters (clarifications). In movement, the MP cost is determined by the hex the head of the column enters; when moving backward, the MP cost is determined by the hex entered by the tail end of the column. If stacked with a leader, the unit may pivot, then move 1 hex as its leader bonus, or use the leader bonus to pivot then move normally. In fire combat, an enemy unit may shoot at either half; it does not matter if the other half is out of range or no LOS exists to it. If only half the counter is targeted in fire combat, the counter may not pivot to retreat only the targeted half. A double-sized counter may not pivot to retreat.

Moscow Burning

Counters. Replace the "1422" Event Locator Chit from the original countermix with the new "1442" counter on countersheet #2 of *Blitzkrieg '40*.

Wave of Terror

Counters. There are five replacement counters on the *Hell Before Night* countersheet #1. The *FEB* bicycle battalion has an MF of 4, not 6. The battalion of the German 276 ID replaces the original unit with factors of "3-7-6.". The *Lehr* panzerjäger battalion has a corrected setup hex. The battalion of the US 1 ID replaces the one printed with a combat strength of 5. The US VP marker replaces one of the two "x100" markers on the original.

9.17 (addition). Exception: During both player turn couplets of Game Turn 3, the column movement rate for all units of the US 101st Airborne Division is triple, rather than just double, the normal road rate. This reflects the fact that during their first day in the battle area that division's trucks kept their headlights on while driving in the dark. That was against regulations for movement in a battle zone, but it did allow them to move much faster than otherwise would have been possible. ❖

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But Seriously, folks...

By most reckoning's, this issue's *Hell Before Night* is systemically the same as *Fateful Lightning*. But even a cursory glance of the two games will find significant differences. To a certain extent, these differences are a result of refinements I have made to the basic design (for example, the CRT). But the changes in mechanics are mostly on the surface; they still do the same basic things in the same basic way. More on those changes below.

Of substantially greater importance are differences in the two situations being portrayed. Gettysburg was fought by two well-organized, well-led, veteran armies on open, rolling fields broken by occasional low hills and dense woods. Shiloh on the other hand was fought by two brand new armies led by leaders completely unused to leading troops on that scale, on a heavily-wooded plateau cut by swampy, overgrown ravines. The two situations are almost completely different and necessarily need different treatments. (Next issue's *Chattanooga* will be different still.)

In this civil war series, as in our growing collection of WWII operational games, we have never hesitated to make changes to a system where needed to simulate a different situation. The bugbear of all series games has been shoehorning different problems into a single set of rules or a single format.

The usual tack is to have a set of basic rules, then add "special" rules onto that set for each game. This sometimes works and sometimes doesn't. When the special rules get large enough to constitute a second booklet, you know you're in trouble.

The second possibility is make the rules cover every possibility, but that leads inexorably to the kind of massive, complicated rules that are anathema around here; far better to focus each game on the critical factors in the situation in question.

So we've gone the route of making each game an individual, sharing similarities where possible and including changes where needed. It may take a little longer to learn each one, but we think the reward in accuracy justifies the effort.

FL to HBN

First off, I have to say I am not in any way unhappy with *Fateful Lightning*, even in those areas where the rules modifications in *HBN* are not driven by the differences between the battles. That said, I do

think *HBN* is a cleaner game and will play faster and at least as furiously.

The first major difference is the CRT. In the first playthrough, I simply took the *FL* system and gave the *HBN* armies substantially lower morale ratings. But the result was more of a slugging match than the wild charges and even wilder routs at Shiloh.

So I had to go back to the drawing board with the CRT, adding the concept of intensity. In fact, that had been my original concept in *FL*, but I just couldn't make the math work. It was the CRT in *Mason-Dixon* that showed me the way there.

The result now is a CRT that increases the severity of the combat results to both sides as the intensity increases. This will also become important in later-war games, as the "veteran" regiments slide into "old-lag" regiments, to use Paddy Griffith's term (stale veterans regiments would go to ground quickly and conduct a desultory firefight rather than press attacks home).

Virtually all civil war combat consisted of firefights, but in some cases they were long range and quiet and others were short and immensely brutal. The intensity rules work rather nicely to portray both.

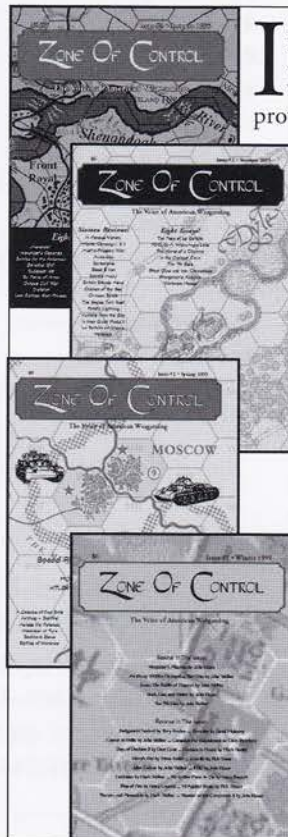
The addition of army morale adds in larger factors, such as fatigue to force players to accept reduced results at some points. The initiative rules in *FL* did much the same thing, but at Shiloh none of the major commanders on either side could be accused of sluggishness (incompetence yes, but they were energetic). At Shiloh, there was no question on either side of what the plan was or how important it was to press forward. At Gettysburg neither commander really wanted to fight the battle, and neither came up with a coherent plan he communicated to his subordinates.

Thus, the battle was marked by long lulls because the armies simply didn't know what to do. At Shiloh, the intent of both commanders was clear from the outset, and there was no question on either side what was to be done. I am working on an army morale retrofit for *FL*, but it's still tough to make the Confederates sit around for a whole day on 2 July.

To make the intensity rules work, I had to add to separate the two aspects of morale (willingness and brittleness) into two separate numbers instead of the single one in *FL*. I had done this for *FL* at first, but every unit had basically the same numbers for both so I merged them. Now it is possible to portray a much wider variety of units, from enthusiastic rookies to elites to old-lags.

It also allowed me to dispense with the separate charge section. I had had to add that to *FL* to account for those "special" situations where units drove their attacks home more emphatically than usual. Now, the charge bonus simply increases the intensity.

A second major change was the addition of a retreat result. This had originally been included in *FL*, but we got rid of it because of the crowding on that map. This is not a problem in *HBN* and the retreat rules do add another layer of combat results between disruption and removal from the map. ★



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Hell Before Night

The Battle of Shiloh



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If you're new to wargaming, read this first.

Don't try to memorize these rules! They are written to simulate the realities of military command as much as possible. As you play, you'll find it has a real-world kind of rhythm. After a few turns, that rhythm will become second-nature, and you won't need to refer to the rules as often. You can learn this game on your own, even if you are new to the hobby, but it will be easier and faster if an experienced gamer teaches you.

Read through the rules before you try to play. Look up specific rules when you need to and make notes at places that give you trouble. The first time through, skip the rules marked Ω; these are advanced rules adding depth to the game, but also adding complexity. If you don't understand a rule, play it according to your best understanding at the time. After you gain experience, the purpose and meaning of the rule will become clear.

Each rule is numbered to make it easier to find. The number to the left of the decimal indicates the major rules section; the number to the right indicates the specific rule within a section. For example, section 5.0 deals generally with the combat units, while rule 5.5 explains how a unit checks its morale.

Most of all, remember — the main reason to play this game is to have fun.

Note to Fateful Lightning Players

There have been a number of modifications to the game system from the parent game, *Fateful Lightning*: the addition of a separate rout rating for each unit, a new forced march procedure, a modified CRT, a retreat combat result, the elimination of charging, and army morale. The rationale for these changes is given throughout the rules and in this issue's *Chrisfire*. There are no Initiative or Works sections in these rules; these are not systemic changes, but are simply not used in this game.

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Credits

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Development: Ty Bomba

Playtesting: Wayne Lidbeck, Richard Pfost

Map: Beth Queman

Counters & Production: Cheryl Scollan & Chris Perello

1.0. Introduction

1.1 Historical Background

In March 1862, U.S. Grant's Union *Army of the Tennessee* disembarked at Pittsburgh Landing on the Tennessee River to prepare for a move on the vital rail junction at Corinth. With flanks protected by rain swollen creeks, Grant set about the task of organizing and training his growing army while waiting for the arrival of Don Carlos Buell's *Army of the Ohio*. Once united, the two armies would advance on Corinth.

The Confederates, meanwhile, were not idle. Albert Sidney Johnston, commanding the entire western theatre, ordered all his troops to converge on Corinth and called for help from other Confederate departments. Troops were rushed to him from New Orleans, the Gulf coast and other points. The Confederacy was taking big risks at other points to reinforce Johnston for something grand.

Something grand was what Johnston and his second-in-command, P.G.T. Beauregard, planned; nothing less than the destruction of Grant's army. The Union position, hemmed on three sides by unfordable water barriers, would become a giant trap. In early April, with Buell drawing near, the time had come to act.

1.2 Course of the Battle & Game

The battle opened with a massive Confederate surprise attack on the morning of 6 April. Throughout the day, the Confederates drove the Union army out of one position after another. Both sides suffered heavy casualties, with thousands more temporarily lost to straggling. The Union forces, buoyed by Grant and stiffened by the arrival of Buell's lead troops, narrowly held off a final attack by the exhausted, disorganized Confederates. On the second day, a sluggish but steady Union offensive drove the Confederates back until the decision was made to retreat.

Hell Before Night portrays the entire battle of Shiloh. Either side may win decisively by clearing the map of enemy forces, otherwise the game is decided by the relative damage inflicted. This is explained in Section 3.3. The sequence of play (Section 4.0) lists the order in which players must conduct their activities. The remainder of the rules explain the mechanics of play.

1.3 Game Scale

Each hexagon on the map represents 176 yards (one-tenth of a mile) from side to side. The combat units represent infantry and cavalry regiments (or battalions) of 100 to 800 men, or artillery batteries of 4-6 guns. Game turns are approximately two hours during the day, 12 hours at night. Each couplet represents approximately 20 minutes.

The Battle of Shiloh

2.0 Components

2.1 Components List

The components are these rules, one 22x34" map and 415 die-cut counters (the other five counters are errata for *Wave of Terror*). The mapsheet contains the turn record (day, turn and couplet) tracks, terrain effects chart (TEC), Combat Results Table (CRT) with army morale track, reserve boxes (6 per player), and each player's unit status box (USB).

2.2 The Die

Players must provide at least one ten-sided die. When reading the die, always read "0" as zero, not ten. If no ten-sided die is available, use two six-sided dice and table to the right.

		First Die Roll					
		1	2	3	4	5	6
Second Die Roll	1	0	0	0	1	1	1
	2	2	2	2	3	3	3
	3	4	4	4	5	5	5
	4	6	6	6	7	7	7
	5	8	8	8	9	9	9
	6	— roll the second die again—					

2.3 The Map & Terrain Types

The map represents the militarily significant terrain around Pittsburgh Landing, Tennessee, as it existed in 1862. The hexagonal grid is printed on the maps to regulate the placement and movement of units. The terrain has been altered to fit within this grid, but the relationships between the types of terrain are such the players will face the same time-space problems faced by their historical counterparts. Each hex has a four-digit number in it; the first two digits indicate the column (the columns run east-west), the last two the row within that column. For example, Shiloh Church is in hex 1809.

There are seven kinds of in-hex terrain (Clear, Light Woods/Orchard, Heavy Woods, Thicket, Stream, Stream/Thicket, and Morass). Each hex has only one of these types, but for aesthetic reasons some have been mixed. If Clear terrain exists in a hex with any other terrain type, treat it as the other type. If Heavy Woods exists in a hex with any other terrain type, treat it as Heavy Woods.

There are three of hexside terrain (Gentle Slope, Steep Slope and Deep Water). Deep Water prohibits movement or combat across the hexside, but does not affect any other activity in any of the hexes it touches. Slopes affect activity across the hexside; the slope graphic is considered to be in the "downhill" hex.

Fords and roads affect movement only through a hex. See 7.3 and 7.5 for details.

The Terrain Effects Chart contains a summary of all the terrain types and their effects on play.

Design Note. There are no elevations on the map even though there were some rises (they can scarcely be called hills) on the battlefield. The density and height of the trees was sufficient to negate those elevations for game purposes. The fighting centered on the fields, which for game purposes are flat enough to be treated as a single elevation. The ravines through which the creeks ran are handled by the Stream/Thicket effects.

2.4 The Counters

The counter types in the game are listed below. Carefully punch them out after reading the rules. Trimming the dog-ears off the corners with a fingernail clipper will facilitate handling and appearance.

Most of the counters represent the combat units that took part in the battle. A unit's type is determined by the figure or icon on it; there are several different figures for some types; this has no effect on play. The remaining counters represent leaders or are used to mark the status of the combat units or hexes.

The rules section listed with each counter contains the details for using that counter; those marked with the "Ω" symbol are used only with optional rules.

Union combat counters are printed on a light blue background, Confederate combat counters on light gray. Non-combat counters are printed on darker blue and gray. The remaining counters are printed in neutral colors.

Infantry (5.0)	Artillery (5.0/10.4/11.0)	Cavalry (5.0/7.7/10.3)		
Morass (3.2/7.5)	Day Marker (4.0)	Turn Marker (4.0)	Couplet Marker (4.0)	Fortune of War (15.0)
Extra Strength (5.9)	Charge (10.8)	Hero (13.5)	Volley (10.9)	Questionable Unit (5.7)
Union Gunboat (11.5)	Reserve (14.0)	Leaders (13.0)	Army Morale (16.0)	Confederate HQ (13.6)

Counter Errata. There are two Confederate reserve markers with a "C" on the back; one should have an "A."

3.0 Set Up & Victory

3.1 Set Up

Both players set up their units simultaneously according to the chart on page 15. Units either start the scenario on the map or enter as reinforcements (see 9.3). Each unit or formation (see 5.1) starting on the map is given a starting hex; each unit of that formation may be placed within two hexes of that hex (count out from the named hex, but do not count the named hex). Confederate units may stack with units of the same formation; Union units may not be stacked.

Hell Before Night

Reinforcement units have a turn of entry indicated (for example [T1]) or a turn and couplet ([T1:4]). See 9.3 and page 15 for details.

Place the Day marker on April 6th, the Turn marker on Turn 1, and the couplet marker, "CSA First" side up, on the "1" box of the couplet track.

Ω If the optional rules are being used, place the Union *Army of the Tennessee* morale marker in the -3 box of the Army Morale track, the Union *Army of the Ohio* marker in the "0" box, and the Confederate *Army of the Mississippi* marker in the "+2" box. The Confederate player gets the Fortune of War marker. Put all the hero markers in a cup.

Ω 3.2 Morass Hex Setup

Shiloh was fought on a gently rolling plateau cut by deep ravines. Some of these ravines were choked with scrub oak, vines and marshland, creating an all but impenetrable tangle. Several times during the battle unit became lost or split up as a result of entering these hexes.

At the start of the battle, place a morass marker, star side up, on each of the 18 hexes marked with a red star. There is a chance each of these hexes is a morass (see 7.5).

Design Note. The historical morass hexes were 1510, 1511, 1610, 4019 and 4020.

3.3 Victory

The Confederate player wins a decisive victory if any Confederate unit enters hex 4318 or 4517 at any time. Play stops immediately. The Union player wins a decisive victory if there are no Confederate units on the map by the end of the game. If neither player wins a decisive victory, the player with the most victory points (VP) wins.

Players receive victory points according to the schedule in 3.4 below. At the end of the game, total the VP for each player. If one player has at least three times as many VP as the other, and has a minimum of 40 VP, he wins a substantial victory. If a player has more VP but fewer than three times as many, he wins a marginal victory.

The levels of victory — decisive, substantial, marginal — reflects the impact the battle has on the course of the war. The immediate effects are listed below; you may extrapolate the long-term results for yourself.

Decisive Union Victory: Union forces conduct a viable pursuit, take Corinth and scatter the Confederate army. Confederate resistance in the Mississippi Valley and central Tennessee collapses, resulting in the conquest of those areas by the fall of 1862.

Substantial Union Victory: Union forces take Corinth a few days later, but the Southern army escapes intact. The invasion of Kentucky never takes place.

Marginal Union Victory: the historical result.

Marginal Confederate Victory: With no victory to follow up, Halleck never forms the Grand Army of the West to take Corinth. Grant, Pope and Buell pursue independent, divergent campaigns in 1862.

Substantial Confederate Victory: Grant is cashiered, Lincoln saying "I can spare him, he fights badly!" McClellan takes command of his army.

Decisive Confederate Victory: Grant's army is virtually destroyed. Buell beats a hasty retreat to Nashville, which he evacuates shortly thereafter. In the North, the political fallout of the heavy losses prevents any major Union offensives that spring. A resurgent South launches an invasion of Kentucky months ahead of the historical schedule, while McClellan is recalled from the Peninsula.

Design Note. The 40 VP figure is obviously arbitrary, and is put in place solely to prevent a player winning a substantial victory with only 3 VP to 1 VP (as can happen in FL). Players getting 3:1 and 39 VP should feel free to strut about proclaiming a "monstrous fine victory."

3.4 Victory Point Schedule

- 2 VP for each captured enemy unit (see 5.6 & 5.8)
- 1 VP for each destroyed enemy cadre (see 5.11)
- 1 VP per leader killed (13.4)
- 2 VP per leader captured (13.2)

Design Note. Regular elimination of units does not count for VPs because it does not represent absolute destruction of the unit; many (if not most) of the men still survive and those lost can be replaced after the battle. Loss of the cadre, the vital group of leaders forming the backbone of any unit, could not be so easily borne.

4.0 Sequence of Play

4.1 Turn Structure

The game consists of two days, each of several game turns (1=Early Morning, 2=Late Morning, 3=Noon, 4=Early Afternoon, 5=Late Afternoon, 6=Evening, and 7=Night). Each Game Turn is divided into two phases plus a variable number of couplets, each of which is also divided into phases. The game starts on Turn 1 of April 6th, and ends at the completion of Turn 4 of April 7th.

Each action taken by a player must be taken in the appropriate phase. Once a player finishes a phase, he may not go back to perform a forgotten action or re-do a poor one unless his opponent permits it. The sequence is listed below and again in expanded form on page 16; beginners ignore all actions marked Ω.

I. Player Couplets (any number)

- A. First Player Movement Phase
- B. First Player Combat Phase
- C. Second Player Movement Phase
- D. Second Player Combat Phase
- E. End of Couplet

II. Mutual Administrative Phase

4.2 Time Markers

Advance the Couplet marker at the end of each couplet, and flip it to indicate the first player in the next couplet (to be determined per 4.3 below). Once the marker reaches the "4+" box, it remains there until the turn ends, but any number of additional couplets may be played that turn. Advance the turn marker after the end of each turn. After Turn 7 of the

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6th, move the turn marker back to "1" and advance the day marker.

4.3 First Player Determination

The Confederate is the first player at the start of the game. At the end of every couplet, roll one die and compare it to the span in the appropriate box of the couplet track. If the roll falls within the span for "Same," the first player remains the same; proceed to the next couplet. If it falls within the span for "Change," change, the old second player has the option of either becoming the first player or ending the turn. If he elects to continue, flip the couplet marker over and proceed to the next couplet. If the turn ends, proceed to the administrative phase.

Ω 4.4 First Turn Union Movement

During all Union movement phases of the first turn (not couplet) of the game, all Union units have a movement allowance of "1" movement point per couplet (see 7.1).

Ω 4.5 Ammunition Shortage

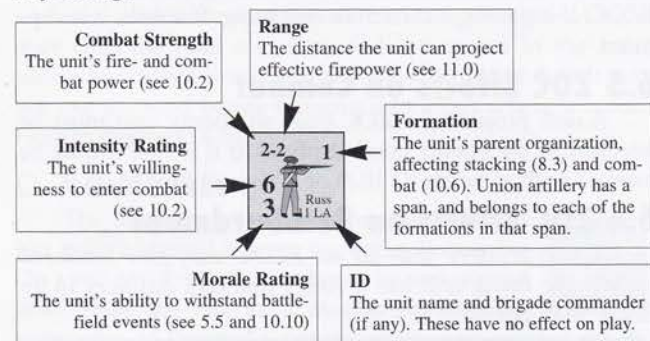
The extreme inexperience of these armies extended beyond the rank and file. Throughout the day, units of both sides ran out of ammunition, not from any shortage of ammo, but from the failure to get supplies to the right place at the right time.

During each administrative phase, each player may place up to three "Questionable" markers on any enemy units (see 5.7).

5.0 Units

5.1 Unit Data

The unit pictured below shows the information on each combat unit counter. The unit pictured is Confederate infantry. All combat units have the same data, but Union data is presented in mirror image and artillery has no intensity rating.



5.2 Unit Status

A unit's status indicates the current state of its cohesion. In normal status the unit is face up. A disrupted unit is flipped so its reverse side is showing (5.3). Units may also be marked with Questionable (Ω5.7), Charge (Ω10.8), Volley (Ω10.9) and Hero (Ω13.5) markers, the effects of which are described in the noted sections.

Units may be involuntarily removed from the map into the owning player's Unit Status Box (USB). The USB has

three columns: one for units routed (5.6), one for units eliminated (5.8), and one for units both routed and eliminated. It is possible units on the USB may return to the map.

Units captured (5.6 & 5.8) or destroyed (5.11) are out of the game for good and count for VP (3.4).

5.3 Disruption & Recovery

Disruption represents loss of a unit's cohesion, and is used as a catch-all for the effects of combat, fatigue, running out of ammunition, loss of leaders, etc. When a unit becomes disrupted, flip it to its reverse side. It operates normally, but will be at a disadvantage in combat due to its lower rating.

A disrupted unit automatically recovers during the administrative phase of each game turn if it is not in an enemy zone of control. It may also recover during any movement phase if it is not in an EZOC, does not move or fire, and passes a morale check (see 5.5 & 7.1).

5.4 Line of Communication

A Line of Communication (LOC) is the route by which a unit receives orders, supplies, etc., and sends back messages, wounded men, etc. Union units trace their LOC to hexes 4500, 4318 or 4517; Confederate units to any Bark Road entry hex. An LOC may be of any length, but may not go off the map and may not pass through an enemy-occupied hex, but may pass through an enemy zone of control (see 6.0).

5.5 Morale Checks

A unit may be required to make a morale check for a variety of reasons. To make the check, roll one die and compare it to the unit's morale rating. If the result is greater than the rating, the unit fails; if the die roll is equal to or less than the rating, the unit passes. The effect of pass/failure vary depending on the reason for the check. The die roll can be modified by terrain (see the TEC) and/or leaders (see 13.0), but a unit always passes on a roll of "0" and always fails on a roll of "9" regardless of modification.

5.6 Rout & Rally

Rout is the shattering of a unit to such an extent it is no longer an effective combat force. If a unit routs and it can trace an LOC, place it in the Routed portion of the USB; if the rout die roll result is more than four greater than the unit's current morale rating, place it in the Shattered portion of the USB. If it cannot trace an LOC, it is captured — hand it over to the opposing player — and counts for VP (see 3.4).

In the administrative phase of each game turn, place all units in the Ready area of the USB back on the map, in normal status, per rule 9.1; if units cannot be placed, they remain in the Ready area. After ready units are placed back on the map, move all units in the Routed portion of the USB into the Ready area.

Next, make a morale check for each unit in the Shattered area; if it passes, place it in the Routed area. If it fails, it remains in the Shattered area.

Ω 5.7 Questionable Units

When a unit returns to the map from the Ready area of the USB, place a Questionable marker on it. The first time the unit engages in combat, make a morale check for it. If it fails the check, it routs.

5.8 Elimination

A unit eliminated in combat (see 5.8 & 10.10) has taken enough casualties in its front ranks to become momentarily ineffective (it disappears in game terms). If an eliminated unit can trace an LOC, place it in the Eliminated portion of the USB. If it cannot trace an LOC, it is captured. If the units is also routed or shattered, place it in the center (Routed & Eliminated) column of the USB.

5.9 Extra Strength

Extra Strength (ES) represents the men behind that front line; each ES point contains enough men to reform the unit into an effective force. Each ES marker can provide ES for all units within its span.

An eliminated unit may be returned to the map at the beginning of any subsequent friendly movement phase. Expend one ES point from the appropriate marker, move the marker down one box on the ES track, and return the unit to the map per rule 9.1. If the unit was also routed, it may receive ES only while in the Ready area of the center track of the USB.

A player may use any number of ES points in a single phase. A given unit may be rebuilt any number of times per game, as long as ES is available. A unit with an asterisk next to its range rating may not be replaced with extra strength.

Ω 5.10 On-Map Replacement

As an alternative to going to the USB, a unit may receive extra strength while on the map at the instant it is eliminated (if it is not also routed). Make a morale check for the unit. If it passes, it may absorb the ES immediately and remain on the map in the same hex it occupied when eliminated. It need not be able to trace an LOC. The only penalty for failing the check is that it must go to the USB.

5.11 Cadres

During the administrative phase of any game turn, each player may attempt to create additional ES. Roll one die for each eliminated unit. On a roll of 0-3 (0-1 for an asterisked unit), the unit is recreated. On a die roll of "9" the unit is destroyed; it is out of the game and counts for VP.

Design Note. A unit in the USB represents its cadre, the core of leaders and men around which the unit can be rebuilt after the battle. Using them up represents a last-ditch appeal to their patriotism, etc., after which they hurl themselves back into the fray.

6.0 Zones of Control

6.1 ZOCs Generally

The six hexes surrounding a unit constitute its Zone of Control (ZOC). The ZOC represents the unit's ability fire and

attack into the hex, and the doctrinal and maneuver limitations of these experienced, but still amateur armies.

All combat units exert a ZOC; leaders, and other markers do not. Multiple and opposing ZOCs may coexist in a single hex simultaneously, have no cumulative effect, and have no effect on one another.

Design Note. Unlike *FL*, there are no situations where being adjacent but not in an EZOC matters. Units are either in an EZOC or not.

6.2 Terrain Effects on ZOCs

ZOCs do not extend into heavy woods, thicket, stream/thicket, morass, or enemy entry hexes. They do not extend across deep water hexsides or up steep slopes, but do extend down them. See the TEC.

6.3 ZOC Effects on Movement

Make a rout check for a unit any time it attempts to leave an EZOC (whether it started its move there or moved into the EZOC during its move). Make one check per EZOC exited. If a stack leaves an EZOC, make a rout check for each unit in the stack.

If a unit fails the check, it is disrupted and must stop in the first hex entered after leaving the EZOC; if it passes, it may continue moving. A unit may leave any number of EZOCs, making a rout check for each one. If the exiting unit is already disrupted when it fails the rout check, it routs.

An artillery unit may not be voluntarily moved into any EZOC, but may remain in one indefinitely.

A moving cavalry unit may not stop in an infantry EZOC unless it charges the infantry. Once in an infantry EZOC, it may remain there indefinitely.

Leaders may not enter an EZOC unless accompanied by an infantry/cavalry unit.

6.4 ZOC Effects on Retreat

Make a morale check for a retreating unit entering an EZOC. If it passes, it continues retreating. If it fails, it is captured.

6.5 ZOC Effects on Combat

A unit projecting a ZOC onto an enemy unit must be attacked in the enemy combat phase. If it is not, it may be marked with a charge (Ω 10.8) or volley (Ω 10.9) marker.

6.6 ZOC Effects on Bombardment

A non-artillery unit in an EZOC may not bombard (unless the firing unit has a volley marker). Artillery in an EZOC may bombard.

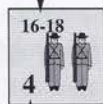
7.0 Movement

7.1 Movement Generally

A player may move all, some or none of his units in each of his movement phases from hex to adjacent hex, in any direction or combination of directions. The movement of a unit must be completed before that of another is started.

Each combat unit has a movement allowance (MA) of four movement points (MPs). (ΩException: The Union *B/21L* artillery unit has only 1 MP and may not enter any "S"rat-

Span
All non-asterisked units in these formations (inclusive) may receive ES from this counter.



Extra Strength
The number of ES available at the start of the game. If greater than 10, flip it to the "+10;" when it gets to the "0" box on the ES track, flip it to its front side and put it in the "10" box.

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ed terrain. The unit is marked “+” as a reminder.) The MA is not printed on the units. MPs may not be accumulated from turn to turn, nor loaned from one unit to another. Units which do move are not required to expend all their MPs.

A unit may not move into enemy-occupied hexes, or off the map (but see 9.2), or into the other player’s entry hexes.

A unit expending 1 or 2 MP and which will attack an enemy unit in the ensuing combat phase may be marked with a charge marker (Ω 10.8). A unit not moving and not in an EZOC may be marked with a volley marker (Ω 10.9) markers. Any unit not moving and not in an EZOC make attempt to recover from disruption (5.3).

7.2 Terrain Effects on Movement

A unit generally expends 1 MP per hex entered. Some terrain costs a moving unit 2 MP; in those cases, a unit pays 2 MP to enter the hex, but may pay only 1 MP to enter the hex if it is the unit’s last MP (in other words, the unit can enter the hex as long as it has at least 1 MP remaining, but it costs 2 MP to move *through* the hex during a move). Other terrain types require a unit to stop moving (“S”) as soon as it enters the hex, or in the case of steep slopes, as soon as the hexside has been crossed. Movement effects apply to each unit entering the hex at the moment of entry; some terrain affects the various combat unit types differently. The Terrain Effects Chart (TEC) contains a summary of all terrain effects.

7.3 Roads

When moving along a road, the road negates other terrain in the hex for movement purposes. To use a road, a unit must move from one road hex to another through a hexside traversed by the road. A unit may enter and exit roads any number of times during a single movement phase.

Ω 7.4 Road Bonus

Reserve markers (see Ω 14.0) may move faster along a road. For each MP expended, the reserve may move three road hexes. The reserve must start its move on a road hex and may enter only road hexes by crossing road hexsides. It may combine road and non-road movement in the same phase, but do not conserve fractions of MP expended. It may not use the road bonus to move into a hex where it would have to deploy (14.5).

Ω 7.5 Morass

The first time a unit of either side enters a hex with a starred morass marker, roll one die. On a roll of 0-3, flip the marker to its non-starred side. Treat the hex as a morass hex for the remainder of the game; ignore any terrain printed on the mapsheet (except roads, they are unaffected). On a die roll greater than 3, the hex is not a morass; remove the marker and use the printed terrain.



In addition to the combat and movement effects noted on the TEC, units entering morass hexes may become lost. When exiting the hex, roll one die and compare it the chart on the map. The moving unit must exit the morass hex along the hexside indicated. If the hex to be entered is occupied, the moving unit must attack, whether the occupying unit is friendly or enemy. Make a morale check for each unit

(attacker and defender); if a unit fails the check, it routs. If both pass, conduct the combat normally.

Ω 7.6 Forced March

During movement, the moving player may attempt to force march a unit to gain extra MP for it. Roll one die and compare it to the appropriate morale column on the Force March table on the map. The unit may get from 0 to 4 extra MP, and may be disrupted. If an already disrupted unit is disrupted again, place a Questionable marker on it. The unit need not expend all the extra MP it gains.

7.7 Cavalry Movement

A cavalry unit may double its MA if it is undisrupted and does not start in or enter an EZOC during the move.

Ω 7.8 Leader Movement

Commanders (not heroes) traveling without a unit treat all hexes as road hexes, may use the road bonus, and may move up to 12 MP (see Ω 13.2).

Ω 7.9 “Move to the heaviest firing”

“Move to the heaviest firing” was the Civil War equivalent of “everybody go deep.” But it was part of Beauregard’s battle plan, and his chief of staff, Col. Jordan, wandered the battlefield pressing units into action (for which Bragg has generally received “credit”). To simulate this “doctrine,” on the first day of battle, any Confederate unit not in a reserve marker or already in an EZOC must move in as straight a line as possible toward the nearest hex adjacent to both a friendly and an enemy unit (regardless of ZOCs).

8.0 Stacking

8.1 Stacking Generally

Up to three combat units may stack in one hex at the end of a movement phase; leaders, heroes and all markers do not count toward stacking limits. A reserve counts as one unit, regardless how many units it contains (14.0).

Players may examine enemy stacks at any time — the top unit does not hide those underneath. Stacking limits do not affect movement — any number of units may pass through a hex in a given movement phase. The stacking order is important for combat (see 10.6), and generally may be rearranged only during the owning player’s movement phase. A player is free to change the stacking order within a hex during his movement phase, even if the stack does not move or is in an EZOC.

8.2 Moving Stacks

Once it starts moving, a stack must remain stacked throughout the movement phase. If any unit in the stack is forced to stop by terrain, the entire stack must stop. A unit may leave a stack only at the beginning of its movement.

8.3 Creating Stacks

Some stacks may be created freely, others will require a die roll to see if the stack can be formed.

To create a stack freely, one unit must not move for a turn. Other units, up to the stacking limit and belonging to the same formation, may move into the stationary unit’s hex.

If the non-moving unit is in an EZOC, and/or if the unit entering the hex is in another formation (see 5.1), and/or none of the units was stationary, make a morale check for the involved unit with the lowest morale each time a unit attempts to join the stack. If it passes, the moving unit may join the stack; if it fails, it must end its move and may not join the stack (if it would end the move on another stack it was moving through, retrace its steps one hex at a time until it reaches an empty hex or returns to its starting hex). A unit attempting to enter a stack counts against the stacking limit for that hex.

Units with a formation of "A" may be treated as belonging to any formation in the army.

Reinforcements (see 9.3) entering the map, or units deploying from a Reserve, may be stacked in any combination; treat them as unmoved and belonging to a single formation.

Design Note. Stacking limitations reflect doctrinal and training limits. Stacking represents not just close physical proximity, but also coordination between units and commanders, which is easier for units in the same organization and not under fire. Once the coordination is made, the units are not hindered by their organizational hierarchy.

8.4 Stacking and Combat

Only the top infantry/cavalry unit may attack out of a hex, bombard out of a hex, be attacked in regular combat, or be bombarded by enemy infantry/cavalry. Any other infantry/cavalry in the hex may not take part in or be affected by combat.

All artillery units in a hex may participate in defending the hex, and all artillery may always bombard out of a hex. All units in a hex may be bombarded by enemy artillery.

9.0 Entering & Leaving the Map

9.1 Unit Reentry

A unit may reenter the game from the Ready area of the USB during any friendly movement phase (5.6 & 5.8). Reentry constitutes its movement for that phase, but the unit may attack if it is possible for it to do so. The placement hex must not be in an EZOC and must be either:

- 1) stacked with or adjacent to an undisrupted unit of the same formation; or
- 2) adjacent to/stacked with any leader whose command span includes the unit; or
- 3) adjacent to any friendly entry hex or (for the Confederates) the Beauregard HQ counter (Ω 13.6).

If no hex is available, the unit remains in the Ready area. It may remain there indefinitely.

9.2 Bark Road

Only Confederate units may leave the map, and may do so only via a Bark Road hex (Bark Road was an east-west artery just south of the battlefield). To exit the map, the unit

must move into a Bark Road hex by expending 1 MP; leave the unit just off the map near the hex from which it exited. On the following couplet, the unit may 1) remain in place, 2) move to the next Bark Road hex to either the east or the west, or 3) reenter the map. The unit may remain off map indefinitely. Any number of units may be off map and they may be in reserve markers. Union units may not enter the Bark Road hexes, and their ZOCs do not extend into them.

To reenter the map, place the unit in a Bark Road hex or any map-edge hex adjacent to a Bark Road hex, subject to stacking limitations, at the beginning of a Confederate movement phase. The unit may be placed in a Union ZOC, but not in a Union occupied hex.

9.3 Reinforcements

Reinforcements are units entering the game after it is underway. The setup schedule indicates the turn and/or turn and couplet for each unit/formation (all units enter on 6 April). All Union reinforcements enter at Pittsburgh Landing (either hex 4318 or 4517, Union player's choice, and arriving units may be split between both) except Lew Wallace's Division (formations 7-9), which enters at hex 4500. All Confederate reinforcements become available at hex 1013 unless otherwise noted; they enter like any unit arriving at Bark Road, and may be held off map to move to other Bark Road hexes.

Reinforcements may enter at any time during the owning player's movement phase and operate normally in all ways. They may be stacked without regard to formation. They may be in a reserve marker and it may use the road bonus on the turn of entry.

All reinforcements entering a hex in the same couplet enter as a column; the first pays 1 MP, the second 2 MP, and so on. Units unable to enter in a given couplet wait until the next.

10.0 Combat

10.1 Combat Generally

During each player's combat phase, his units may attack any adjacent enemy unit. Artillery and some infantry units have the ability to attack non-adjacent enemy units (see Bombardment, 11.0). If a defending unit projects an EZOC onto one of the attacker's units and is not attacked (bombardment does not count), the defending player may place a volley or prepared charge marker (his choice) on the unit.

Each combat is a single unit attacking a single unit. Attacking units from more than one hex may attack a single defending hex in the same combat phase, but each attack is resolved separately. A unit may attack once per combat phase (but see 10.14). A single defending unit/hex may be attacked any number of times per combat phase.

Only the top infantry/cavalry unit may defend a hex in a single combat, but all artillery in a hex may participate (see 10.4). One unit on each side can be affected by a single combat result.

The active player may conduct his attacks in any order he chooses, but all attacks against a single hex must be

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resolved before any attack against another hex is begun. He need not declare all his attacks beforehand.

Design Note. In Civil War combat it was possible to attack one part of a line while ignoring nearby units, but it generally gave the ignored unit an opportunity to flank the attacker or counterattack to take advantage of the momentary disorganization attending even a successful attack.

10.2 Combat Procedure

Follow these steps for each combat:

- 1) The combat intensity rating is the sum of the following (intensity greater than 9 = 9, intensity less than 3 = 3):

the attacking unit's intensity rating
± any terrain effects.
Ω + any attached hero's rating
Ω + plus any attached leader's combat rating
Ω + 2 if the attack is coordinated (10.6)
Ω + 2 for if the unit is charging (10.8)
Ω ± the current Army Morale

- 2) Roll the die. Modify it by the following (a modified roll less than 0 = 0, a modified roll greater than 9 = 9):

+ the attacker's combat strength
± any terrain effects
- the defender's combat strength
- the combat strength of any artillery unit(s) in the defender's hex
Ω -2 if the defender has a the volley marker (10.9).

- 3) Cross-index the row corresponding to the modified die roll with the column corresponding to the intensity rating to get the result. Apply the results (10.10).

Ω 10.3 Cavalry

When not using this rule, ignore the parentheses on cavalry intensity ratings. When using this rule, all cavalry attacks are conducted on the "3" column, regardless of any intensity modifiers, unless the cavalry is marked with a charge marker. A cavalry unit may charge only out of and into clear or light woods hexes, and may not charge across steep slopes. When charging infantry, subtract the infantry's range from the combat die roll.

Design Note. There is no cavalry delay in this game.

10.4 Artillery

Artillery fights like infantry with the following exceptions:

- Artillery may never attack or support an attack in regular combat; it must bombard; it may defend and support a defense.
- Supporting artillery is not affected by the combat result.
- If artillery is forced to retreat, make a morale check for it; if it fails, it is captured. If it is routed in a combat, it is automatically captured.

10.5 Terrain Effects

Some types of terrain affect the intensity level of the combat. In the case of in-hex terrain, the combat is affected if *either or both* the attacker or the defender is in that type of terrain. In the case of steep slopes, the combat is affected only if the attacker is attacking across the steep slope hex-side. Combat is not allowed across deep water hexsides (but bombardment is not affected).

Ω 10.6 Attack Coordination

When more than one unit is attacking a single defending hex, there is a chance the two attacks will be coordinated, meaning subsequent attacks occur so quickly the defender's cannot recover from the minor disruption of the first. For any unit attacking after a unit from the same formation (see 5.1 and 13.3), the defender may not change the stacking order of his defending units and the intensity of the attack is increased by two. If the attacking unit is following the attack of a unit from a different formation, the defender may alter his stacking and the intensity is calculated normally.

Ω 10.7 Flank Attack

A defending unit is flanked if it is surrounded by enemy units (whether they are attacking that hex or not) and/or the ZOCs of units attacking it (unless those ZOC hexes are occupied by other friendly units) and/or impassable hexes/hexsides. Make a morale check for the flanked unit; if it fails, it routs; treat it as a rout combat result for purposes of advance and continuation (10.12-10.14).

Ω 10.8 Charge Markers

A charge marker may be placed on any unit moving 1 or 2 MP(only) and launching an attack the same couplet (see 7.1), or if it is not attacked while in an EZOC during an enemy combat phase (10.1). Remove all charge markers from all attacking units at the end of the attacker's combat phase.

Ω 10.9 Volley Markers

A unit or stack may be marked with a volley marker in any movement phase in which it does not move and is not in an EZOC (see 7.1), or if it exerts a ZOC but is not attacked during the enemy combat phase (see 10.1). The volley marker remains on the unit/stack until any one of the following occurs:

- The *turn* (not couplet) ends;
- Any unit in the hex moves (other than changing stacking order);
- Any other unit moves into or through the hex
- Any unit in the hex is affected by enemy bombardment
- any unit in the hex conducts a bombardment
- at the end of a combat phase in which the unit/stack is attacked, regardless of the combat result.

Design Note. Charge and volley markers represents a unit preparing itself for combat. Such preparations were fragile, as they required careful placement of each company, deployment of skirmishers, coordination with other units in the hex, the absence of smoke from previous com-

bats (to give a clear field of fire), and appealing to the men for a supreme effort. In theory, all attacks should be charges (to close the range and increase the intensity of the combat) and all defenses featured carefully prepared and conserved volleys. In practice most combat degenerated into firefights.

The rules for volley markers are more liberal than in FL: disrupted unit, cavalry and artillery may now receive them, there are no terrain qualifications, and they last through the entire couplet, not just a single attack.

Player Note. You'll be reluctant to attack volley stacks, but keep in mind even a defeat will remove the marker. If time is important, attack and take your lumps. If you have the time, go around; if you have the artillery, try to disrupt some units before attacking.

10.10 Combat Results

Combat results affect only the involved units, not units stacked with them. All results for a combat must be applied before beginning the resolution of the next. The results are:

- A = the result affects the attacking unit
- D = the result affects the defending unit
- B = Both units are affected
- r = the affected unit is disrupted. If the unit is already disrupted, it must retreat (see 10.11).
- r# = same as "r" but the unit is disrupted only if the opposing unit's morale rating is greater than or equal to the affected unit's morale rating plus the #. For example, if the Confederate 13 TN attacks the Union 15 IA and gets a Dr1 result, the 15 IA is disrupted because the Confederate morale of "4" is greater than the Union "2" plus the "1" modifier.
- R = affected unit is disrupted and must retreat. If already disrupted, make a rout check first; if it fails, it routs, if it passes it just retreats.
- R# = same as "R" but the unit is affected only if the opposing unit's morale rating is greater than or equal to the affected unit's morale rating plus the #.
- m = make a morale check for the affected unit. If it fails, it routs. If it passes, there is no effect.
- x = the affected unit is eliminated (see 5.8).

Some boxes on the CRT have a second result in parentheses. If the primary (non-parenthesized) result does not result in the affected units being disrupted or routed, apply the secondary result.

Design Note. The combat results are more varied than in FL. Both sides can now be affected by results other than an exchange, and the disruption results are relative rather than absolute. FL players may substitute this rule 10.0 for FL rules 10.0 & 14.0; use the FL morale ratings for both intensity and morale.

10.11 Retreats

A retreating unit must move out of its hex into an adjacent hex not occupied by an enemy unit. A retreat may end only in an unoccupied hex not in an EZOC.

If the hex is in an EZOC with no friendly unit, make a rout check for the retreating unit. If it fails, it is captured; if it passes, retreat another hex.

If the hex contains another friendly unit (with or without an EZOC), there is no effect on the retreating unit but it must retreat another hex.

Design Note. The real importance of retreating is not in clearing a hex (which won't happen if the defender is stacked), but in breaking up stacks. Since the retreating unit must end its retreat unstacked, it will be that much less effective in combat until it is able to rejoin a stack.

Note to FL Players. This rule is a significant change from FL. There were no retreats in that game primarily because of the congestion it would have caused on the map. You are free to substitute this rule for the second paragraph of FL Rule 5.5.

10.12 Advances

If the defender retreats or is routed (but not if it was eliminated without also retreating or routing) and the defender's hex is empty after combat, the attacking unit must advance into the hex (it is not optional). If the attacking unit is part of a stack, the entire stack must advance, but artillery must be left behind.

Ω 10.13 Supporting Advances

When a unit advances after combat, any other attacking unit/stack adjacent to the defender's hex and not attacking that same couplet, may also advance one hex — move one hex into any unoccupied hex. Artillery may not take part in a supporting advance.

Ω 10.14 Continuation

If the defender in a combat routs *and* another defending unit still occupies the hex *and* the successful attacking unit has a charge marker, the attacker may attack the same hex again. If the attacker is stacked, it's place may be taken by another unit from the stack.

If a unit advances after combat (not a supporting advance) and is marked with a charge marker, it may attack another enemy hex. Make a morale check for the unit; if it fails, it is disrupted (if already disrupted, make a rout check; if it fails that, it routs). If it passes, it may stay where it is or move one hex, then it must attack an enemy hex. If stacked with another unit, it's place may be taken by another unit from the stack (make the morale check for that unit).

11.0 Bombardment

11.1 Bombardment Generally

Regular combat represents the mutual engagement of enemy units. Bombardment represents unilateral combat in which only one side gets to fire as a result of positional advantage (represented by a volley markers and/or a lack of EZOC) or by firing at a non-adjacent enemy unit.

A unit may either attack or bombard; it may not do both in a single couplet. Bombardment does not count as an attack against an enemy unit per 10.1 All bombardments are

The Battle of Shiloh

a single unit firing at a single unit (not stack). Any number of units may fire at a single target unit, but all bombardments against a single target must be announced prior to resolving the first one against that target; once committed, the firing unit's bombardment must be resolved, even if it can do no additional damage to the target unit.

All artillery units in a single hex may conduct bombardment, may bombard any unit in the target hex, and may bombard in conjunction with a regular combat attack against the same hex. Only the top infantry/cavalry unit may fire from a hex, infantry/cavalry may only fire at the top unit in the target hex, and may not fire in conjunction with regular combat against the same hex.

11.2 Bombardment Procedure

- 1) For each target unit, select the firing unit(s). Each firing unit must meet the following qualifications:
 - a) It may not be in an EZOC unless it has a volley marker on it or is an artillery unit. If it is in an EZOC and may still bombard, it must attack a target exerting an EZOC on it (if more than one, the firing player has his choice);
 - b) It must have a range rating greater than or equal to the distance to the target (don't count the firing unit's hex, do count the target's hex),
 - c) It must have a line of sight to the target hex (see 11.3).
- 2) Determine the appropriate column on the bombardment table. Use the "1" column for non-adjacent bombardments, and the column corresponding to the firing unit's combat strength for adjacent bombardments. Shift one column right if the target unit is cavalry or the firing unit has a volley marker).
- 3) Roll the die; cross index the roll with the column to determine the result. Apply the result immediately. The results are the same as for regular combat. In the case of retreats, retreat as straight away from the firing unit, but not into an enemy occupied hex.

11.3 Line of Sight

Line of Sight (LOS) determines whether the firing unit can see the target and therefore fire at it. Trace a straight line from the center of the firing unit's hex to the center of the target unit's hex. Terrain shapes do not conform to the hexsides for aesthetic reasons, but when calculating LOS, treat a hex as being completely covered by the terrain type in it. An LOS may be blocked by certain terrain types in any hex or hexside along the LOS. If the LOS runs along a hexside and either hex adjacent to that hexside is blocked, the LOS is blocked.

A unit ignores light woods within two hexes of it; beyond that range, treat light woods and thickets as heavy woods for LOS purposes. Heavy woods and morass blocks all LOS into, out of and through the hex; no bombardment is allowed into or out of those terrain types. Steep slopes block all LOS across them. Gentle slopes block only the LOS of units firing across the gentle slope into the hex containing that gentle slope; ignore it for any other LOS.

Stream/Thicket hexes block LOS into and out of, but not through, the hex; no bombardment is allowed into or out of Stream/Thicket hexes, but may pass through (over) them.

Ω 11.4 Stacked Artillery

At the firing player's option, stacked artillery may fire together at a single target hex. If two artillery units fire together, they may fire at two target units in the same target hex; fire twice (once at each target unit) on the column corresponding to the combined strength of the firing units. If three artillery units are firing together, combine the strength of all three and fire up to three times at a single target hex. Each unit in the target hex may be bombarded only once by each firing stack. Any "Ar" result on the firing stack affects only one firing unit.

Ω 11.5 Union Gunboats

The two Union gunboat markers may be used to bombard any Confederate units on the map-edge hexes from 3026 to 4715 inclusive. The bombardment is made on the "3" column of the bombardment table. In addition to any other result, if the Confederate unit remains on the map, mark it with a Questionable marker (5.7).

During each couplet of the night, each gunboat may select any one target hex within 10 hexes of the map-edge hexes listed above. Make a morale check for any Confederate unit(s) in or adjacent to that hex; make no terrain modifications of the die roll, and subtract two from each roll. If the unit fails the check, mark it with a Questionable marker.

Design Note. The gunboats had the heaviest artillery at the battle, but the river bluffs prevented their use in a direct fire role (though had the Confederates broken through it might have worked out that way). That night, the boats kept up a highly inaccurate but nevertheless unnerving fire in the general direction of the Confederates.

12.0 Evening & Night

Design Note. There are no rain rules in this game. To an extent, it is built into the night and army morale rules. Had it rained heavily before the battle, it would likely have led to the cancellation of the Confederate attack.

12.1 Evening and Night Generally

There is one evening turn and one night turn in the game. Movement, combat, bombardment and morale are affected in different ways. Unless otherwise changed in this section, all rules remain in effect.

12.2 Evening Effects

During the evening turn, the following changes are made to the rules:

- Add 1 to all morale check die rolls
- Add 3 to all forced march die rolls
- Subtract 1 from all combat intensity
- LOS is limited to 4 hexes

12.3 Night Effects

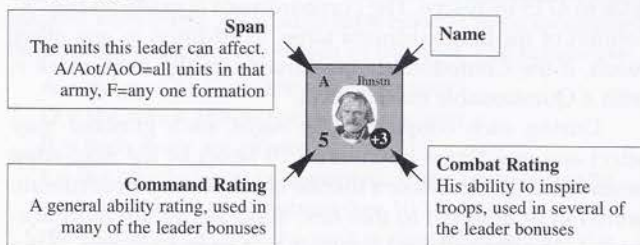
During the night turn, the following changes are made to the rules:

- Add 2 to all morale check die rolls
- ZOCs have no effect
- Units may move only 1 hex unless on roads, then they move normally
- Subtract 3 from all combat intensity
- Coordination, flank attacks, charges and volley are not allowed
- Ranged fire is not allowed (but see 11.5)

Ω 13.0 Leaders

13.1 Leaders Generally

Leaders are significant individuals within each army's command structure. Each has the following information on his counter:



Leaders can only affect units in the same or an adjacent hex, or in combat against a single hex.

13.2 Leader Movement

Leaders may move either with a unit/stack or by themselves. They may stack freely with any unit(s) and/or any number of other commanders, and need not roll to enter a stack. When moving with a stack, they stay with the stack.

When moving alone, they move up to 12 MP and treat all hexes as roads (see 7.8). They may not move into an EZOC except when accompanied by a friendly unit. If a leader is alone in an EZOC at any time (during friendly or enemy movement or combat), immediately move him to the nearest friendly unit. If he cannot move to a friendly unit without moving through an enemy unit or EZOC (he may move onto a friendly unit in an EZOC), he is captured.

13.3 Leader Bonuses

Each leader may apply any one (and only one) of the following bonuses each couplet. He may apply the bonus only to units within his command span.

Creating Reserves — the leader may not move. Roll one die; if it is less than or equal to his command rating, a reserve is created in his hex. All units within his command span may, but are not required, to enter the reserve (see 14.0).

Stacking — the leader may not move. Any unit in his command span is considered to be in a single formation for stacking purposes. The units may enter a stack in or adjacent to the leader's hex regardless of EZOCs or whether one unit is stationary.

Recovery — the leader must start the move stacked with a disrupted unit and must not be in an EZOC. The unit automatically recovers to normal status, but neither it nor the commander may move; it may the unit attack in the following combat phase.

Rally — the leader may not move or be in an EZOC. He may be stacked with one or two units, at least one of which is in his span. Pick any one unit one routed unit from a formation within his command span. Make a morale check for the unit and subtract the leader's combat rating; if the unit passes the check, it rallies; place in the hex with the leader without a Questionable marker. If the unit was routed and eliminated, expend an ES immediately to bring it on the map, or move it into the Ready area. The unit may not move, attack or bombard in that couplet.

Combat Coordination — the leader must start the move stacked with a unit within his span taking part in a combat. If all other units taking part in the same combat are within his command span, treat them all as though they belonged to the same formation. The leader may be killed in the combat. Only one leader may affect a single combat.

Attack — the leader must start the move stacked with a unit within his span taking part in a combat. Add his combat rating to the combat intensity. The leader may be killed in the combat. Only one leader may affect a single combat, but any number may attack a single hex in the course of a combat phase.

Defense — the leader must be stacked with a unit within his span being attacked. Add his combat rating to the unit's morale for all purposes. The leader may be killed in the combat. Only one leader may affect a single unit.

Create a Hero — the commander must be stacked with a unit within his command span (other unit(s) may be in the hex). Roll one die; if the result is less than or equal to the commander's command rating, he instantly creates one hero for that unit (see 13.5).

Create Extra Strength — during any friendly movement phase, not an administrative phase, subtract the leader's rating from the cadre die roll for one unit within his span in either the Eliminated section of the USB or the Ready area of the Eliminated & Routed section of the USB. If successful, the unit must be stacked with the commander (stacking restrictions apply). The unit is still destroyed if the actual die roll is "9."

13.4 Killing Leaders

A leader is hit on a combat result die roll of "5" in any combat in which he participated (combat coordination, attack or defense). He may also be hit by a Fortune of War (see 15.0). If hit, make an Army Morale check (16.0).

During the next administrative phase, roll one die for the leader. On a roll of 0-4 he is unhurt; return him to the map on any unit within his span. On a roll of 5 or more he is out of the game and counts for VP (3.4).

The Battle of Shiloh

Design Note. There is no commander inactivity in this game.

13.5 Heroes

Heroes are men — either individuals or small groups — who led by example. Place all the hero counters in a cup at the beginning of the game. Each time a leader creates a hero (see above), pull one hero counter out of the cup and flip it to the appropriate side. Place it on the unit for which it was created. The hero is now part of the unit and stays with it at all times; it may not be moved to another unit. If the unit is eliminated or routed, the hero is returned to the cup. All heroes are removed during each administrative phase.



While with the unit, the hero's rating is added to the unit's combat intensity for all attacks, and is added to the unit's morale rating for all purposes.

13.6 Beauregard HQ

There are two Beauregard counters, the regular leader counter and the HQ. The Confederate player may choose either one when Beauregard is due to enter the map. If the regular counter is used first, set the HQ counter aside; it will not be used for the rest of the game. If the HQ counter is used, keep the regular counter off the map, it may enter later at the Confederate players option.

The HQ counter moves like any other leader, but only if it is inactive. To make it inactive, flip it so its reverse side is showing. It takes one movement phase to flip it, and one phase to flip it back. It may move only along road hexes, and must enter at hex 1013. It may never enter an EZOC, even if stacked with a friendly unit. If placed in an EZOC by enemy movement, it is displaced like any leader, but is flipped to the inactive side. On any movement phase, the HQ counter may be removed and the regular Beauregard counter substituted for it; the substitution takes one movement phase.

When active, the HQ acts as a Confederate entry hex for units returning to the map from the USB. Those units may be placed in or adjacent to the HQ and may be stacked without regard to formation.

Design Note. Beauregard was the second-in-command and chief of staff of the Confederate army, the only time in the entire war any army on either side had so experienced a man in that position. Before Johnston was killed, Beauregard stayed behind the lines, controlling the battle and reorganizing broken units.

Ω 14.0 Reserves

14.1 Reserves Generally

Reserves represent units which have no specific mission, but are being held in readiness for contingencies. They move faster than regular units, but take more time to commit to combat.



14.2 Reserve Markers

One side of the reserve markers has a letter designation corresponding to one of the reserve boxes on the map. Keep

the reserve marker in the box unless it is in play. The side without the numeral is used for hidden movement. Unless the reserve is hidden (see below), the opposing player is free to examine the units in the reserve boxes. Each marker may be used any number of times.

14.3 Creating Reserves

Reserves can be created on the map during any movement phase by any unit in any hex at least three hexes away from the nearest enemy unit. Roll one die; on a roll of "0," the reserve is created. Place the marker, numeral up, on the unit. All units in or within one hex of the creating unit's hex, and in the same formation as the creating unit, may be placed in the corresponding reserve box. None of the units may move that couplet; disrupted units remain disrupted (they become undisrupted at the same time as all other units). An unsuccessful creation attempt counts as the movement phase for all the involved units.

Reserves may also be created during any administrative phase. Use the above procedure, but subtract 2 from the die roll. During any night turn administrative phase, the reserve is created automatically (no die roll needed).

Reinforcements may always enter in Reserve (no creation roll is needed and they may move in the couplet of creation); any and all reinforcements entering in a single turn at the same entry hex may be in a single marker.

14.4 Moving & Stacking Reserves

A reserve uses the same terrain effects as artillery on the TEC. It may use the road bonus. It may not move within three hexes of an enemy unit. It counts as one unit for stacking purposes, regardless of the number of units in it.

14.5 Deploying Reserves

Some or all of the units in a reserve marker may be deployed from it during any couplet in which the marker is not moved. Deployment counts as movement for both the marker and the deployed unit(s). If all units are deployed, remove the marker.

Deploy the units in or adjacent to the marker's hex. Treat all units from the marker as a single formation for stacking purposes at the time of deployment. If the presence of other friendly units causes any of the deployment hexes to be overstacked, the excess units may be deployed two hexes from the reserve, but never in an EZOC.

A reserve must be removed and its units deployed the instant an enemy unit moves within three hexes of it. If any enemy unit moves adjacent to the deployed unit during that same enemy movement phase, make a morale check for the deployed unit. If it fails, it routs.

14.6 Bombarding a Reserve

Enemy units with an LOS to a reserve marker can bombard any unit in that reserve box. The bombardment must be made against the marker's hex. Units in reserve may not bombard.

14.7 Hidden Movement & Dummies

Both sides may flip reserve markers to obscure units and intentions. At any time the reserve marker cannot be

observed by any enemy unit (when no enemy unit has an LOS of 10 or fewer hexes to the reserve), it may be flipped. It may move in the turn it flips. Any disrupted units in it recover automatically as soon as the reserve flips. As soon as it can be observed again, flip it back to its numeral side. Hidden reserves must deploy in the same way and under the same circumstances as other reserves.

Any time a reserve marker is flipped to its hidden side, one or two other reserve markers (with no units in their boxes) may be placed on it. Dummies move like any other reserve marker, and must be flipped over when observed.

15.0 Fortunes of War

The fortunes of war are random events inserted into the normal game sequence. Players have more information than their historical counterparts, can predict many events, and can prevent certain events from happening simply by not doing them. The fortunes of war (FOW) reflect events beyond the control of the player.

When conducting an FOW, the normal turn sequence is interrupted for the duration of the fortune. Each FOW thus constitutes a sort of mini-phase within a phase. It does not matter which player is active at the time, and there may be any number of fortunes during a given combat phase.

FOWs are generated by a "0" die roll on the CRT. After applying the combat results for that combat, but before undertaking any advance or continuation, the player holding the FOW marker must conduct an FOW. When the FOW is complete, hand the marker over to the other player, return to the paused combat and continue with the normal sequence.

Each FOW consists of any one of the following actions. Each may be picked any number of times per game.

Kill An Enemy Leader. Pick any enemy leader who can be fired on by a friendly combat unit. Roll one die. On a roll of "8" or "9," the commander is hit (see 13.4).

Move An Enemy Unit. Pick any one enemy unit (including a Reserve). Roll one die. If the result is 5 or more, the unit may be moved. All normal movement, stacking, combat, etc. restrictions apply.

Sharpshooter. Make a bombardment on the "1" column of the bombardment table against any enemy unit to which an LOS can be traced from a friendly infantry unit.

Free Move. Move any one friendly unit/stack. That unit/stack gets an immediate extra movement phase. Normal movement rules apply.

Free Recovery. Make a morale check for any one friendly unit — regardless of presence of EZOCs or absence of leaders. If the unit passes the morale check, it is immediately undisrupted. Add the combat rating of any eligible leader in the hex to the unit's morale.

Counterattack. Any one friendly stack not in an EZOC may immediately move up to 2 MP and launch an attack (mark it with a charge marker). It is eligible for continuation normally, but ignore any FOWs generated as a result of its combat(s).

Design Note. The sharpshooter rules from *FL* were subsumed into the FOW rules. We found sharpshooters added more clutter to the map than was justified by their effect on the game. They also created the anomalous situation of a thin line of sharpshooters taking on a regular battle line. *FL* players: feel free to substitute the Sharpshooter FOW for all sharpshooter units and rules.

Ω 16.0 Army Morale

16.1 Determining Army Morale

Army morale represents the overall cohesion of an army, the morale of its commander and chief subordinates, and the general feeling among the soldiery of how the battle is going.

Army of the
Mississippi
Morale

At the start of the game, place the Confederate *Army of the Mississippi* morale marker in the +2 box of the morale track on the map. Place the Union *Army of the Tennessee* marker in the -3 box. Place the Union *Army of the Ohio* marker in the "0" box.

Every time any unit makes an advance after combat (see 10.12; not a supporting advance per 10.13), each player rolls one die. For the army gaining the hex, a roll of "0" or "1" increases its morale by one — move the marker one box higher on the track. For the army losing the hex, a roll of "0" or "1" decreases its morale by one — move the marker one box lower on the track.

Every time a leader is hit, roll the die; on a roll of "0" or "1," the army's morale is reduced by one.

Morale can never be reduced below "-3" or raised above "+3."

During the administrative phase of each game turn, roll one die for each army on the map. On a roll of "0-3" the army's morale is unaffected. On a roll of "4-7" the morale marker is moved one box closer to the "0" box, but never off the "0" box in either direction. On a roll of "8-9" the morale marker is moved two boxes closer to the "0" box, but never off the "0" box in either direction.

Design Note. In other words, during a bad turn an army's morale will deteriorate and lead to a more rapid loss of units and ground. Success will make subsequent success more likely. But the effects of both disasters and successes are fleeting; the admin phase roll represents the "normalizing" influence of time.

16.2 Effects of Army Morale

During every combat, add or subtract the appropriate army morale number to/from the intensity of every attack made by a unit in that army. This intensity modifier does not affect the morale or rout rating of any unit, or the defensive power of any unit.

If an army's morale marker is in the -2 or -3 box of the morale track, there is also an effect on morale checks. Add the number noted in the box to all morale check die rolls made for a unit in that army. The unit still passes the die roll on a roll of "0" despite of this or any other modification. ✪

Orders of Battle & Set Up Schedule

Union Army of the Tennessee

Grant [T2]

1st Division — McClernand [w/#1]

- #1-Hare: 8 IL, 18 IL, 11 IA, 13 IA [2507]
- #2-Marsh: 11 IL, 20 IL, 45 IL, 48 IL [2311]
- #3-Raith: 17 IL, 29 IL, 43 IL, 49 IL [2805]
- Artillery: D/1 IL, D/2 IL, E/2 IL, 14 OH [one each w/#1-3]

2nd Division — W. Wallace [w/#4]

- #4-Tuttle: 2 IA, 7 IA, 12 IA, 14 IA [4113]
- #5-McArthur: 9 IL, 12 IL, 13 MO, 14 MO, 81 OH [3908]
- #6-Sweeny: 8 IA, 7 IL, 50 IL, 52 IL, 57 IL, 58 IL [4111]
- Artillery: A/1 IL, D/1 MO, H/1 MO, K/1 MO [one ea w/#4-6]

3rd Division — L. Wallace [T4 ?0-1, T5 ?0-4]

- #7-Smith: 11 IN, 24 IN, 8 MO [w/L Wallace]
- #8-Thayer: 23 IN, 1 NE, 58 OH, 68 OH [w/L Wallace]
- #9-Whittlesey: 20 OH, 56 OH, 76 OH, 78 OH [w/L Wallace]
- Artillery: 9 IN, 1/1 MO [w/L Wallace]

4th Division — Hurlbut [w/#10]

- #10-Williams: 28 IL, 32 IL, 41 IL, 3 IA [3115]
- #11-Veatch: 14 IL, 15 IL, 46 IL, 25 IN [3311]
- #12-Laumann: 31 IN, 44 IN, 17 KY, 25 KY [3415]
- Artillery: 2 MI, C/1 MO, 13 OH [one each w/#10-12]

5th Division — Sherman

- #13-McDowell: 40 IL, 6 IA, 46 OH [1703]
- #14-Stuart: 55 IL, 54 OH, 71 OH [2622]
- #15-Hildebrand: 53 OH, 57 OH, 77 OH [1710]
- #16-Buckland: 48 OH, 70 OH, 72 OH [1707]
- Artillery: B/1 IL, E/1 IL, 6 IN [one each w/#13, 15, 16]

6th Division — Prentiss

- #17-Peabody: 12 MI, 21 MO, 25 MO, 16 WI [1816]
- #18-Miller: 61 IL, 18 MO, 18 WI [1919]
- #Artillery: 5 OH, 1 MN [w/#18]

Unassigned: #19-15 IA, #20-16 IA, #21-15 MI, #22-23 MO, #23-14 WI, H/1 IL, 1/1 IL, B/2 IL, F/2 IL, 8 OH [4317]

Union Army of the Ohio

Buell [T6]

2nd Division — McCook [T7]

- #24 Rousseau: 6 IN, 5 KY, 1 OH, US Regulars (1/15 US, 1/16 US, 1/19 US) [T7]
- #25 Kirk: 34 IL, 29 IN, 30 IN, 77 PA [T7]
- #26 Gibson: 32 IN, 39 IN, 15 OH, 49 OH [T7]
- Artillery: H/5 US [T7]

4th Division — Nelson [w/#27]

- #27 Ammen: 36 IN, 6 OH, 24/25 OH [T5 ?0-4]
- #28 Hazen: 9 IN, 6 KY, 41 OH [T6 ?0-4]
- #29 Bruce: 1 KY, 2 KY, 20 KY [T6 ?0-4]

5th Division — Crittenden [T7]

- #30 Boyle: 9 KY, 13 KY, 19 OH, 59 OH [T7]
- #31 Smith: 11 KY, 26 KY, 13 OH [T7]
- Artillery: G/1 OH, H&M/4 US [T7]

6th Division — Wood

- #32 Garfield: 13 MI, 64 OH, 65 OH [T7]
- #33 Wagner: 15 IN, 50 IN, 57 IN, 24 KY [T7]

Confederate Army of the Mississippi

Johnston [w/#18], Beauregard [T2-see 13.6]

First Corps — Polk [T2]

First Division — Clark [w/#1 or #2]

- #1-Russell: 11 LA, 12 TN, 13 TN, 22 TN, Bankhead [T2]
- #2-Stewart: 13 AR, 4 TN, 5 TN, 33 TN, Stanford [T2]

Second Division — Cheatham [w/#3 or #4]

- #3-Johnson: Blythe' Bn, 2 TN, 15 TN, 154 TN, Polk [T2]
- #4-Stephens: 7 KY, 1 TN Bn, 6 TN, 9 TN, Smith [T2]

Unassigned: #5-47 TN [T7]

Cavalry: #6-1 MS [T2], #7-Brewer [T2]

Second Corps — Bragg [w/#18]

First Division — Ruggles [w/#8]

- #8-Gibson: 1 AR, 4 LA, 13 LA, 19 LA, Vaiden [T1:4]
- #9-Anderson: 1 FL Bn, 17 LA, 20 LA, Confederate Guards Response Bn, 9 TX, 5/Washington [T1:4]
- #10-Pond: 16 LA, 18 LA, Crescent Bn, Orleans Guard, 38 TN, Ketchum [T1:3 at hex 1006]
- #11-Cavalry: Jenkins [T1:4]

Second Division — Withers [w/#13]

- #12-Gladden: 21 AL, 22 AL, 25 AL, 26 AL, 1 LA, Robertson [1015 or T1:3 at hex 1023]
- #13-Chalmers: 5 MS, 7 MS, 9 MS, 10 MS, 52 TN, Gage [T1:3 at hex 1023]
- #14-Jackson: 17 AL, 18 AL, 19 AL, 2 TX, Girardey [T2 at hex 1023]

Cavalry: #15-Clanton [T1:4 at hex 1023]

Third Corps: Hardee [w/#18], Hindman [w/#18]

- #16-Shaver: 2 AR, 6 AR, 7 AR, 3 Confederate, Swett's Bty, Miller [1014]
- #17-Cleburne: 15 AR, 6 MS, 2 TN, 35 TN (old 5 TN), 23 TN, 24 TN, Trigg, Calvert, Hubbard [1012]
- #18-Wood: 16 AL, 8 AR, 14 AR (9 AR Bn), 3 MS, 27 TN, 44 TN, 55 TN, Harper [1013]

Reserve Corps — Breckenridge

- #19-Trabue: 4 AL, 31 AL, 3 KY, 4 KY, 5 KY, 6 KY, Crews, Cobb, Byrne [T2:4]
- #20-Bowen: 9 AR, 10 AR, 2 Confederate, 1 MO, Pettus, Watson [T2:4]
- #21-Statham: 15 MS, 22 MS, 19 TN, 20 TN, 28 TN, 45 TN, Rutledge [T2:4]

Unassigned: #22-McClung [T3], #23-Roberts [T3], #24 Adams [T1:2], #25-Forrest [T1:2], #26-Wharton [T1:2]

Notes

Units/Formations with a setup hex [2507] must be placed within two hexes of the indicated hex. Confederate units may stack by formation; Union units may not stack.

Units marked [w/] must be set up as though part of the formation indicated

Reinforcements may enter the map in the first friendly movement phase of the turn [T2] or turn and couplet [T1:4] indicated.

Union reinforcements marked [?] may not enter that turn. Roll one die for each formation; if the roll is within the span indicated after the "?," the unit enters that turn. If the roll is greater, the unit enters automatically the following turn (except L Wallace; roll on both turns 4 and 5; he enters automatically on Turn 6 if not before).

Hell Before Night: The Battle of Shiloh

Expanded Turn Sequence

I Player Couplets (any number)

A. First Player Movement Phase: The first player conducts the following activities, in any order:

- Use extra strength (Ω 5.8) to bring eliminated units out of the Eliminated area or the Ready portion of the Eliminated & Routed area of the USB and places them on the map (9.1) If the unit had been routed, mark it with a Questionable marker (5.7). A unit may attempt to create extra strength by rolling for its cadre (0-1 for asterisked unit, 0-3 for others, destroyed on a 9 — see 5.11).
- Bring reinforcements onto the map (9.3). The Confederates may move off or on the map via Bark Road hexes (9.2)
- Move units according to the movement rules (6.0–8.0). When stacking, make a morale check for the lowest-morale unit in a stack if the unit joining the stack is from a different formation than any already in the hex, or if the stack is in an EZOC, or if no unit in the stack does not move this phase (8.3). Make a morale check for every unit leaving an EZOC (6.3). Make a morale check for any unit entering a stack with another formation, in an EZOC, or if no unit in the stack had been stationary (8.3). Units may force march (Ω 7.6).
- Create reserves (Ω 14.0) on a roll of “0”; subtract a leader’s command rating (Ω 13.3).
- Each leader may do one of the following: 1) subtract command rating from reserve creation, 2) negate morale check requirements for creating stacks, 3) automatically undisrupt one unit, 4) attempt to rally a unit off the USB by subtracting his combat rating from a morale check die roll, 5) coordinate multiple formations in combat, 6) add his combat rating to a combat intensity, 7) add his combat rating to a defending unit’s morale, 8) create a hero by rolling against his command rating, or 9) subtract his command rating from a cadre die roll.

B. First Player Combat Phase. The first player conducts the following activities, in any order:

- Conduct combat (10.0) against any adjacent enemy unit(s) in any order. Enemy units projecting an EZOC onto a friendly unit and not attacked may be marked for charge (Ω 10.8) or volley (Ω 10.9). Only one infantry/cavalry unit may attack from a single hex. A single enemy hex may be attacked by any number of friendly units; if the attack is not coordinated (Ω 10.6, the defender may alter his stacking order between attacks. For each attack:
 - 1) Make a morale check for any Questionable unit (Ω 5.7) or the defender if he is flanked (Ω 10.7).
 - 2) Calculate the intensity: unit intensity rating ± terrain effects + leader (Ω 13.3) + hero (Ω 13.5) +2 if coordinated (Ω 10.6) +2 if charging (Ω 10.8) ± the army morale (Ω 16.0)
 - 3) Roll one die, modify the result by the combat strength: attacker’s combat strength - defender’s combat strength - combat strength of any artillery unit(s) in the defender’s hex -2 if the defender has a volley marker (Ω 10.9).
 - 4) Cross-index the intensity with modified die roll to get the result. If the defender is forced to retreat (10.11) or is routed (5.6), the attacker may attack another unit in the same hex (Ω 10.14) or advance (Ω 10.12) and attack again. Any unit eliminated may use on-map replacement by extra strength (Ω 5.10). Units adjacent to the retreated defender and not attacking another hex may also advance one hex (Ω 10.13).

Ω 5) If the unmodified die roll was “0,” the player holding the FOW marker conducts a Fortune of War (Ω 15.0): 1) Kill an enemy leader on “8-9,” 2) Move an enemy unit on a roll of 5 or more, 3) Sharpshooter: make a bombardment on the “1” column, 4) Move any one friendly unit/stack, 5) Undisrupt a unit if it passes a morale check, 6) Counterattack: move one unit/stack 1 or 2 MP (mark with a charge marker) to attack an enemy unit.
- Conduct bombardments (11.0) with any units not engaged in combat. The top infantry/cavalry unit and any/all artillery in each hex may bombard. Two stacked batteries may fire at each of two stacked targets, three stacked batteries at three stacked targets (Ω 11.4).
 - 1) The bombardment unit may not be in an EZOC unless it is artillery or has a volley marker. It must have enough range to reach the target, and a Line of Sight (11.3). LOS is blocked by any hex or hexside with blocking terrain (see the TEC).
 - 2) Each firing unit has a strength of “1” for ranged fire, and uses its combat strength for adjacent fire.
- At the end of the phase, remove all charge markers (Ω 10.8) on friendly units.

C. Second Player Movement Phase: Same as A, but the second player moves his units

D. Second Player Combat Phase: Same as B, but the second player conducts combat and bombardment

E. End of Couplet

Roll one die to see if the first player remains the same, changes or if the turn ends (see 3.3). If the turn ends, proceed to the Administrative Phase. Otherwise, advance the couplet marker (or leave it in the 4+ box), return to phase IA.

II Mutual Administrative Phase

Both players simultaneously conduct the following activities in any order

- Ammunition Shortages Ω (4.5): place Questionable markers on any three enemy units.
- Flip eligible disrupted units to their normal state (5.3)
- Move all units in the Routed area of the Routed or Routed & Eliminated columns of the USB into the appropriate Ready area (5.6). Make a morale check for each shattered unit; if it passes, move it into the Routed area.
 - Remove all volley markers (Ω 10.9) and heroes (Ω 13.5)
 - Roll for any leaders hit during the turn. On a 0-4 they return to themap; on a 5-9 they are out of the game and count for VP.
 - Create reserves (Ω 14.0); subtract 2 from the creation die roll.
 - Roll for army morale (Ω 16.0): 0-3 = no effect, 4-7 = ±1, 8-9 = ±2.

Morale Checks

Roll one die; it may be modified by terrain (TEC) or leaders (Ω 13.3). If the modified roll is more than four greater than the unit’s current morale, it is shattered. If it is 1-3 greater, it is routed. If it is Less than or equal to, there is no effect.

Hell Before Night

Front 2 of 2

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1 Harc 8 IL 2-2 6 4	1 Harc 18 IL 2-2 6 4	1 Harc 11 IA 1-2 6 3	1 Harc 13 IA 1-2 6 3	2 Mrsh 11 IL 1-0 6 3	2 Mrsh 20 IL 2-0 6 4	2 Mrsh 45 IL 2-0 6 4	2 Mrsh 48 IL 1-0 6 3	3 Rth 17 IL 2-2 6 4	3 Rth 29 IL 2-2 6 4
3 Rth 43 IL 2-2 6 4	3 Rth 49 IL 2-2 6 4	D/1 IL 1-3 3-4 4	D/2 IL 1-3 1-8 4	E/2 IL 1-3 2-5 4	14 OH 1-3 2-5 3	Tutt 2 IA 4 2-2 6 5	Tutt 7 IA 4 2-2 6 5	Tutt 12 IA 4 2-2 6 5	Tutt 14 IA 4 2-2 6 5

5 McA 9 IL 2-2 6 4	5 McA 12 IL 2-2 6 4	5 McA 13 MO 2-2 6 4	5 McA 14 MO 3-2 6 5	5 McA 81 OH 2-2 6 3	6 Swy 8 IA 2-2 6 4	6 Swy 7 IL 1-0 6 4	6 Swy 50 IL 2-2 6 4	6 Swy 52 IL 2-2 6 4	6 Swy 57 IL 2-2 6 4
6 Swy 58 IL 2-2 6 4	A/I IL 4-6 2-5 4	D/I MO 4-6 1-10 4	H/I MO 4-6 1-8 4	K/I MO 4-6 1-8 4	Smith 11 IN 7 2-2 6 4	Smith 24 IN 7 1-2 6 3	Smith 8 MO 7 2-2 6 4	Whitt 23 IL 8 1-2 6 3	Whitt 1 NE 8 2-2 6 4

8 Whitt 58 OH 2-2 6 4	9 Thay 20 OH 2-2 6 4	9 Thay 76 OH 2-2 6 4	9 Thay 78 OH 1-2 6 3	7-9 9 IN 2-5 3	7-9 I/I MO 2-5 3	10 Wilms 28 IL 1-2 6 3	10 Wilms 32 IL 1-2 6 3	10 Wilms 41 IL 2-2 6 4	10 Wilms 3 IA 1-2 6 3
11 Vich 14 IL 1-2 6 3	11 Vich 15 IL 1-2 6 3	11 Vich 46 IL 2-2 6 4	11 Vich 25 IN 2-2 6 4	Lau 31 IN 12 2-2 6 4	Lau 44 IN 12 2-2 6 4	Lau 17 K 12 2-0 6 4	Lau 25 K 12* 2-2 6 4	2 MI 10-12 2-8 3	C/I MO 10-12 2-5 3

Army of the Tennessee

13 OH 10-12 1-8 2	McD 40 IL 13 1-2 6 3	McD 6 IA 13 1-2 6 3	McD 46 OH 13 1-2 6 3	Siu 55 IL 14 1-2 6 3	Siu 54 OH 14 1-2 6 3	Siu 71 OH 14 1-2 6 3	Hild 53 OH 15 1-0 6 3	Hild 57 OH 15 1-0 6 3	Hild 77 OH 15 1-0 6 3
Back 48 OH 16 1-0 6 3	Back 70 OH 16 1-2 6 3	Back 72 OH 16 1-2 6 3	B/I IL 13-16 2-5 3	E/I IL 13-16 1-8 3	6 IN 13-16 2-5 3	Pbdy 12 MI 17 1-0 6 3	Pbdy 21 MO 17 1-0 6 3	Pbdy 23 MO 17 1-0 6 3	Pbdy 16 WI 17 1-0 6 3

Mlr 61 IL 18 1-0 6 3	Mlr 18 MO 18 1-0 6 3	Mlr 18 WI 18 1-0 6 3	5 OH A 2-6 5	1 MN 17-18 1-8 3	15 IA 19 1-2 5 2	16 IA 20 1-2 5 2	15 MI 21 1-0 5 2	23 MO 22 1-0 5 2	14 WI 23 1-0 5 2
H/I IL A 1-10 3	I/I IL A 1-8 3	B/2 IL A 3-8 3	F/2 IL A 2-5 3	8 OH A 2-10 3	11 1-3 11	15 4-6 15	18 7-9 18	18 10-12 18	19 13-16 19

Grant +1 5	McC +2 3	WWell +2 4	LWell +1 3	-2	-2				17-18 16
Hill +1 4	Shanp +3 5	Prest +1 3	Army of the Tennessee Morale	-2	-2				AA 10

-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
-2	-2	-2	-2	-2	-2	-2	-2	-2	-2

7 8 9 10

A
B
C
D
E
F

Reserves

1006
Bark Road

1013
Bark Road



Unit Status Box

Shattered	Shattered	Shattered
Routed & Eliminated	Routed	Routed
Ready	Ready	Ready
Eliminated		

Extra Strength

0	1	2	3
4	5	6	





Glover

Tighman Branch

Savannah Road

To Crump's Landing

Perry

Chambers

4813

Forced March Table

Die Roll	Current Morale		
	3	4	5
0	4r	4r	4r
1	3	4	4
2	3	3	4
3	2r	3	4
4	2r	3	3
5	2r	3r	3
6	1r	2r	3
7	1r	2r	2r
8	0r	1r	2r
9	0r	0r	1r

Morale < 3, use the "3" column
 Morale > 5 use the "5" column
 # = # of MPs
 r = disrupted; if already disrupted, mark with a "9" marker

Bombardment Table

Die Roll	# of Bombarding Units		
	1	2	3
0	Ar	Ar	Ar
1	Ar	Ar	Ar
2	-	-	-
3	-	-	Dr
4	-	Dr	Dr
5	Dr	Dr	DR
6	Dr	DR	DR
7	Dr	DR	Dm
8	Dr	Dm	Dxm
9	Dxm	Dxm	Dxm

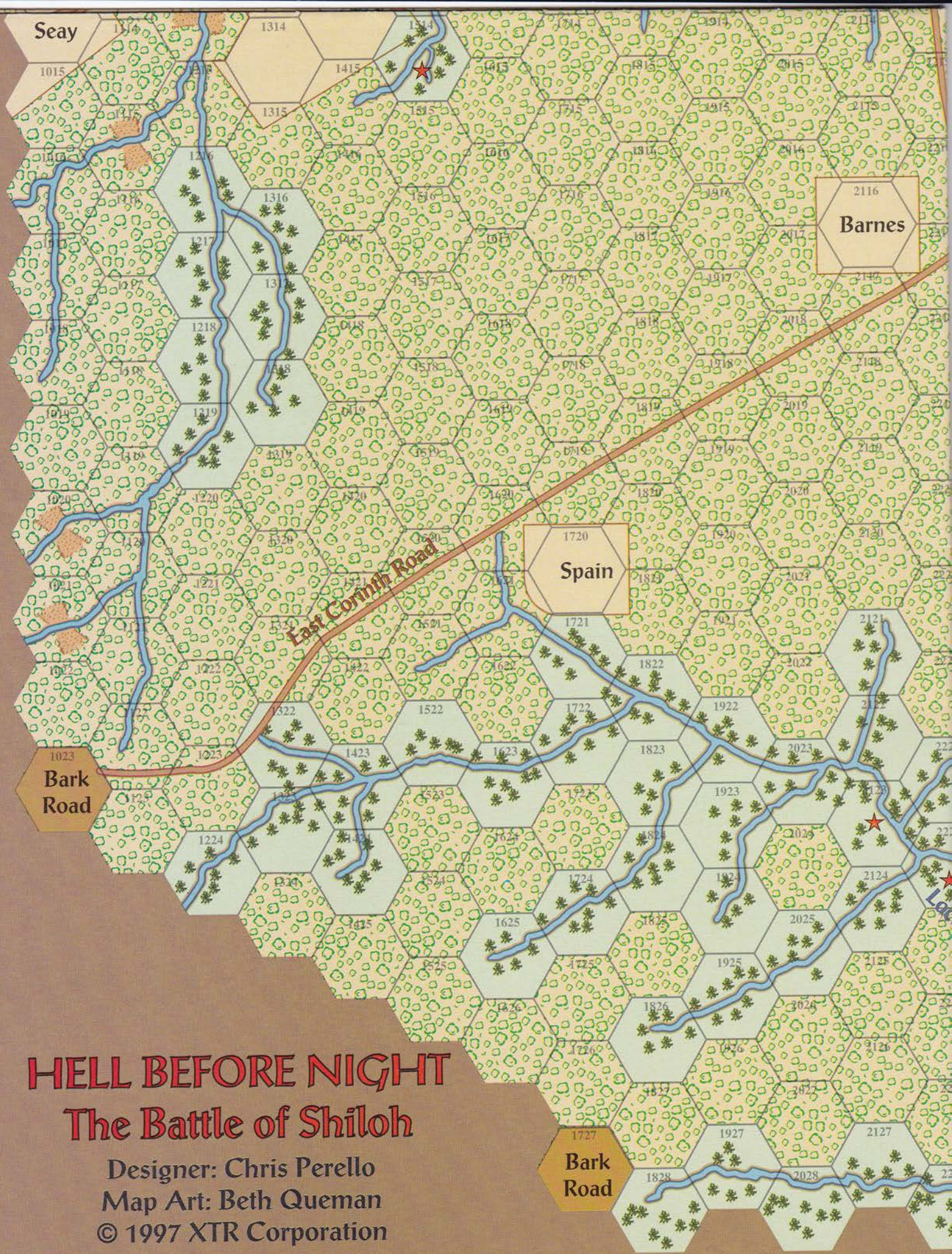
Combat Results Table

Die Roll	Intensity						
	3	4	5	6	7		
0	Ar	Ar	AxR	AxR	AxR	AxR	
1	Ar	Ar	Ar	Dm(Axr)	Dm(Axr)		
2	Ar2	Ar1	Ar	Dr2(Ar)	Ar1(BxAr)		
3	-	Bx	BxDr	Ar2(Bx)	Ar2(DR)		
4	Bx	Bx	Dr2(Bx)	BxDr	Dr1(BxDr)		
5	-	Dr	Ar2(BxDr)	Dr2(BxDr)	Dr2(BxDr)		
6	Dr2	Dr2	Dr2	BxDr	Dr2(BxDr)		
7	Dr2	Dr	Dr	Ar2(Dr)	AxDr		
8	Dr	Dr	Dr	DR	Dm(DR)		
9	Dr	Dr	DR	DR	DR		

A=Attacker; D=Defender; B=Both
 x=eliminated
 r=disrupted; if already disrupted retreat
 R=disrupted and retreat; if already disrupted/roll for route
 r#/R#=#affected only if opposing unit's morale is greater than affected unit's morale +(+plus) the #
 m=morale check
 ()=secondary result, use only if primary result has no effect

Army Morale Track	-3	-2	-1	0	+1
	+2 (or) morale check die rolls	+1 (or) morale check die rolls			

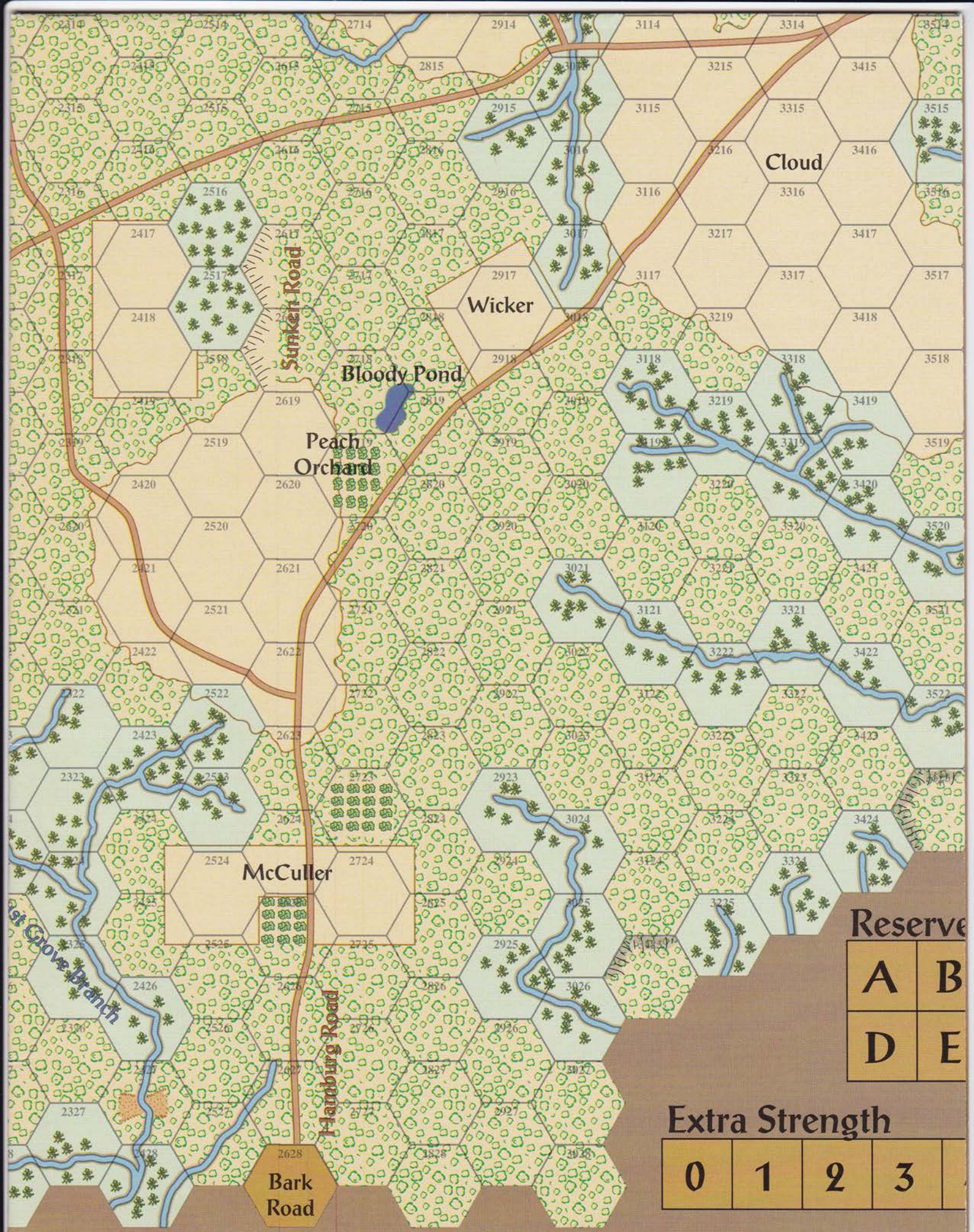




HELL BEFORE NIGHT

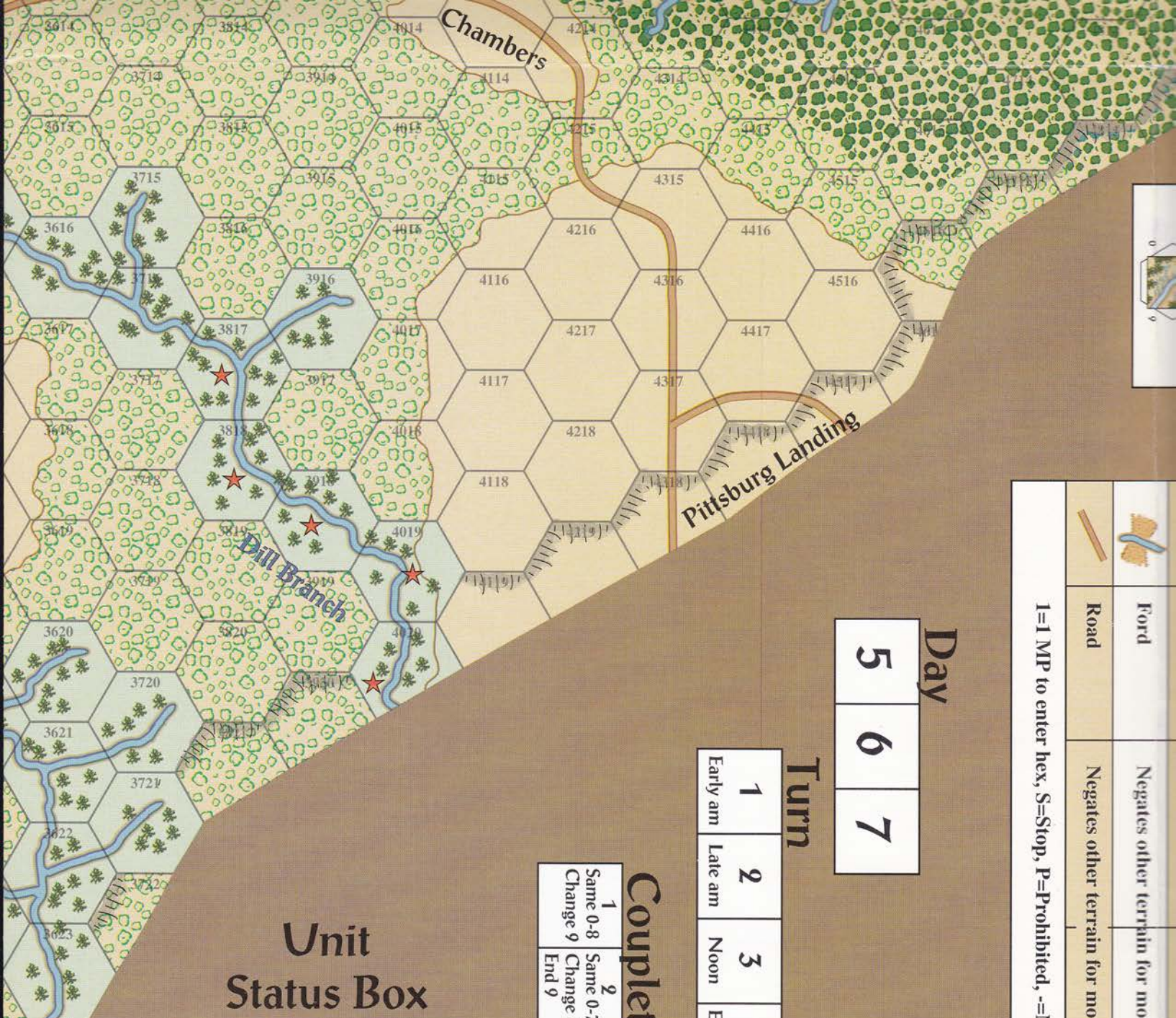
The Battle of Shiloh

Designer: Chris Perello
Map Art: Beth Queman
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Reserve	
A	B
D	E

Extra Strength			
0	1	2	3



	Ford	Negates other terrain for movement, see 7.5.
	Road	Negates other terrain for movement, see 7.3.

1=1 MP to enter hex, S=Stop, P=Prohibited, -=No Effect

Day

5	6	7
---	---	---

Turn

1 Early am	2 Late am	3 Noon	4 Early pm	5 Late pm	6 Evening	7 Night
---------------	--------------	-----------	---------------	--------------	--------------	------------

Couplet

1 Same 0-8 Change 9	2 Same 0-7 Change 8 End 9	3 Same 0-6 Change 7 End 8-9	4 Same 0-4 Change 5 End 6-9
---------------------------	------------------------------------	--------------------------------------	--------------------------------------

Unit Status Box

Eliminated	Shattered	Shattered
	Routed & Eliminated	Routed
	Ready	Ready

C	F
---	---

4	5	6	7	8	9	10
---	---	---	---	---	---	----

s Table

7	8	9
AxR	AxR	AxR
(Axr)	Dm(Axr)	Dm(AxBr)
BxAr)	Ar1(BxBr)	Dm(AxBr)
(DR)	Ar2(BxBr)	Ar2(AxBr)
BxDr)	BxDR	Ar1(BxArDR)
BxDr)	Dr2(BxDR)	Dr2(BxDR)
BxDr)	Dr2(AxDr)	Dr2(AxDR)
kDr	Dr1(AxDr)	Dr1(AxDR)
(DR)	Dm(DR)	Dm(DR)
R	Dm(DR)	Dm(DR)

the #
FOW
Leader

+1	+2	+3
----	----	----

Terrain Effects Chart

Terrain Type	Movement Cost	Effect on Combat Intensity	Effect on Morale Check	Effect on LOS	Effect on ZOC
Clear	1-1-1	—	—	—	—
Light Woods/ Orchard	1-1-1	—	—	Blocked if more than 2 hexes from firing unit	—
Heavy Woods (with or without any other terrain)	2-S-S	-3	+2	Blocked	Blocked
Thicket	2-2-S	-1	+1	Blocked if more than 2 hexes from firing unit	Blocked
Stream	NE-NE-S	—	—	—	—
Stream/ Thicket	2-S-S	-2	+2	Blocked into/out of hex	Blocked
Gentle Slope	NE	—	—	Blocked into hex	—
Steep Slope	S-S-S after crossing	-2 uphill +2 downhill	—	Block into/out of hex	Blocked Uphill
Morass	S-S-S (see 7.6)	-3	+2	Blocked into/out of hex	Blocked
Deep Water	P	P	-	-	Blocked
Ford	Negates other terrain for movement, see 7.5.				

Morass Exit Compass

Desired Direction



COMMAND

GAMES



Blitzkrieg 1940

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Blitzkrieg 1940

If this is your first wargame, read this box first.

Don't try to memorize these rules! They are written to create a game that simulates the realities of command as much as possible. You'll find things move along to a real-world kind of rhythm. After a few turns, that rhythm will become second-nature, and you won't need to refer to the rules as often.

Read the rules before you punch out the playing pieces. During play, look up specific rules when you need to, and make notes at places giving you trouble.

The rules are numbered to help you find the ones you need. The first number indicates the major rules section. Those to the right of the decimal indicate specific rules within each section. For example, section 2.0 deals generally with the various game components, while rule 2.8 explains specifically with the different unit types in the game.

The boxed "Notes" give examples of play or explain the rationales behind various rules. This is a wargame of low-to-intermediate complexity. You can learn to play it on your own, but the best way to learn it is to have an experienced gamer help you.

During your first few matches of the game, skip the rules and sections marked Ω . You won't get the full competitive or historical experience, but you will become accustomed to the rhythm and flow, and that will make playing later with all the rules easier.

Most of all, remember — the main reason to play these games is to have fun.

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Credits

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1.0 Introduction

1.1 In General

Blitzkrieg 1940 is a two-player simulation of the decisive first three weeks of the campaign fought across the Low Countries and northeastern France during May of that year. The Allied player, primarily on the defensive, controls French, British, Belgian and Dutch forces, and is opposed by the invading German player, who commands units of that nation's army, air force and SS.

There is also an alternative history 1939 scenario covering the possibility of a French offensive toward the Ruhr a few days after the war began. The rules for the 1939 scenario — in so far as they differ from those of the 1940 scenario — are detailed in each rules section.

1.2 Game Scale

Each hex on the map represents seven miles from side to opposite side. Each complete game turn represents two days. The majority of units in the game represent divisions, brigades and regiments of 2,000 to 15,000 men and/or 100 to about 350 armored fighting vehicles.

Old Hands Note. There are no replacements, mobile assaults, or retreats-after-combat.

2.0 Game Components

2.1 In General

The components to a complete game include these rules, two mapsheets, and 560 die-cut, half-inch counters (a.k.a. "units" and "unit counters"). Players must provide one standard (six-sided) die to resolve combat and other probabilistic events throughout the game.

2.2 Assembling the Maps

The two maps fit together along the long axis, with hexrow 60xx of the western (smaller) map overlapping hexrow 10xx of the eastern map. (Western map hex 6000 overlaps eastern map hex 1013.)

2.3 The Assembled Maps

The assembled game map depicts the militarily significant terrain in northeastern France, Western Germany and the Low Countries in May 1940. A hexagonal ("hex") grid is printed over the map to regulate the placement and movement of units. A unit is considered to be in only one hex at any one time. Each hex contains natural and/or manmade terrain features that affect movement and combat.

Every hex on the maps has a unique, four-digit identification number printed in it. (For example, the city of St. Quentin is in hex 5411 of the west map.) The numbers are provided to help you find places more quickly and to allow you to record unit positions if a game has to be interrupted before it can be finished.

2.4 Counters

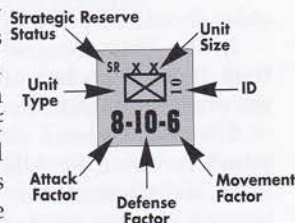
There are 560 counters included in the game, most of which represent combat-maneuver divisions, brigades and regiments; others serve as informational markers and

Blitzkrieg 1940

memory aids. After reading the rules, carefully punch out the counters. Trimming the "dog ears" from their corners with a fingernail clipper facilitates handling during play and enhances their appearance. Each combat unit counter displays several pieces information: nationality (and therefore the side it's on), step and combat strengths (which may be "volatile"), type, movement factor, and set up hex or strategic reserve designation.

2.5 A Sample Combat Unit

This is the German 10th Infantry Division. It has two steps (shown by having combat and movement factors printed on both sides), an attack factor of eight, a defense factor of 10, and a movement factor of six. It starts the game off the map in the German "Strategic Reserve."



One-step units have their set up or strategic reserve status on their reverse sides; two-step units have that information on their front, upper-left corners.

2.6 Nationality

A unit's nationality is shown by its color scheme

1940 Allies

- Belgians - black on yellow
- Dutch - white on red
- French - white on blue
- British - black on tan

1940 Germans

- Non-Mechanized Units - black on gray-green
- Mechanized Units - white on black

1939 Scenario

- French - red on white
- Germans - black on "Confederate" gray

2.7 Abbreviations

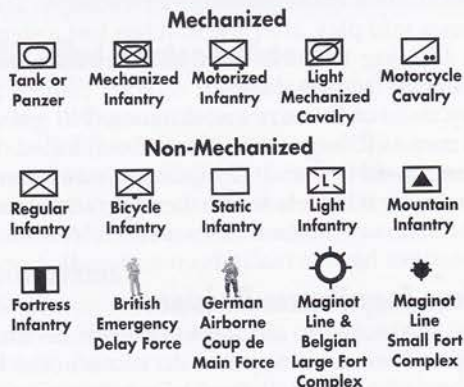
The following abbreviations appear on various units of both sides as all or part of their historic identification:

A - African	L - Leibstandarte Adolf Hitler (German unit)
AS - Assen	M - Moroccan
BE - Betuwe	MF - Mac Force
BEF - British Expeditionary Force	MNT - Montmedy
BMN - Bauman	MW - Maas-Waal
BOU - Boulay	N - North African
C - Colonial	P - Peel
CA - Chasseurs Ardennais	PG - Polish Grenadier
CF - Cyclist du Frontier	PO - Police
CP - Cavaliers Portes	R - Royal Tank Regiment
CRU - Crusns	ROH - Rohrbach
CZ - Czech	SAR - Sarre
F - Foreign Legion	SP - Spahi
FAU - Faulq	SR - Strategic Reserve
FF - Frank Force	SS - Schutzstaffel
GD - Gross Deutschland	T - Totenkopf
H - Hussars	Thi - Thion
IN - Ijssel North	V - Verfügungs
IS - Ijssel South	VOS - Vosges
L - Light (Allied units)	UF - Usher Force

Historical Note. The four Dutch infantry brigades identified "A," "B," "C," and "D" are simply that: Infantry Brigades "A," "B," "C," and "D."

2.8 Unit Types

All ground units in the game belong to one of the following two categories (mechanized or non-mechanized) and 14 types:



2.9 Unit Sizes

The unit-size-symbols printed atop the unit-type boxes on most of the ground combat counters mean:

- XX — Division
- X — Brigade
- III — Regiment
- II — Battalion

A unit with its size symbol in a bracket is an *ad hoc* formation. That is, one not normally a part of its nation's regular army, put together solely for this campaign.

2.10 Attack & Defense Factors

If a unit has three numbers printed across the bottom, the first is its "attack factor" and the second its "defense factor." The first is a quantification of its ability to perform in offensive combat, the second in defensive combat. If a unit has only two numbers printed across the bottom, the first number is its combined "combat factor," used for both attack and defense.

2.11 Volatile Units

A unit is considered "volatile" if its printed combat factors are zero (0) or integers with a plus (+) or minus (-) sign in front of them. A volatile unit's actual strength in battle is determined anew by die roll each time it fights (see 14.8 for details). In the 1940 scenario all Allied units are volatile; in the 1939 scenario no Allied units are volatile. In the 1940 scenario only six German units (the SS Totenkopf Division and the five airborne coup de main units) are volatile; in the 1939 scenario all German units are volatile except the two reinforcement infantry divisions arriving on Game Turn 4. As reminder of their unique status, those three German divisions have their combat factors printed inside white boxes. (The airborne units are iconic and therefore already stand out — see section 7.0 for details on them).

Blitzkrieg 1940

2.12 Movement Factor

This number is the measure of a unit's ability to move across the over the map. Units pay different costs to enter different hexes, with the cost determined by the terrain in each hex and along the exact hexsides move across.

2.13 Steps

"Step" is an arbitrary term used to describe one increment of a unit's ability to absorb combat losses. Most of the ground units in the game have two steps. The second step comes into play, after the unit has lost a step in combat, by flipping the unit over so its reverse side (with lower combat factors) shows.

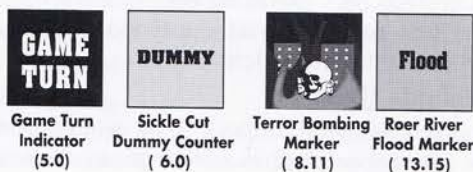
When units of this size are eliminated in game play, it doesn't mean all the men in it have been killed. It means sufficient casualties and equipment losses have taken place to render it useless for further operations during the game (which may in some cases mean fewer than 10 percent casualties have actually been suffered).

2.14 Four-Step Panzer Divisions

In the 1940 scenario all German panzer divisions have four steps. (There are no panzer divisions in the 1939 scenario; they were all in Poland.) Each is represented by two counters, only one of which may be in play at any one time. For clarity, each panzer division counter has its step strength shown, printed circled to the left of its type-box. When a panzer division takes its first step loss, flip over the four-step counter to show its three step side. When the next step loss is suffered, remove the four/three-step counter from the map and replace it there with the two/one step substitute counter, etc.

2.15 Other Counters

The use of these other counters is explained at appropriate points throughout the remainder of the rules.



Beginners Note. Set aside the markers above followed by an omega sign; you won't use them in your play.

3.0 Set Up & Hex Control

3.1 Setting Up

After choosing who will control which side, both players should sort their units into two piles: one for the units that will start the game already in play on the map, and the other for those that will enter play after the game has started.

Look at the upper left corners of two-step units or reverse sides of one-steppers. Units with the letters "SR" or a single-digit number (along with, for some, an asterisk), make up their side's strategic reserve and reinforcement units. They enter play after the game starts.

Place the reinforcement units in the appropriately numbered boxes on the Turn Record Track on the mapsheet. For example, in the 1940 scenario, all British units with a "3" on their reverse sides should be placed in the Game Turn 3 block on the track. The SR units of both sides should be placed in separate piles off to the side.

In the 1940 scenario all starting Allied units have a four-digit set up hex number. Place each on the map in the exact hexes indicated on their counters.

The 1940 German starting units have no starting hex numbers. After the Allied player has placed his starting units, the German may place all his starting units anywhere he wants inside Germany (but see section 6.0 for an important option).

Ω 3.2 Dummy Units

The dummy units included in the German 1940 counter mix are deployed according to the rules provided for Operation Sickle Cut (see section 6.0).

3.3 1939 Set Up

In the 1939 scenario, all units have specific set up hexes. Only the units designated on the countersheet as the "1939 French" and "1939 Germans" are used; don't set up any British, Belgian, Dutch or Maginot Line units.

3.4 Starting Step Strengths

In the 1940 scenario, all two- and four-step units are set up at their full step strength. In the 1939 scenario only the two German reinforcement infantry divisions are two-steppers; all other units have only one step each.

3.5 Hex Control

"Hex control" is the term used to describe which side is "in control" of particular hex at each instant during play. Hex control is important for river crossings (13.9), strategic movement (13.16), sea movement (13.11), strategic reserve and reinforcement entry (12.0), and determining victory (4.0).

At the start of the game the Allies control all town and city hexes inside France; the German controls all hexes inside Germany. Each neutral country (see section 8.0) becomes Allied territory as soon as the first German unit enters or attacks there.

The control status of a hex changes the instant a unit from the other side enters and/or moves through it. Control status of every hex can change back and forth any number of times during a game.

Beginners Note. Don't confuse "hex control," explained here, with "Zones of Control," explained in section 11.0. They are two different things.

Design Note. The control markers have been provided for the convenience of showing on the map the control status of hexes when the delineation of the front line itself isn't sufficient to do that.

Blitzkrieg 1940

4.0 How To Win

4.1 The 1940 Scenario in General

In this scenario the German player attempts to win by launching an offensive that will gain him three or more "victory points" (VP), awarded as explained below, by the end of the first player turn couplet (see 5.0) of Game Turn 10. The Allied player wins by holding his opponent to two or fewer VP. There are no draws possible.

4.2 Winning the 1939 Scenario

In this scenario we assume the French fulfilled their pledge to the Poles to launch an offensive into Germany soon after hostilities were declared. The French goal is to gain control of territory inside Germany within heavy artillery range of the Reich's vital Ruhr industrial area. That accomplished, it's assumed some quickly formed cabal of German industrialists and generals would move to overthrow Hitler and his Nazi regime to end the war and "save the Fatherland from destruction."

Play of the 1939 scenario stops and the French (Allied) player is declared the winner if, at any time prior to the end of Game Turn 7, one or more French units enter any hex of the "Ruhr Endangered Area" delineated on the map. The German player wins by preventing that. No draws are possible.

4.3 Concession

In both scenarios either player is free to concede defeat at any time prior to the game's official end if he becomes convinced his position is hopeless and beyond recouping.

4.4 1940 Victory Points

Only the German player scores victory points. At the end of the first player turn couplet of Game Turn 10, award/deduct VP to/from the German player according to the following schedule, then award victory as explained in 4.1 above.

- +1 if Holland capitulated.
- +1 if Belgium capitulated.
- +3 if France capitulated.
- +1 if the Maginot Line has been breached.
- +1 if there were severe RAF pilot losses.
- +1 if the BEF has been destroyed.
- 2 if German losses have been severe.
- 1 if at the end of the game the Allied side controls any non-Ruhr German City (or cities) in supply

Historical Note. In the historical campaign the German scored two points for causing Holland and Belgium to capitulate. By 28 May the French had not capitulated; the Maginot Line had not been breached; the BEF had not been destroyed; the RAF had not suffered severe losses, and German losses were not severe.

Design Note. The idea behind these victory conditions is, though German forces performed brilliantly in May 1940, Germany still went on to lose World War II in May 1945. Thus, taking the long-run perspective, the historical outcome of the May 1940 campaign did

Germany no decisive good. Therefore, in our game, each point the German scores above a final +2 is considered to extend the life of the Third Reich beyond its historical May 1945 termination. Thus the German player is considered to "win" in 1940 only by achieving an extension of Hitler's life expectancy. In general, figure each point the German scores above +2 extends the life of the Reich for three or four months; each point below +2 decreases it by the same amount of time.

4.5 1940 Allied Strategic Victory

It is possible, though highly unlikely, for the Allied player in the 1940 scenario to win an all-out ("strategic" or "monstrous-fine") victory by having a British or French ground unit enter any Ruhr City hex. If he accomplishes that at any time prior to the end of the scenario, play stops and the Allied player immediately wins.

4.6 Capitulations

For details on the capitulations of Belgium, Holland and France in the 1940 scenario, see section 8.0. In the 1940 scenario Britain never capitulates. In the 1939 scenario only Germany may capitulate (see 4.2 above).

4.7 Breaching the Maginot Line

The Maginot Line is breached if at any time prior to the end of the 1940 scenario the German player succeeds in completely clearing any three (or more) contiguous Maginot Line border hexes of all fort complexes. In counting the three cleared hexes, skip over the two gap areas in the line. For example, if the German cleared hexes 2840 and 2940 he would not yet be considered to have "breached" the Maginot Line. To do that he'd have to also clear either 2539 or 3143.

For purposes of this rule (only!), the behind-the-border fort complexes in hexes 1735, 2135, 2137, 2236 and 2336 are not considered part of the Maginot Line. The German gains no victory point advantage from clearing those hexes of their fort complexes.

The Maginot Line is also breached if at the end of the scenario it is impossible for the Allied player to trace a line of communications (LOC) from any friendly controlled Paris hex to any one or more of the Line's border fortification hexes, with the entire LOC running only through hexes in France. The LOC is otherwise traced under the same strictures as Allied supply lines (see 10.6).

Important: If France capitulates, the German does not receive the VP award for breaching the Maginot Line; the Maginot Line VP is considered part of the three granted for achieving overall victory over France.

Design Note. Given the earlier explained rationale of victory conditions crafted to measure the "long run," some of you will no doubt wonder what long run advantage breaching the Maginot Line has for the German. Well, this VP award takes into account what you might call the short run of the long run. That is, barring French capitulation in May, at the end of that month the German will have at least one more campaign to run in this theater of operations in 1940. In that case, breaching the Maginot Line would serve as

a good set up (both strategically and psychologically) for the knockout blow of June.

4.8 Severe RAF Pilot Losses

If the Allied player decided to commit the Royal Air Force to an all-out effort at the end of Game Turn 5 (see 14.8), at the end of the 1940 scenario he must determine if that commitment has resulted in serious pilot attrition (thereby diminishing chances for British victory in any upcoming aerial campaign over their home islands). Roll the die. A result of four, five or six means severe pilot attrition has occurred and the German is awarded one VP; a result of one, two or three means dangerous attrition levels were not reached and no VP award is made. If the Allied player decided not to commit the RAF, no die roll is made and no VP award is possible.

Design Note. Some of you will bridle at awarding or withholding a VP based on such an arbitrary procedure. I feel this approach is more than justified, however, because the historic British commander who made the decision on this (Winston Churchill) had to do so with no more than this same general perception of the dangerous possibility inherent in it.

4.9 Destroying the BEF

The "destruction" of the BEF is based on the total number of British steps eliminated by the end of the game. For non-beginners, British steps out of supply at the end of the game *are* considered eliminated for purposes of this rule. The three BEF "Emergency Delay Force" units — Frank Force, Mac Force and Usher Force — are never counted toward BEF losses when determining this VP award. (Two counters have been provided to enable you to keep a running count of the BEF steps eliminated on the Turn Record Track as play proceeds.)

To determine if the BEF has been destroyed, total the number of steps eliminated according to the strictures given above, roll a die and consult the table below.

Total BEF Steps Lost	Die Roll Needed to destroy BEF
≤ 14	BEF automatically not destroyed
15	1
16	1, 2
17	1, 2 or 3
18	1, 2, 3 or 4
19	1, 2, 3, 4 or 5
≥ 20	BEF automatically destroyed

4.10 Severe German Losses

The procedure for determining if German losses have been severe are similar to those for determining the destruction of the BEF. Unsupplied German units still on the map at the end of play are *not* considered eliminated. Count each eliminated airborne *coup de main* unit (see 7.0) as two steps.

To determine if German losses have been severe, total the number of steps eliminated according to the strictures given above, roll a die and consult the table below. (Two counters have been provided to enable you to keep a run-

ning count of the German steps eliminated on the Turn Record Track as play proceeds.)

German Steps Lost	Die Roll Needed for German Losses to be Considered Severe
≤ 49	German losses automatically not severe
50-53	1
54-57	1 or 2
58-61	1, 2 or 3
62-65	1, 2, 3 or 4
66-69	1, 2, 3, 4 or 5
≥ 70	German losses automatically severe

Design Note. Again, some of you will object to this kind of procedure. The reason no set limit can be established to determine BEF destruction or severe German losses is that in both cases we're not so much concerned with equipment and overall manpower losses as we are with casualties among the hard to replace NCO and junior officer ranks. Given both players in the game are cast in the roles of strategic commanders, unable to affect the tactics of their side through the vehicle of this loftily scaled game, we can only put in place this kind of uncertain determination procedure. Of course, overall casualties still matter in that the higher they go the more likely it becomes the crucial figure will be reached in the two important personnel categories.

5.0 The Turn Sequence

5.1 In General

Each game turn of *Blitzkrieg 1940* is divided into two player turn "couplets" of strictly sequenced steps ("phases"). Every action taken by a player must be carried out in the appropriate phase. Once a player has finished a particular phase he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

Beginners Note. This is war to the hilt; don't feel compelled to be gracious.

5.2 1940 Game Turn Sequence Outline

I. First Player Turn Couplet

- A. German Operations Segment
 1. German Movement or Combat Phase
 2. German Combat or Movement Phase
- B. Allied Operations Segment
 1. Allied Capitulation Check Phase
 2. Allied Movement or Combat Phase
 3. Allied Combat or Movement Phase

II. Second Player Turn Couplet

- A. German Operations Segment
 1. German Movement or Combat Phase
 2. German Combat or Movement Phase

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- B. Allied Operations Segment
 - 1. Allied Capitulation Check Phase
 - 2. Allied Movement or Combat Phase
 - 3. Allied Combat or Movement Phase

5.3 1939 Game Turn Sequence Outline

I. First Player Turn Couplet

- A. French Operations Segment
 - 1. French Movement or Combat Phase
 - 2. French Combat or Movement Phase
- B. German Operations Segment
 - 1. German Movement or Combat Phase
 - 2. German Combat or Movement Phase

II. Second Player Turn Couplet

- A. French Operations Segment
 - 1. French Movement or Combat Phase
 - 2. French Combat or Movement Phase
- B. German Operations Segment
 - 1. German Movement or Combat Phase
 - 2. German Combat or Movement Phase

5.4 Move or Fight

At the start of every one of his operations segments in both player turn couplets, the player must declare in what order he will carry out his movement and combat phases that couplet. He may choose to have his units move first and fight second, or fight first and move second. The decision is always up to him.

No matter what phase order is chosen for a segment, each unit gets to participate to the limit of its normal capabilities in both phases. Moving or fighting does not preclude a unit from performing both tasks during each couplet; only the order of execution is variable.

Each player only makes one phase order declaration per couplet, at the start of his own operations segment, and which is then applied to all his units throughout that couplet. He may never choose one phase order for some of units and the other phase order for others. Neither player may have two of the same kind of phases during the same operations segment; he must always take one movement and one combat phase. Only their order of execution may be varied.

Ω 5.5 First Game Turn Special Supply Rule

All units of both sides are automatically in supply throughout the first player turn couplet of Game Turn 1 in both the 1939 and 1940 scenarios. In the 1940 scenario, all German mechanized units are in supply throughout both player turn couplets of Game Turn 1 (whether or not Operation Sickle Cut is in effect).

5.6 Maximum Scenario Lengths

The 1940 scenario ends with the completion of the first player turn couplet of Game Turn 10; the 1939 scenario ends with the completion of the second player turn couplet of Game Turn 7.

Ω 6.0 Operation Sickle Cut & Dummy Units

6.1 In General

This rule may be used by the German player during Game Turn 1 of the 1940 scenario. Its use by that player reflects the strategically superior appreciation of the Ardennes Forest achieved by the German high command over that of their opponents.

If the German player intends to launch Operation Sickle Cut he should make the announcement (it's a one-time decision that can't be delayed) as soon as the Allied player is finished deploying his starting units. If the German decides not to launch Operation Sickle Cut, no changes are made to the set up and game start procedures described in sections 3.0 and 5.0 above. If he does decide to launch it, alter Game Turn 1 procedures as follows.

Design Note. Launching Operation Sickle Cut automatically violates Belgian neutrality (see 8.0).

6.2 Procedure

Upon the declaration by the German player that Operation Sickle Cut is in effect, the Allied player should immediately turn away from the board. The German then takes an opaque container, such as a coffee mug, and places within it up to 11 of his mechanized units and 22 of his non-mechanized units. Those two figures may include any mix of real and/or dummy units of each category, but they may not include any airborne *coup de main* units (see 7.0). Place the container aside, covering it so the French player can't see into it during Game Turn 1.

With the French player still turned away, set up the rest of the German starting units, including any dummy units not just placed into the mug, inside Germany.

6.3 Dummy Units

Dummy units may be placed in any hexes containing one or more real German units. They may be placed anywhere in such stacks, including the top position, but there must always be at least one real German unit in any stack containing one or more dummies. Dummy units have no stacking value.

During the course of play, dummy units will be revealed during combat resolution as factors are counted, etc. As those revelations take place, the German may immediately move such dummies to any other of his stacks, or leave them in place, depending on his appreciation of his opponent's short term memory. During such redeployments the Allied player should turn aside.

When moving with a stack, dummy units are considered to have the same movement factor as the fastest unit in that stack.

Design Note. Naturally, the use of dummy units makes for opportunities to cheat. If no impartial, third-party observer is available, players who don't feel they can trust each other to this degree should omit using the dummy rules.

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6.4 During Game Turn 1

With Operation Sickle Cut in effect, Game Turn 1 procedures and potentialities are altered in that: 1) no German on-board units may move or attack into any Ardennes Forest hex during either couplet; 2) the three Belgian units that begin play set up in Ardennes hexes are frozen in place in those hexes, unable to move or attack for the entire game turn; and 3) no other Allied units may move or attack into any Ardennes hexes during the entire game turn.

6.5 Ending Game Turn 1

At the end of Game Turn 1, the Allied player picks up the three Belgian units in the Ardennes and moves them to any hex(es) in Belgium bordering on the forest. Then the German takes all the units he placed in the cup and sets them up in any Ardennes hexes. Non-mechanized units must be placed only in interior forest hexes; mechanized units may be placed in any forest hexes. For example, a German infantry division taken from the cup could be set up in 1928, but not in 1828, 1829 or 1728. Normal stacking rules must be maintained (remembering that dummy units have no stacking value).

6.6 Game Turn 2

Sickle Cut or no Sickle Cut, no further changes are made to normal procedures after the placement of the cup-held units within the Ardennes at the end of Game Turn 1. From the start of Game Turn 2 onward, both sides are free to operate in and around the Ardennes according to normal neutrality, movement and combat rules.

6.7 No Sickle Cut

If the German declined to launch Sickle Cut, both players may operate in and around the Ardennes according to the normal terrain, combat and neutrality rules through Game Turn 1 and all subsequent game turns.

Ω 7.0 Airborne Coups de Main

7.1 In General

In the 1940 scenario (only!), the German has available five airborne *coup de main* units for commitment during Game Turn 1. These units represent airborne/airlanding battlegroups of battalion to regimental sizes. Each has a stacking value of one-third of a division, a step-strength of one and a volatile combat factor of zero (see 14.8). They never exert zones of control, nor do they move or attack after being placed according to the procedures described below. They do control the hex into which they drop, provided they survive their landing. Each one eliminated counts as two steps toward overall German step losses.

Design Note. German units that do exert zones of control are not inhibited from continuing to do so because they enter a hex containing an airborne *coup* unit.

7.2 Landing Procedures

At the start of Game Turn 1, the German player should take however many of the five units he wishes to commit (he may use some, all or none, depending only on his

plan of action), set those not to be used aside (they are out of play for the rest of the game), and place the selected units, no more than one per hex, in any hexes on the board other than marsh, mountain or Ardennes. Within that stricture, they may land in hexes containing Allied units and/or fortifications (including Eben Emael and the Maginot Line)

The German player should then roll one die for each *coup* unit, in any order he chooses. The first unit rolled for survives its landing on a roll of one through five; the second lives on a roll of one through four, the third makes it on one through three, the fourth on a one or two, and the fifth on only a one. Immediately place into the deadpile all *coup* units that fail to survive their landing die roll, and record two German steps lost for each one so eliminated.

7.3 Landing in an Empty Hex

If an airborne unit has survived its landing in a hex empty of all Allied units, including Eben Emael and Maginot Line forts, place the German unit in the hex.

Landing in a hex containing only an EZOC counts as landing in an empty hex. Landing in a hex containing only an Allied fortification (the field works printed on the mapsheet, as opposed to Eben Emael and the Maginot Line) counts as landing in an empty hex. If one or more Allied mobile units is located in such a fieldworks hex, resolve the situation as described in 7.4 below.

7.4 Landing Atop Mobile Units

If an airborne unit has survived its landing in a hex containing one or more Allied mobile units ("mobile" here meaning any unit with a printed movement factor greater than zero), the German player should move those units into any one (or more) neighboring hex(es), then place his *coup* unit in their just-vacated hex.

7.5 Landing Atop Eben Emael

If an airborne unit has survived its landing atop Belgian fort Eben Emael (in hex 2423), remove the fort and place the German unit in that hex.

7.6 Landing Atop the Maginot Line

If an airborne unit has survived its landing atop a Maginot Line hex (whether or not there are also Allied mobile units there — the determining thing here is that it's a Maginot Line hex), eliminate the airborne unit along with any one (German's choice) of the fort complexes in the landing hex. (Yes, the airborne unit is eliminated along with the fort even though it survived its landing; in cases where the airborne unit didn't survive that die roll check, the Maginot forts are left unscathed.)

Historical Note. Eben Emael, though it was called the "best fort in Europe," had a garrison largely untrained in infantry fighting. Once the German paratroopers gained control of the surface of the fort, the defenders felt their position was hopeless, suffered a morale collapse and literally allowed themselves to be sealed inside. That would most likely not have been the case in any similar assault on a Maginot Line complex.

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7.7 Paris

If one or more airborne *coup* units are dropped into Paris hexes and survive their insertion there, the German player should immediately roll one die and consult the following table to check for their effect on French national morale. Only roll one die once, no matter how many coup units survive landing in Paris. Don't roll at all if all the coup units dropped in Paris hexes failed to survive their insertion.

Die Roll	Effect of Paris Landings on French National Morale
1-2	The "Spirit of 1914" once more infuses all France and the nation rallies. Throughout the game all French attacks gain a 1R odds shift, and all attacks against French units suffer a 1L shift.
3-4	No Effect.
5-6	French national morale plummets and defeatism reigns. Throughout the game all French attacks suffer a 1L odds shift, and all attacks against French units enjoy a 1R shift.

7.8 No Dummies

No dummy unit may be deployed into a hex containing only an airborne coup unit.

7.9 After Insertion

Once successfully on the ground, German airborne *coup* unit remains in place until eliminated in combat by Allied attacks or a supplied German unit moves into its hex. In the latter case, the German may choose to leave the airborne unit in place or immediately and permanently remove it from play (thus denying the Allied player the chance to eliminate it).

Ω 8.0 Neutrals & Capitulation

8.1 In General

At the start of both scenarios, of all the nations whose territories are shown on the map, only France and Germany are already actively involved in the war, Belgium, Holland and Luxembourg are neutral. In the 1940 scenario, the German player controls which neutrals will be brought into the war. In the 1939 scenario, only the French player may violate neutral nations.

8.2 1940 Neutrals

In the 1940 scenarios the German player may bring any one (or two or all) of the neutrals into play — pushing them into the Allied camp — by moving or attacking into their national territory during any game turn. This is not a one-time, nor an all or nothing, decision for the German: he may decide to violate this or that neutral during any game turn. Once a neutral nation has been violated, it becomes instantly and permanently part of the Allied side; a neutrality violation can't be taken back.

Important proviso: it's possible for the German to violate Belgian neutrality without violating Dutch neutrality, but the reverse of that situation is not allowed. That is, the instant Dutch neutrality is violated, Belgian neutrality is also automatically considered to have been violated.

Design Note. The German player should base his decision on which neutrals to violate on his own planning. Of course, if Belgium and Holland aren't brought into the war, the German can't possibly gain the VP award for making them capitulate.

8.3 ZOCs & Neutrality.

From the start of the game, even before their neutrality is violated, the units of neutral nations project ZOCs normally (see section 8.0), but not across national borders. No other nations' units' ZOCs extend inside the territory of a neutral until the instant of violation occurs.

8.4 Neutrals' Movement

Though the German player may decide not to violate their neutrality on Game Turn 1 (or, for that matter, on any other turn thereafter), the Allied player may, from Game Turn 1 on, move the units of Belgium and Holland within their own national territories (respectively). Prior to neutrality violation by the German, though, no Anglo-French units may move or attack into either Belgium, Luxembourg or Holland.

Historical Note. Yes, I'm aware that before and after this campaign France and Britain were willing to make first violations of various other neutrals. Within the context of their planning for this campaign, however, I can find no indication they were prepared to move into Belgium, Luxembourg or Holland until after the Germans had first done so.

8.5 Belgian & Dutch Army Restrictions

Prior to a German violation of their nation's neutrality, Dutch units may only move inside Holland, and Belgian units may only move inside Belgium. Once their neutrality has been violated, Dutch and Belgian units are free to move and attack inside their own country and Germany.

Design Note. Luxembourg had no armed forces significant enough to be represented by a unit at this scale. Otherwise all the other neutrality rules given above do apply to Luxembourg in the 1940 scenario.

8.6 Dutch Capitulation

Dutch capitulation may never be checked for prior to two game turns after its neutrality was first violated (during the Allied Capitulation Check Phase of each player turn couplet). For example, if Holland's neutrality were first violated on Game Turn 1, the first capitulation check would be made for her during Game Turn 3. Once the two game turn grace period has been passed, make one capitulation check every player turn couplet according to the turn sequence (see section 5.0).

Dutch capitulation is based on the number of that nation's cities (counted as named cities, not individual

city hexes) controlled by the German side at the instant of each couplet's capitulation check. There is a possibility Holland will capitulate if the German controls six or more Dutch cities. If that is the case, the German player rolls a die. A result of four, five or six means Holland has capitulated; a result of one, two or three means she will fight on for at least another couplet.

8.7 Belgian Capitulation

Belgian capitulation is resolved under the same time strictures and on the same basis as that of Holland, counting Belgian cities under German control rather than Dutch. It is possible to make checks for both during the same couplet, but make a separate die roll for each.)

Design Note. For the German to be considered to control a city for capitulation check purposes means to control all its hexes. Thus, for example, it does no good for the German to control only two hexes of Antwerp (a three-hex city); to count toward the six cities, the German must control all three hexes of it.

8.8 French Capitulation

French capitulation is never checked for prior to Game Turn 5's Allied Capitulation Check Phase. It is based on German control of Paris hexes. If the German controls one or more Paris hexes, he rolls a die. If he controls one Paris hex, a die roll result of one means France has capitulated; if he controls two hexes of Paris, a die roll result of one or two means France has capitulated, etc.

Historical Note. Some of you may be surprised at my making a fight for Paris part of reckoning French survival, when in the real war they declared it an open city. Remember, though, that concession came in June, the month after (what was from the French point of view) the fiasco at Dunkirk, when their national morale had been severely and irretrievably depressed.

8.9 Automatic Capitulation

Superseding 8.6, 8.7 & 8.8, Holland, Belgium and/or France instantly and automatically capitulate the instant either one of the following two conditions pertain: 1) all its steps have been eliminated from the map; or 2) all its cities are under German control.

Old Hands Note. In 8.6, 8.7, 8.8 and 8.9, the supply state of the German units controlling the cities in question has no bearing on the capitulation check die roll.

8.10 Capitulation Effects

If an eligible nation capitulates according to a die roll check made under 8.6, 8.7 or 8.8, immediately remove all its units (including Eben Emael and the Maginot Line in the cases of Belgium or France) from the map. That, and the certainty of the German VP award at the end of the game, are the only concrete changes. Allied units of non-capitulated nations are not required to withdraw from the territory of a capitulated nation (though it may be prudent to do so); Allied controlled cities within a capitulated nation may still be used as strategic movement transit termini (see 13.16), etc.

8.11 Terror Bombing

In the 1940 scenario the German player may launch a terror bombing attack (one per game, total) to try to bring on the capitulation of one eligible nation. Just before the Allied player is about to make a capitulation die roll check for an eligible nation, the German player may announce he will launch the terror bombing attack against one city hex of that nation (it must be a hex still under Allied control at the time of the bombing).

The terror bombing marker is placed in the selected hex and the Allied player makes the die roll check, adding one (+1) to the die roll. No matter the result, the marker is left in the bombed hex for rest of that couplet; that entire city may not serve as a strategic movement transit point during that couplet.

8.12 1939 Neutrality

In the 1939 scenario, German units are restricted to being able to move and attack only into hexes of their own nation. French units are free to move and/or attack into hexes of France, Germany, Luxembourg, Belgium and the Maastricht salient of Holland (hexes 2522, 2622, 2623, 2721 and 2722).

Historical Note. The Germans are restricted to staying inside Germany in 1939 not because they were good guys then who went sour over the following winter. It's simply that their planning and (sparse) logistical preparation in the west in 1939 only allowed for limited operations — everything was concentrated in the east for a quick victory over Poland.

The Belgian armed forces are kept out of the equation of the 1939 on the basis of an incident that took place historically in January 1940. During one of the many German-invasion scares during the phoney war period, some French units actually began moving into Belgium to preempt the German attack they expected to be coming within hours. The Belgian government immediately began howling about its neutrality. Significantly, though, the Belgian army units in the field in front of the advancing French forces simply got out of their way. In a few hours, of course, things were straightened out and the French units were all turned around and moved back into their own territory.

The crucial point I draw from the incident is that Belgian commanders were not prepared to lead their units into action against the French in 1939 — a stance we can only consider reasonable given the two forces' relationship in 1914-18. So my feeling is the Belgian army, had the French been able to muster the political will to make such a move in September 1939, would simply have stood-to in their garrisons, leaving their politicians to launch *pro-forma* protests in Geneva.

The Dutch, I figure, having missed the experience of German invasion and occupation in World War I, could have been counted on to be more stiff-necked about upholding their neutrality against any and all comers. Upon closely studying their actual deployments, though, we can see they probably weren't resolved to be totally uncompromising. Across the

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entire Maastricht salient they made no fortifications and deployed (poorly) only five lightly armed home guard battalions. That, it seems to me, was a tacit abandonment of that little bit of national sovereignty.

9.0 Zones of Control

Beginners Note. Zone of Control rules are an abstraction of a unit's ability to project its power, through fire and tactical (small-scale, in-hex) maneuver, into the areas immediately around its central location.

Design Note. The rules given below, from 9.1 through 9.5 generally pertain to all units except German mechanized (white on black) units in the 1940 scenario. Rather than say, "Exception..." each time, please just keep in mind as you're reading this rules section for the first time that German mechanized units do enjoy broad exceptions to these ZOC rules that you'll come to read in 9.6.

9.1 In General

Almost all the ground units in the game, excluding only the five German airborne *coup de main* units, exert "Zones of Control" (or "ZOCs") into the six hexes surrounding their location hex at all times. There is no qualitative difference between a hex containing a ZOC exerted there by one unit and hex containing ZOC exerted there by several units. The ZOCs of both sides can be exerted simultaneously into the same hexes.

Design Note. Yes, Eben Emael and Maginot Line fort complexes do exert ZOCs, even when there are no mobile units stacked in those hexes.

9.2 ZOC Limits

ZOCs do not extend across all-sea, blocked or the causeway hexsides. For example, a unit in 2013 only exerts ZOCs into 2014 and 2113, since the other hexes around it are separated from it by all-sea hexsides. No other kinds of terrain, manmade or natural, have any inhibiting effects on ZOCs. ZOCs do not extend into or out of the territories of neutral countries until they are brought into play.

Design Note. Mechanized units, though prohibited from actually moving into Marsh hexes (see Terrain Effects Chart), still project ZOCs into them.

Old Hands Note. Yes, OOS units exert ZOCs normally.

9.3 EZOC & Movement

Moving units and stacks must stop their movement in a given movement phase in the first hex they enter containing an Enemy Zone of Control ("EZOC"), and may move no farther that phase. A unit beginning its movement phase already in an EZOC may move out of that hex provided the first hex it enters contains no EZOC. The presence of a friendly unit and/or ZOC in a hex into which an EZOC is being projected in no way negates that EZOC for movement purposes.

Victorious attacking units of both sides and of all types are able to make a one-hex EZOC to EZOC move during their combat phases (see 14.22).

Ω 9.4 EZOC & Supply

Only mechanized units in the 1940 scenario may trace supply lines through hexes containing EZOC; no other units of either side may do so in either scenario. A friendly unit in a hex containing an EZOC *does* negate that EZOC for the purposes of tracing supply lines into and through the hex.

Design Note. Some of you are probably wondering how it is, for instance, that a small Dutch cyclist regiment exerts ZOC of the same quality as a panzer division. Well, this approach provides a quick and workable way to get at fog of war in general, and the tactical conditions of this campaign in particular. In general, with couplets equal to only a day, down at tactical levels you can't count on your forward elements being able to rapidly identify newly contacted enemy elements. Hence the general reaction to stop, clarify and develop each new contact. Don't forget, in these campaigns everyone is still pretty green; this is 1939/40, not 1941/42. (Besides, in the 1940 scenario at least, things will be a lot more fluid than you're probably thinking they will be — you haven't read rule 9.6 yet.)

9.5 Allied 1940 Engagement/Disengagement

During the 1940 scenario (only!), all Allied units must pay an additional movement point (+1) to enter a hex containing an EZOC ("movement to engage"). They must also pay an additional movement point (+1) to move out of an EZOC hex ("movement to disengage"). No German units pay these costs. Paying engagement and disengagement costs still does not allow Allied units the ability to move directly from EZOC to EZOC during the movement phase.

Historical Note. The above rule simulates the more cumbersome Allied doctrine and command structure, along with the effects of refugees and German air force interdiction on their deployments.

Old Hands Note. Yes, there is a one-hex minimum movement guarantee in this game, see 13.3.

9.6 German 1940 Mechanized Units

German mechanized units in the 1940 scenario project ZOCs as described in 9.1 through 9.5. However, they may completely and freely ignore the EZOC projected by all Allied units — no matter if they start a German movement phase already in such hexes or enter them during the course of their movement.

The fact German mechanized units continue to project their own ZOC as they themselves move does not inhibit that movement. That is, the ZOCs projected by German mechanized units don't "reverse-pin" them as they move past Allied units during German movement phases.

Design Note. The paragraph directly above is brought to you on behalf of the "Rules Lawyers" who exist in every wargamer group.

Historical Note. The single German mechanized infantry division in the 1939 scenario does not have any of the special properties described in 9.6. In that earlier campaign, the 76th was merely a regular leg infantry division temporarily given trucks to be able to serve as the western front's mobile reserve while all the Blitzkrieg-trained divisions were off in Poland.

Ω 10.0 Supply

10.1 In General

Units require supply to operate with their full (printed-on-the-counter) factors. Units are always either "supplied" or "out of supply" (also referred to as "OOS" or "unsupplied"). No unit is ever reduced in step strength or eliminated simply for being OOS.

10.2 When to Check Supply

Check the supply state of each unit at the instant it begins moving in each of its movement phases. Check the supply states of all involved units of the attacking side at the start of every combat resolution process in every combat phase throughout the game (exception: see 5.5).

10.3 OOS Effects

Units OOS at the start of their movement have their movement factor reduced to four movement points for that phase.

Attacking units OOS at the start of their particular attack's resolution process have their attack factor halved for those computations. In such situations, round down all remainders, but no unit or stack ever has its attack factor reduced to less than one for any reason(s). When halving more than one unit in the same battle, add up the attack factors of all units to be halved in that battle then make just one grand division.

10.4 Defense Unaffected by OOS

OOS defenders are unaffected by their OOS status: defense factors remain full.

10.5 How Units Are Supplied

Units are supplied when they are able to trace a supply line (a path of contiguous hexes) of any length from a friendly supply source to their location hex. There are no counters in the game representing the actual materiel being consumed; this is all done just in the mind's eye of the player.

10.6. Tracing Supply Lines

A supply line (or "path") consists of an uninterrupted line of contiguous hexes traced (in the mind's eye) from the unit or stack in question back to a valid supply source. Such paths may be of any length, and may enter and cross all kinds of playable terrain.

Supply lines may not enter or cross hexes occupied by enemy units. Neither may they be traced into and through hexes containing EZOC unless there is a friendly unit in the hex to nullify that EZOC for supply tracing purposes. **Exception:** In the 1940 scenario, German mechanized units may always trace their supply lines into and

through hexes containing EZOC, even if there are no friendly units in those hexes to nullify those EZOC.

No portion of a supply line may enter or pass through enemy controlled city hexes, even if no enemy units or EZOC are actually in such hexes at the time of tracing.

Supply lines may not be traced across all-sea hexsides, except over the causeway hexside at 2213/2214, nor may they run into or through the territory of unviolated neutral nations or cross blocked hexsides.

Design Note. The 1940 German mechanized units are allowed to trace supply through unnegated EZOC because: 1) their supply units did operate more boldly than those of the leg infantry during the campaign; and 2) the army put together an *ad hoc* aerial supply operation to supplement overland supply by using the small planes, such as Storches, etc., at its disposal.

10.7 French Supply Sources

French supply sources are all the hexes in France along the assembled maps' south and west edges, from 4404 to 4428 and east from there to 3244. A French board edge supply source hex temporarily loses its supply capacity while occupied by a German unit. That capacity is regained as soon as the German unit leaves or is eliminated.

10.8 BEF Supply

BEF units may trace supply to any (some or all) of the three channel ports shown on the map: Boulogne (4901), Calais (5200) and Dunkirk (5600). But note that a port once occupied by a German unit never regains its supply source capacity even if retaken by Allied forces. Also note that the Bauman and 51st Infantry Divisions are an exception in that they may trace supply as BEF units or as French units (to French sources), decided at the couplet-by-couplet convenience of the Allied player.

10.9 German Supply Sources

German supply sources are all the hexes along the assembled maps' east edge inside Germany from 4210 to 4244, along with all the Ruhr City hexes printed on the map in the area around 3719. A German board edge supply source hex temporarily loses its supply capacity while occupied by an Allied ground unit. That capacity is regained, however, as soon as the Allied unit leaves or is eliminated. (If a Ruhr City hex is occupied by an Allied ground unit, the game is over — see 4.5.)

10.10 Dutch/Belgian Supply

Dutch and Belgian units are always automatically in supply inside their own countries (and remember, they're never allowed to leave their own countries, see 8.5).

10.11 Franco-German City Supply

French units located in city hexes inside France are always in supply while in those hexes, but French units outside them may not achieve supplied status by tracing into them.

German units located in city hexes inside Germany are always in supply while in those hexes, but German units outside them may not achieve supplied status by tracing into them.

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A French or German city hex permanently loses this in-hex supply capacity once occupied by an enemy unit.

10.12 Supply Line Capacity

There are no limits to the number of units that may trace supply through any given supply path. Nor are there any limits on the number of units that may trace supply to any single, friendly, map edge supply source.

10.13 Willful OOS

It is permitted for both players to move their units into hexes where they will, or likely will, become OOS.

11.0 Stacking

11.1 In General

"Stacking" is the piling of more than one unit into the same hex at the same time. The general rule is that both players may stack up to four divisions of their side's units in any hex at any one time. Brigades, regiments, battalions, British emergency reinforcement units and German airborne *coup* units each count as one-third of a division for stacking purposes.

11.2 Stacking & Movement

The stacking rule is in effect at all times throughout the game turn. That means players must pay attention to the sequence in which they move their units or they risk having carelessly made early moves block units moved near the end of their movement phases. But within the limits of the rules of this section, there is no limit to the number of units that may enter and pass through a given hex over the course of any given movement phase.

Units that begin a movement phase stacked together need not remain together.

Make a check of each of your own stacks at the end of each phase in the turn sequence. If any of your units are found to be over stacked at any of those times, eliminate the excess unit(s).

Ω 11.3 Fog o' War

Neither player is ever free to examine the units that lie beneath the top unit of any of his opponent's stacks until the combat resolution process begins for a force involved in combat. Both players may, of course, freely examine their own stacks at all times.

Beginners Note. In your play, both players are free to examine all stacks at all times.

11.4 Inter-Allied Stacking

Allied units of all nationalities are free to pass through each others' hexes throughout each Allied movement phase. However, with but one exception, at the end of every Allied movement phase all the units of that side may only be stacked according to nationality. That is, at those times British units may only stack with other British units, French units may only stack with other French units, etc. The one exception is that throughout the game the British 51st and Bauman Divisions may stack with French units.

11.5 Free Stackers

German dummy units and both sides' informational markers have no stacking value and may be added to any stack according to the rules governing their uses.

11.6 Stack Movement

To move together as a stack, units belonging to the same army must begin their side's movement phase already stacked together. But units are not required to move together simply because they started the movement phase in the same hex; such units might be moved together, individually, or in smaller sub-stacks.

11.7 Splitting Stacks

When moving a stack you may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original ("parent") stack may then resume their own movement, even splitting off other units again, if desired. But once you begin moving an entirely different parent stack (or individual unit that began in a different hex), you may no longer resume the movement of the earlier-moved stack without your opponent's permission.

If units with differing movement factors are traveling together in a stack, the stack must use the movement factor of the slowest units. Of course, as the slower units in a stack exhaust their MFs, you may leave them behind and continue on with the faster ones.

12.0 Strategic Reserves & Reinforcements

12.1 In General

Reinforcements are units that don't start the game on the map at the beginning of play, instead entering play after the game has begun. In both scenarios, the majority of reinforcements are German and French units that enter play from their respective "strategic reserves," those units of both armies labeled "SR" on their fronts or backs that don't begin play already on the map (see 3.1).

Units with a single digit on their reverse sides or in their front, upper-left corners (for example, in the 1939 scenario the German *17th* and *18th Infantry Divisions* have a "4" printed in their upper-left corners) are reinforcement units that go into their army's strategic reserve at the very start of the game turn indicated by that number. From there they enter play when selected from the strategic reserve pool of units by their owning player.

In the 1940 scenario there are also some British reinforcements that enter play without going into any strategic reserve. There are never any Dutch or Belgian reinforcements or strategic reserves.

12.2 French Reinforcement/SR Entry

In both scenarios, starting with the second player turn couplet of Game Turn 1, the Allied player may select any two French divisions he desires to enter play from the French strategic reserve. When selecting smaller-than-division-sized units, go by the stacking rule of one-third division per such unit.

The selected units may enter play any time during the current couplet's Allied movement phase. They may use regular movement to march onto the map via any French board edge supply source hex not then occupied by a German unit, or they may use strategic movement (see 13.16) to enter via any eligible Allied controlled city in France, Belgium or Luxembourg (never Holland). In the 1939 scenario they may only enter Vincities in France.

12.3 German Reinforcement/SR Entry

In both scenarios, starting with the second player turn couplet of Game Turn 1, the German player may select any two German divisions he desires to enter play from the German strategic reserve. When selecting smaller-than-division-sized units, go by the stacking rule of one-third division per such unit.

The selected units may enter play any time during the current couplet's German movement phase. They may use regular movement to march onto the map via any German board edge supply source hex not then occupied by an Allied unit, or they may use strategic movement (see 13.16) to enter via any eligible German controlled city in Germany.

12.4 British Normal Reinforcement Entry

In the 1940 scenario, several British ground units become available as reinforcements on Game Turn 3. They may enter by landing at any three of the French Channel ports shown on the map that are controlled by the Allied side at the instant of landing. Such units are placed in the port and may not move farther or attack that couplet.

The Allied player may also choose to delay their entry one couplet and move them onto the map via any French board edge supply source hex not then occupied by a German unit; or such delayed units might likewise use strategic movement (see 13.16) to enter via any eligible Allied controlled city in France, Belgium or Luxembourg (never Holland).

12.4 British Emergency Reinforcement Units

The three iconic British infantry units scheduled to arrive on Game Turn 8 are "emergency reinforcement units" (ERU). An emergency is considered to exist if by the start of Game Turn 8 one or more Allied nations have capitulated or the BEF has already lost enough steps that it's certain the Allied player will have to check for its destruction at the end of the scenario (see 4.9).

If either or both those conditions pertain, the Allied player may immediately place the ERU units, no more than one per hex, in any hexes then containing one or more British units (Old Hands: supply state irrelevant). Those ERU units do exert ZOC, have a step strength of one and a volatile defense factor of zero (see 14.8). They never attack, and neither does their elimination count toward BEF destruction. (The number "8" printed on the backs of the ERU counters is asterisked as a reminder of this special status.)

If no emergency, as defined above, pertains at the start of Game Turn 8, the ERUs are held off the map until such time as a game turn begins when one does.

Design Note. Reinforcement units' potential use of their side's strategic movement capacity to enter the map is *not* additive to it. Such units may only use strategic movement capacity as part of their side's normal, per-couplet allotment of for it.

12.5 The Bauman Division

The Game Turn 8 (*) "Bauman" motorized infantry division is another British reinforcement that only becomes available, no sooner than the start of Game Turn 8, if an emergency, as described in 12.4 above, has begun. This unit enters by being placed, at any time during an Allied movement phase, in any hex on the western map at that moment in supply and free of German units and EZOC. After placement, the Bauman division exhibits no further special characteristics; its elimination *does* count toward BEF destruction. (The division was an *ad hoc* formation of rear-area service and support units put together in the south after the formation of the Dunkirk pocket.)

12.6 RAF Maximum Effort

At the start of Game Turn 5 in the 1940 scenario (only!), the Allied player decides whether the Royal Air Force will be committed to an all-out ground combat support effort during the remainder of the campaign. This is a one-time, can't be undone, decision with potentially large effects on combat (see 14.14) and victory determination (see 4.8). If the decision to commit the RAF is yes, those planes become immediately available for use (see 14.14).

12.7 Reinforcement Arrival

Reinforcements always enter play supplied and at their full step strength, and they have all their normal movement and combat capabilities available for immediate use according to the regular rules governing them.

It is not necessary for the owning player to immediately bring reinforcements onto the map simply because they have become available. Their entry may be delayed from couplet to couplet and turn to turn. Delayed French and German units are considered to simply stay in their respective strategic reserves.

Delayed Game Turn 3 British reinforcements in 1940 are considered to be in Britain (just keep them off to the side of the map). Holding ERUs and the Bauman division may similarly be delayed, but when they are finally entered they may only do so using the procedures described for them in the rules above.

12.8 Out But Not In

No unit of either side may be moved from the map back into the SR.

13.0 Movement

13.1 In General

The movement factors printed in the lower-right corners of the units represent the number of movement points (referred to as "MP" or "MF") available to them to use in moving across the map during its side's movement phase each couplet. Units move from hex to adjacent hex (no "skipping" of hexes is allowed), paying varied costs to

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do so depending on the terrain in and around the hex being entered. The movement of each player's units takes place only during his own operations segments' movement phases; no enemy movement takes place during your own player turn.

13.2 Movement Limits

MPs may not be accumulated from phase to phase or turn to turn, nor may they be loaned or given from one unit to another. Within the limits described in this section and in the turn sequence, a player may move all, some or none of his units in each of his movement phases throughout the game. Units that move are not required to expend all their MPs. The movement of each unit or parent stack (see 11.6ff) must be completed before that of another is begun. A player may only adjust the position of an already moved unit if his opponent allows it.

13.3 Minimum Movement Ability

All units are generally guaranteed the ability to move at least one hex during each of their side's movement phases by expending all their available MPs at the very start of their move. But that guarantee doesn't allow units to enter hexes or cross hexsides otherwise impassable to them, nor does it guarantee units, other than German mechanized in the 1940 scenario, the ability to move directly from EZOC to EZOC.

13.4 Enemy Units

It is not allowed for any of your units to enter hexes occupied by any enemy unit (but Old Hands see 7.0).

13.5 No Off Map Moves

Moving off the map by any unit once in play is prohibited, except as described in 13.17 below.

13.6 Terrain

There are two general categories of terrain on the map: Natural and Manmade. Each category is divided into different types (see below). No hex is ever considered to contain more than one natural terrain type.

For a hex to be considered "Clear," it must contain only clear natural terrain; any forest or mountain or marsh, etc., printing existing in such a hex would change its status to that of whatever terrain type was printed there atop the clear terrain.

13.7 Natural Terrain

There are nine kinds of natural terrain on the map: Clear, Rough, Mountain, Ardennes, Watergangs, Blocked hexsides, River/Canal hexsides, and all-sea hexsides. The effects of these features on movement are described below and/or on the Terrain Effects Chart printed at the end of these rules. For example, each rough hex costs all units two MP to enter.

Design Note. Strictly speaking, watergangs (the local term for "water way") hexes are at least as much man-made as they are natural terrain, but in the game they function as natural, so let's leave it as that. They are low-lying areas cut by streams and ponds as well as canals.

13.8 Blocked Hexsides

No units may ever move or attack across any blocked hexside, neither do ZOCs extend across them.

13.9 River/Canal Hexsides

Fresh water, in the form of rivers and canals, exists along hexsides, rather than in-hex like the features described above.

Crossing a river/canal hexside into a hex already controlled by the moving unit's or stack's side costs that moving force no (zero) additional movement points.

When crossing into a hex controlled by the enemy side, the moving player should pause in the movement to roll a die. Divide that result by two and round down any remainder. That rounded-off result will thus be a whole number from zero to three. That figure represents the extra MP the moving unit or stack must pay in order to get across the river. ("Extra" meaning in addition to the cost for moving into the hex being crossed into.)

If the moving unit or stack doesn't have sufficient MP remaining at that moment to pay the entire cost of crossing the river and moving into the hex there, it must stop its movement for the phase in the hex from which the failed crossing was just attempted. No other units may cross that hexside during that phase in any way. This even superceded 13.3.

Design Note. In situations where riverbank hex control a status isn't obvious, use some of the control markers provided to clarify the situation on a hex-by-hex, as-needed basis.

13.10 All-Sea Hexes & Hexsides

Generally, no units may cross all-sea hexsides or enter all-sea hexes. The exception to the hexside prohibition is the Moerdijk Causeway, and the exception to the hex prohibition is Allied sea movement (below). Zones of control *never* extend across all-sea hexsides or into all-sea hexes.

13.11 Allied Sea Movement

In the 1940 scenario the Allied player may move up to one British or French division by sea movement in each of his movement phases throughout the game. To be eligible for sea movement the selected Anglo-French unit must begin the movement phase either already in a French Channel port or in the strategic reserve (or, if a British non-ERU reinforcement, holding in Britain — ERUs never use sea movement).

The selected division may be moved, at any time during an Allied movement phase, from an eligible starting location either off the map, and hence back to Britain or the French strategic reserve, or to any other French port. Units to be moved by sea may not move in any other way during the same phase.

Design Note. Correct — the above rule doesn't take into account the historic Allied evacuation by sea from Dunkirk. The scenario ends the day before that effort got seriously underway, and my research indicates they really couldn't have gotten it seriously underway any time sooner than they did historically.

13.12 Manmade Terrain

Manmade terrain exists in seven types: the Moerdijk Causeway, Cities, Allied Field Fortifications, the Maginot Line/Eben Emael, the Siegfried Line, the Sarreguemines Gap and the Roer River dams. Except for the Sarreguemines Gap, no manmade terrain has movement effects of its own. Rather, the cost for entering such hexes is determined by the natural terrain type involved.

13.13 The Moerdijk Causeway

The Moerdijk Causeway completely nullifies, for all units of both sides, the movement prohibition against moving across the all-sea hexside it spans. ZOCs do not extend across it, but units may attack over it as if through a river hexside.

Historical Note. There is no provision for demolishing the causeway because the Dutch believed it was essential to their own internal communications, and were therefore loathe to plan for its destruction.

13.14 The Sarreguemines Gap

To enter the Sarreguemines Gap (hexes 2639 and 2739) a unit or stack of either side must begin its side's movement phase already in a hex adjacent to the gap hex to be moved into. That one-hex move uses up all its MP for that phase. Units that begin their side's movement phase already in a gap hex may move out without special penalty, paying only normal movement costs according to the terrain in the hexes being entered.

Historical Note. The Sarreguemines Gap was a deliberately prepared area within the Maginot Line filled with roadblocks, barriers, etc., and prepared for easy flooding, making an artificial marsh within an artificial maze.

13.15 Roer River Floods

In both scenarios, the German player may choose, declaring it at the start of any player turn couplet in which he still controls one or more of the three dam complex hexes (2925, 2926, 3026), to open the Roer River dams. The effect, which is immediate, is to turn the Roer River hexsides from 2925/3026 to 2821/2920, inclusive, into impassable water hexsides for all purposes: regular movement, strategic movement, combat, and supply.

The decision is a one-time per game call, and can't be undone once the dams are opened. The effect automatically lasts throughout the couplet of the declaration. At the start of every new couplet after that, the German should roll one die. On a result of three through six, the waters have receded, returning the Roer to normal river status. On a result of one or two, the flood remains in effect at least until the start of the next couplet, when another die roll check is made (repeating the process each couplet until the flooding is determined to have receded).

Design Note. Naturally, the German player is likely to make much better use of the above rule in the 1939 scenario than he is in the 1940 scenario.

13.16 Strategic Movement

In both scenarios both players may move up to two British or French divisions (total), or two German divisions, by strategic movement in each of his movement phases throughout the game. Exceptions: there is never any strategic movement by either side during the first player turn couplet of Game Turn 1, and Belgian and Dutch units never use strategic movement.

To be eligible for strategic movement in 1940, the selected Anglo-French units must begin their movement phase already in a French, Luxembourg or Belgian city hex, or in the strategic reserve. In the 1939 scenarios French strategic movement only takes places within France.

If they start in a city hex, that place must be able to trace a path of contiguous non-marsh hexes free of blocked hexsides from there to another city in France, Belgium or Luxembourg. German ZOC may be being projected into the starting and ending city hexes, but no hex along the route between the two terminus hexes may contain German ZOC (friendly units don't negate EZOC). Nor may units using strategic movement enter or pass through any enemy controlled cities, even if those cities are empty of actual enemy units or EZOC.

It isn't necessary for all the units using strategic movement during a given phase to start and/or end their movement from or in the same hex.

Within the limits given above, Anglo-French units using strategic movement may leave the map off any western or southern board edge hex in France and return that same phase through any other such hex. German units may do the same through any eastern board edge hexes of their own nation.

German strategic movement is similar to that of the Allies except it takes place only between German cities and/or the German strategic reserve, in both scenarios.

Within the limits of the strictures described above, strategic movement length is infinite. No unit may use strategic movement and any other kind of movement during the same phase.

13.17 BEF Movement Restriction

Due to inter-Allied political constraints, no BEF unit may ever end any movement phase in Paris.

14.0 Combat

14.1 In General

During your side's combat phase you can attack all enemy units adjacent to your units across playable hexsides. The player whose player turn it is, is considered "the attacker," and the other is "the defender," no matter what the overall situation. Attacking is always voluntary; the mere presence of opposing units in each other's ZOC does not necessitate combat between them.

14.2 Multi-Hex Attacks

An enemy occupied hex may be attacked in one battle by as many of your eligible units as you can bring to bear from the surrounding hexes; however, no single attack may have as its objective more than one hex. Inter-allied attacks *are* permitted within the limits of rule 11.4.

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14.3 Indivisibility of Units

No Single attacking unit may have its combat factor divided and applied to more than one battle. Likewise, no defending unit or stack may have part of its defense strength attacked by one or a few attackers while another part is attacked by others. Defending units stacked together may only be attacked as if they constituted one combined unit. No attacking unit may attack more than once per combat phase and no defending unit may be attacked more than once per combat phase.

14.4 Attack Sequencing

Aside from the restrictions described above, there is no artificial limit on the number of attacks each player may set up during his combat phase. The attacker need not declare all his attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before that of the next is begun.

14.5 Basic Combat Procedure

Normally the attacking player should strive to have more attack factors involved in a given battle than the defender has defense factors. Such attacks are called "high odds attacks." To resolve them, the attacking player must first calculate his "odds." Do that by adding up the combat factors of all the attacking units involved in a battle; then determine the combat factors of the enemy units defending in the battle. Divide the attacker total by the defender total and round off (down) any remainder.

Example: 26 attack factors versus 7 defense factors yields an odds ratio of 3:1. That is: $26 \div 7 = 3.71$, which rounds down to 3. To turn that "3" into a ratio, you must set a "1" next to it on the right. Thus "3" becomes "3:1" (which is read "3-to-1"), which corresponds with a column on the Combat Results Table.

14.6 Poor Odds Attacks

Battles in which the attacking force has fewer combat factors than the defender are called "poor odds attacks." Procedures are modified in that now you divide the defender's total by the attacker's; round remainders up, and set the "1" on the left side.

Poor Odds Example: A force with 5 attack factors is attacking a force with 11 defense factors. Divide 11 by 5 ($11 \div 5 = 2.2$), and round up (2.2 becomes 3), then set the "1" on the left of that "3," yielding odds of 1:3.

Beginners Note. "High Odds" and "Low Odds" attacks are simply terms of convenience, good for nothing more than indicating which of the two odds calculating procedures you'll use for a given battle. It's possible to have successes with low odds attacks, and fiascoes at high odds. In general, though, the higher your combat odds, the better the chances for success in any attack. That is, you want to be attacking on the right side of the Combat Results Table ("CRT" — printed at the end of these rules). And, of course, in situations where the two sides have precisely the same amount of combat factors involved, no mathematics are necessary; odds will be 1:1.

14.7 Odds Limits

Note that the column headings on the CRT range from 1:3 to 6:1. If the combat ratio obtained for a given battle is 1:4 or lower, that battle is resolved as if it were a 1:3. If the combat ratio obtained for a given battle is 7:1 or more, that battle has an automatic combat result of 0/3.

14.8 Volatile Combat Factors

Many units in both scenarios are considered volatile (see 2.11). A volatile unit's combat factors are always variable from battle to battle. To determine a given volatile unit's combat factor for a battle, during the odds computation process roll one die for each such unit participating. To that result, add or subtract the number shown after the plus or minus sign on its counter.

For example, say a volatile unit with a "+3" for an attack factor receives a die roll volatility result of "5." That unit then has an attack factor of "8" for that battle. A unit with a "-2" for an attack factor (assuming again a die roll volatility result of "5") would go into battle with an attack factor of "3." Make a separate die roll volatility check for every involved volatile unit every time it goes into battle.

Note, though, that no volatile unit ever has either of its combat factors reduced to less than one, no matter what the actual result of adding or subtracting its volatility factor from its die roll result. And if a unit's printed volatility factor is zero on the counter, simply use the unmodified die roll result as its combat factor.

Old Hands Note. When halving OOS volatile attackers, don't halve the volatility factors. Calculate their attack factors as described above, then simply halve that finally determined number.

Design Note. Yes, the volatility rule does add a certain amount of "wristage" to play of the game. But given that one of my main hypotheses for this design is this kind of unit-by-unit undependability was one of the key tactical factors in the historic campaign, it's a design feature I felt shouldn't be passed up.

14.9 Combat Resolution Die Roll

To resolve a battle, find the odds column of the CRT corresponding to its odds ratio and roll a die. Look down the proper odds column on the CRT until you cross-index with the number you just rolled. That is your "combat result" for that battle. For example, if you're attacking at 3:1 and roll a "4," your result is "1/2."

14.10 Numeric Combat Results

Numeric results to the left of the slash apply to the attacker; those to the right apply to the defender. All results are given in terms of step losses to the forces involved. That is, each whole-number increment of the combat result means one step of the affected side must be eliminated.

Combat results are applied by the players among their own involved units as each sees fit, with the single exception that no involved unit of your side may be completely eliminated until all your involved units have first been reduced to one step.

14.11 Zero Combat Results

A zero (0) combat result means the involved forces of the side receiving that result are entirely unaffected; there is no step loss for that side.

14.12 Terrain Effects on Combat

Both natural and manmade terrain have effects on combat, shown on the Terrain Effects Chart printed at the end of these rules, either by generating column shifts favorable to one side or the other, or by halving the combat factors of attacking or defending units.

Odds shifts to the left favor the defender; those to the right the attacker. For example (look at the Terrain Effects Chart), a unit or stack benefits by defending in a mountain hex by receiving a two-column-leftward odds shift. Thus a 3:1 attack against units in a mountain hex would change to a 1:1 (unless those odds were further shifted by other factors described below).

It is always the terrain in the defender's hex and long its hexsides that determines those effects; the terrain in the attacker's hex(es) has no bearing (exception: see 14.17). All applicable terrain effects and other odds shifters are cumulative.

14.13 River/Canal & Causeway Hexsides

A unit attacking across river/canal and/or causeway hexsides has its final attack factor halved for doing so. When halving the combat factors of multiple units attacking through such hexsides, add up the factors of all the affected units involved in the battle and then make just one grand division. Round all remainders down.

14.14 RAF Combat Air Support

If the RAF has been committed to make a maximum effort (see 4.8 and 12.6), the Allied player may use those aircraft to provide combat ground support to any of his battles, offensive or defensive, during each game turn. Any number of available planes may be committed per battle. The effect of each aircraft unit so committed is to shift the odds one column in the Allied side's favor in the battle(s) being supported.

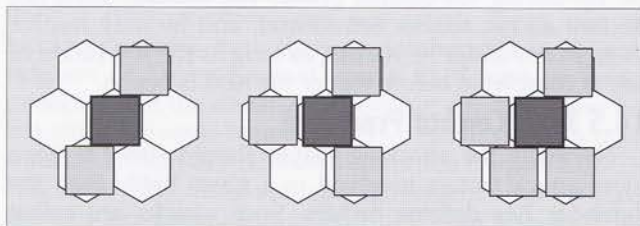
To determine the exact number of RAF support counters available for each player turn couplet, the Allied player should roll one die at the start of each couplet once all-out RAF commitment has been declared. Subtract one from the die roll result; that amount (zero through five) is the number of support counters available for use throughout that couplet. Each counter may fly one support mission (defensive or offensive) in each player turn couplet. There are no range limits; the planes may intervene in combat anywhere across the map and may support ground units of any Allied nationalities.

Design Note. The five RAF Spitfire counters represent the only aircraft units for either side in both scenarios. The air superiority achieved by the Luftwaffe in the 1940 campaign is built into the mechanics. It's part of the Allied engagement and disengagement movement costs, and helps account for the relative robustness of German units, reflected, particularly in the panzer divisions, in strength-steps and turn sequence flexibility.

Ω 14.15 Concentric Assaults

Whenever a single hex is attacked by units in opposite hexes, or by units in three hexes with one hex between each one and the next, or by units in more than three hexes, a concentric assault has been created, which works to generate a 1R odds shift. Note that the concentric assault odds shift bonus can never be gained when attacking into Maginot Line, Eben Emael or active Siegfried Line hexes.

The presence of other units of the same side as those being concentrically assaulted in hexes next to the assaulted hex in no way serves to negate this shift. In the diagrams below, the defending (center) unit is being concentrically assaulted.



14.16 The Maginot Line & Eben Emael

Eben Emael and Large Maginot Line fort complexes have a volatility defense factor of +6; small Maginot Line fort complexes have a volatility defense factor of zero (0). Of course, once placed, such units never move from that hex except as a result of elimination in defensive combat. These three kinds of units don't count for stacking; each has a step strength of one, and they do project their own zones of control. Forts by themselves never attack, nor can they participate in co-located mobile units' attacks in any way, but mobile units stacked with them may attack from such hexes.

Whenever panzer divisions attack a Maginot Line or Eben Emael hex, they use their *defense* factor as the basis for calculating their offensive contribution to that battle.

14.17 The Sarreguemines Gap

All units of both sides defending in or attacking from a gap hex have their appropriate combat factor halved for doing so.

14.18 The Siegfried Line

The general rule here is German units defending in Siegfried Line hexes receive a two-column leftward odds shift for doing so. But note that in the 1939 scenario only those hexes shown on the map as "1939 Siegfried Line Hexes" generate this bonus, the others are ignored. In the 1940 scenario, all Siegfried Line hexes generate the bonus. Active Siegfried Line hexes are never destroyed, nor are they susceptible to the concentric attack odds bonus. Allied units never benefit from defending in such hexes.

14.19 Allied Field Fortifications

Allied units of any nationality defending in any of the Allied Field Fortification hexes printed on the map gain a one column leftward odds shift for doing so. Field fortifications are never destroyed, but are susceptible to the concentric attack odds bonus. German units never benefit from defending in such hexes.

Blitzkrieg 1940

14.20 Phase-Sequence Odds Shifts

In every player turn couplet of the 1940 scenario in which the German player chooses the Fight/Move, rather than the Move/Fight, sequence, all his attacks gain a one column rightward odds shift. In the 1939 scenario, the German suffers or gains nothing no matter which sequence he chooses.

In every player turn couplet of both scenarios in which the Allied player chooses the Move/Fight, rather than the Fight/Move, sequence, all his attacks suffer a one column leftward odds shift.

Design Note. The above penalty structure for phase sequencing simulates the fact the Allies were wedded to a tactical and operational doctrine stressing pre-planning and pre-positioning. But the Germans, even among their non-mechanized units, had gone over to a system that allowed them to be more effective in mobile situations. Thus, if the German does choose the fight/move sequence, indicating the luxury of pre-planning/pre-positioning for that day's operations, he gains a bonus above what are for him now normal (mobile) operating efficiency levels. The more cumbersome Allies, however, suffer a noticeable drop off in combat efficiency if they do not choose fight/move, illustrating their inability to operate as well in more mobile situations.

14.21 Watergangs & Marsh

Whenever a mechanized unit of any type and of either side attacks into a marsh or watergangs hex, its attack factor is halved. (Though mechanized units are prohibited from moving into marsh hexes by the Terrain Effects Chart, they may still attack into them.)

14.22 Advance After Combat

Whenever all the defenders in a battle are eliminated, one, some or all of the involved attacking units may occupy the vacated hex. This is true even if the advance is made from an EZOC hex directly into another EZOC hex. Normal stacking limits apply, but this kind of movement doesn't require the expenditure of MPs. Advances are not mandatory, but the decision to do so must be made immediately, before the next battle's resolution process is begun. Victorious defenders never advance after combat; they simply hold their position. Important stricture: victorious attackers are prohibited from advancing after combat into hexes containing terrain they couldn't move into during normal movement.

15.0 Designer's Notes

It's become customary for designers of games covering this campaign to include numerous what-if options, usually along the lines of: "What if the French hadn't built the Maginot Line, and had instead used that money to create more armored divisions?" Or "What if the French had insisted on drawing Belgium into their post-World War I alliance structure?" Or other variants that depend on setting in place some rather drastic "change regimes" among the Allied nations stretching back to 1919.

As most of you reading this will already be aware, I'm certainly not one to argue against the value of lines of inquiry into alternative history, especially if they work to make the play of a given wargame more interesting for the otherwise disadvantaged side. The trouble, though, with the kinds of changes set in many of the what-ifs normally used in 1940 games comes from the fact their occurrence in history would've completely negated the possibility the campaign in question would have been fought at all.

That is, Hitler only felt confident in starting World War II in Europe when and where he did precisely because the Allies' diplomatic, strategic, operational and tactical situations were as they were historically. For instance, for any ruler of post-World War I Germany, the real significance of the Maginot Line lay in the fact it meant the French army, in building it, was thereby taking itself out of the equation as an offensive strategic force in central and eastern Europe. The Line's omission, followed instead by the creation of some kind of French armored force — along with, presumably, a blitzkrieg-like battle doctrine for its use — would've had to completely change *der Führer's* calculus on when and where to start, and then how to fight, the war.

The variants that bestow blitzkrieg-like capabilities to some portion of the historic Allied order of battle are suspect for the same reason. Merely withdrawing tank battalions from infantry divisions and bringing them together into their own divisions does not a mobile warfare doctrine make. And if we therefore presume the timely creation of such a mobile battle doctrine on the part of the Allies, we again have to find Mr. Hitler bowing out of the war at that time and place.

Having explained all that, I justify my inclusion of the 1939 scenario on the basis of the fact the only change it presupposes up to that time is increased boldness among the French army's senior commanders. Further, I don't think it's ever been available for study in game format before.

To me, the real fascination of 9 September 1939 and 10 May 1940 comes from the many what-ifs inherent within the overall historic situation of those times. The primitive (by late-war standards) panzer divisions had a whip-snake mobility, but were nonetheless fragile on the defense. The RAF was never committed to the degree needed for it to have been able to make a significant impact over the battlefield. No one really knew what paratroopers could accomplish, either against forts or the national morale of the enemy. The Ardennes juts like a finger into the center of the Allied position but, having reached that apex, German units had more options than turning toward the Channel coast north of the Somme.

The way I chose, then, to make play of the 1940 scenario interesting for the Allied player was to use the advantage of hindsight to set the victory conditions within the context of the rest of the war. By that reckoning the Germans lost the 1940 campaign by not winning it well enough to alter the final 1945 outcome. Playing my game will show they could've done better, and that they also could've done worse. ♣

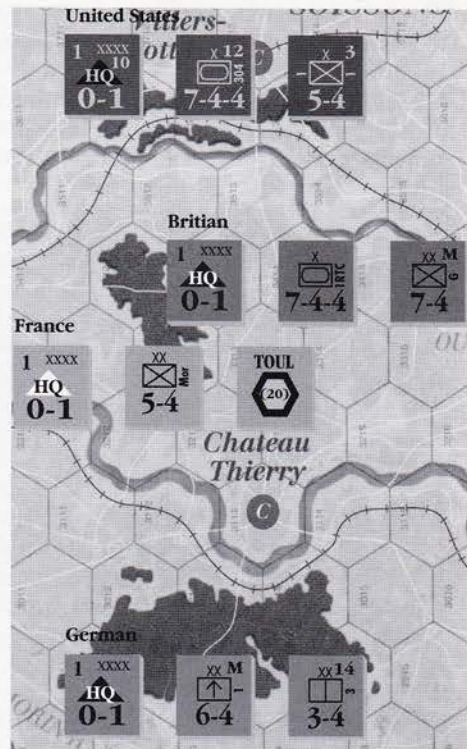
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 The Campaign in the West, March-November 1918



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Blitzkrieg 1940

Combat Results Table

Die	Odds Ratios									
	Roll	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	
1	3/0	3/0	2/0	2/0	1/1	1/1	1/1	1/1	1/2	1/2
2	3/0	3/0	2/0	1/0	0/1	0/1	0/1	0/1	0/1	0/2
3	2/0	2/0	1/0	1/1	1/1	1/1	1/1	1/2	0/3	0/3
4	2/0	2/0	1/1	1/1	1/2	0/2	0/2	0/2	0/3	0/3
5	1/0	1/0	1/1	1/1	1/2	0/2	0/2	0/3	0/3	0/3
6	1/0	1/1	1/2	1/2	0/2	0/2	0/3	0/3	0/3	0/3

Odds less than 1:3 are resolved as 1:3. • Odds greater than 6:1 have automatic 0/3 results.

Terrain Effects Chart

Terrain	Type	Movement	Costs	Combat	Effects
Clear	1	1	NE		
Rough	2	2	1L		
Mountains	3	3	2L		
Ardennes	2*	2*	1L		
Marsh	Mech NA/Others 3	Mech halved on attack into, others NE			
Watergangs	1	Mech halved on attack into, others NE			
City/Ruhr City	1		2L		
Allied Field Fortifications	OTIH	1L for Allied defenders			
Magnot Line/Eben Emael	OTIH	See 14.16; No Concentric			
Siegfried Line†	OTIH	2L for German defenders; No Concentric			
River/Canal Hexsides	NE to +3; see 13.9	Attackers halved			
Moerdijk Causeway	Negates Sea Hexside	Attackers halved			
All-Sea Hexsides	See 13.11	NA except over causeway			
Blocked Hexsides	NA	NA			
Sarreguemines Gap	Entire MF; see 13.14	Units in these hexes halved attack & defense			
Roer River Dams	See 13.15	See 13.15			
Ruhr Endangered Line	NE, but see 4.2	NE			
International Borders	See Section 8.0	See Section 8.0			

Notes

NA = Not Allowed
 NE = No Effect
 OTIH = MP cost determined by Other Terrain in the Hex

†Only 1939 Siegfried Line hexes are active in that year's scenario; in the 1940 scenario both 1939 and 1940 Siegfried Line hexes are active (see 14.18)

*But see section 6.0 for Game Turn 1 "Operation Sickle Cut" rules.

BLITZKRIEG '40

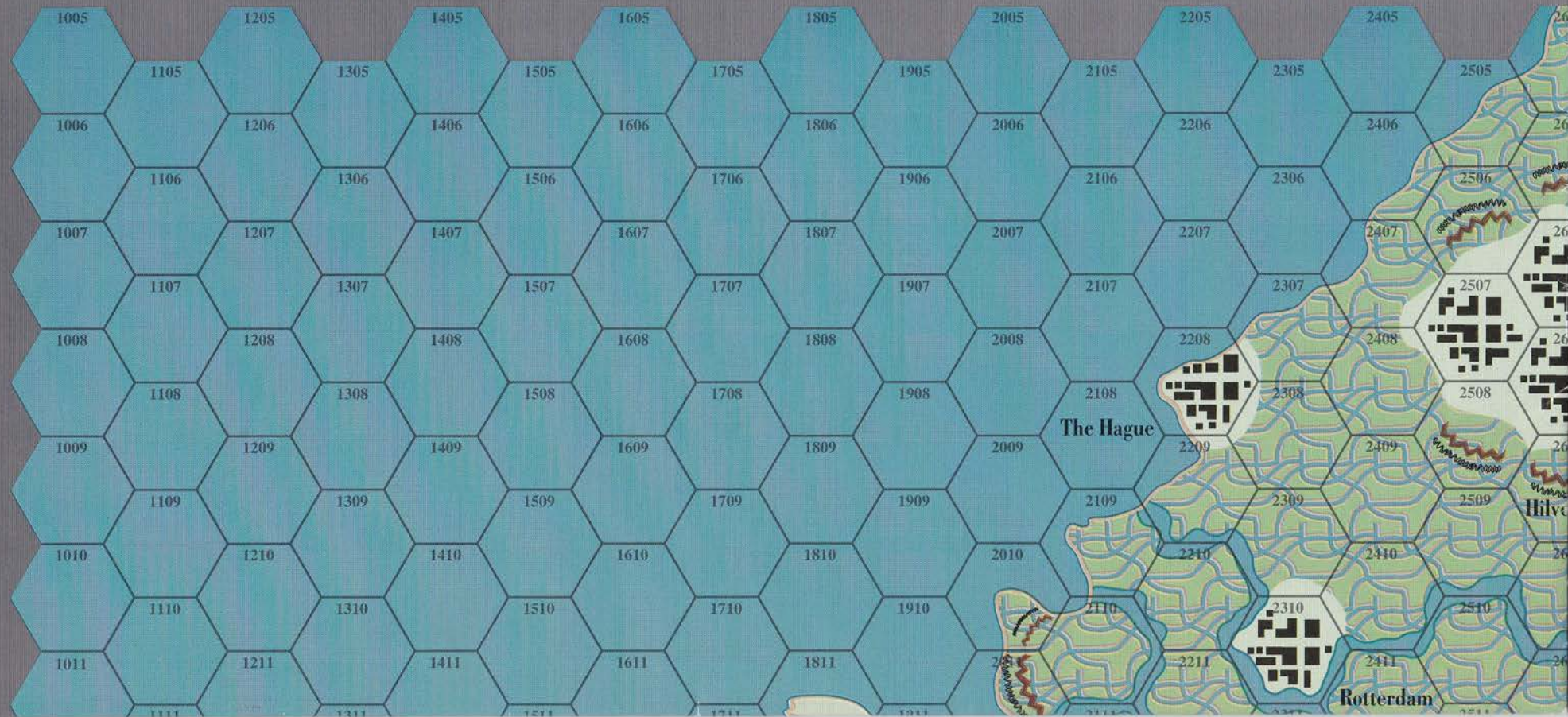
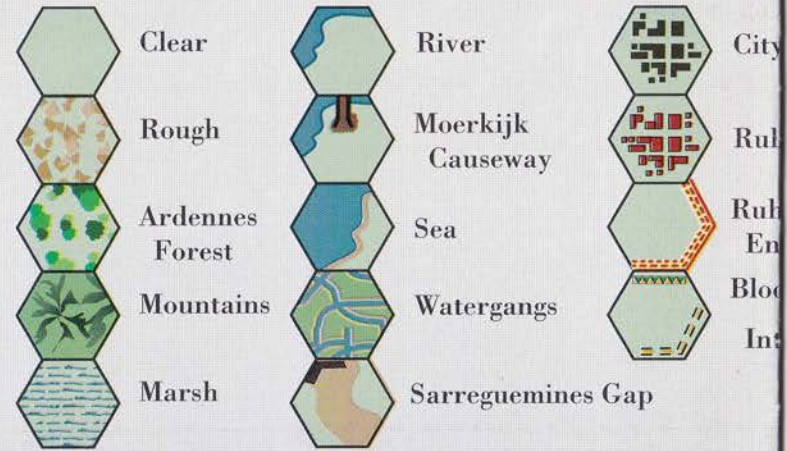
Germany Invades the West

Game Design: Ty Bomba





Map Art: Beth Queman

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Terrain Legend



Key

-  Roer River Damns
-  Allied Fortifications
-  1939 Siegfried Line Hex
-  1940 Siegfried Line Hex

Major Cities
 International Border
 Dashed Line
 Hexagon
 Hexagon

Turn Record Track

1	2	3	4	5
6	7	8	9	10







Eent R.

IJssel R.

Deventer

Tieneth Canal

Maas R.

Lek R.

Waal R.

IJssel R.

Dorsten

Lippe R.

Wessel

RUHR CITIES

Hamm

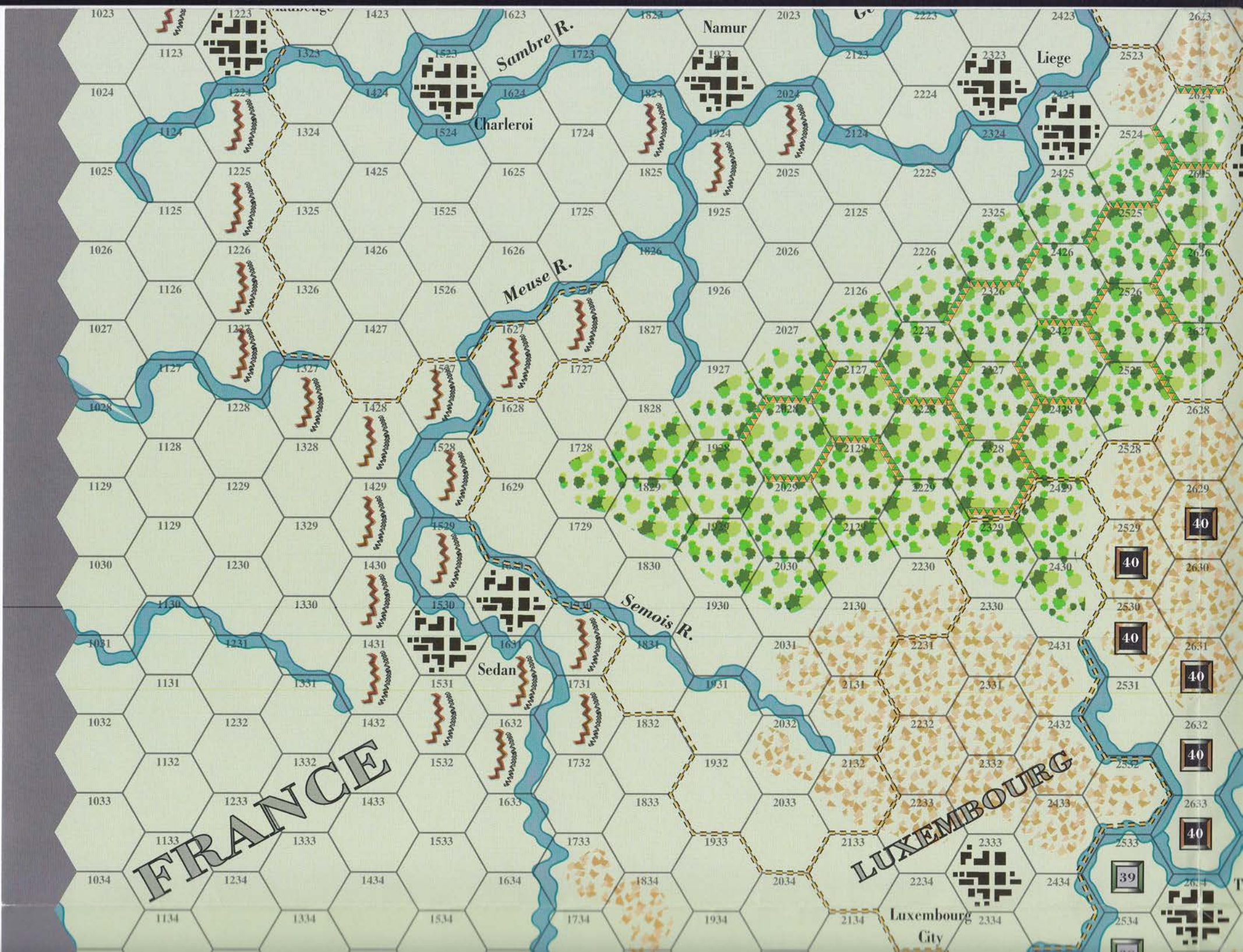
Ruhr R.

Roermund

Rhine R.

Maastricht

Roer R.



FRANCE

LUXEMBOURG

Sambre R.

Meuse R.

Semois R.

Charleroi

Namur

Liege

Sedan

Luxembourg City

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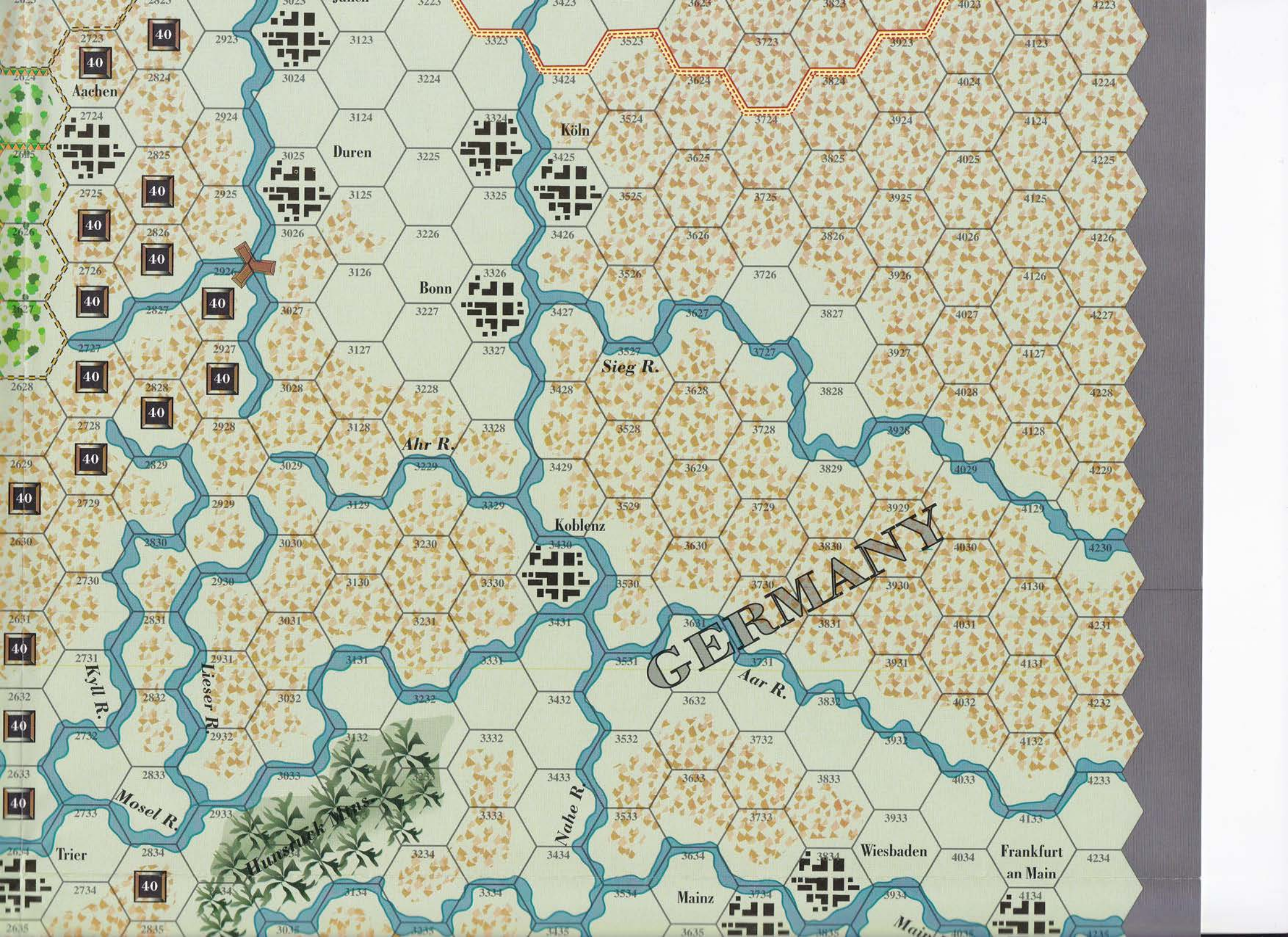
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GERMANY

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Aachen

Duren

Bonn

Köln

Koblenz

Trier

Mainz

Wiesbaden

Frankfurt
an Main

Sieg R.

Ahr R.

Kyll R.

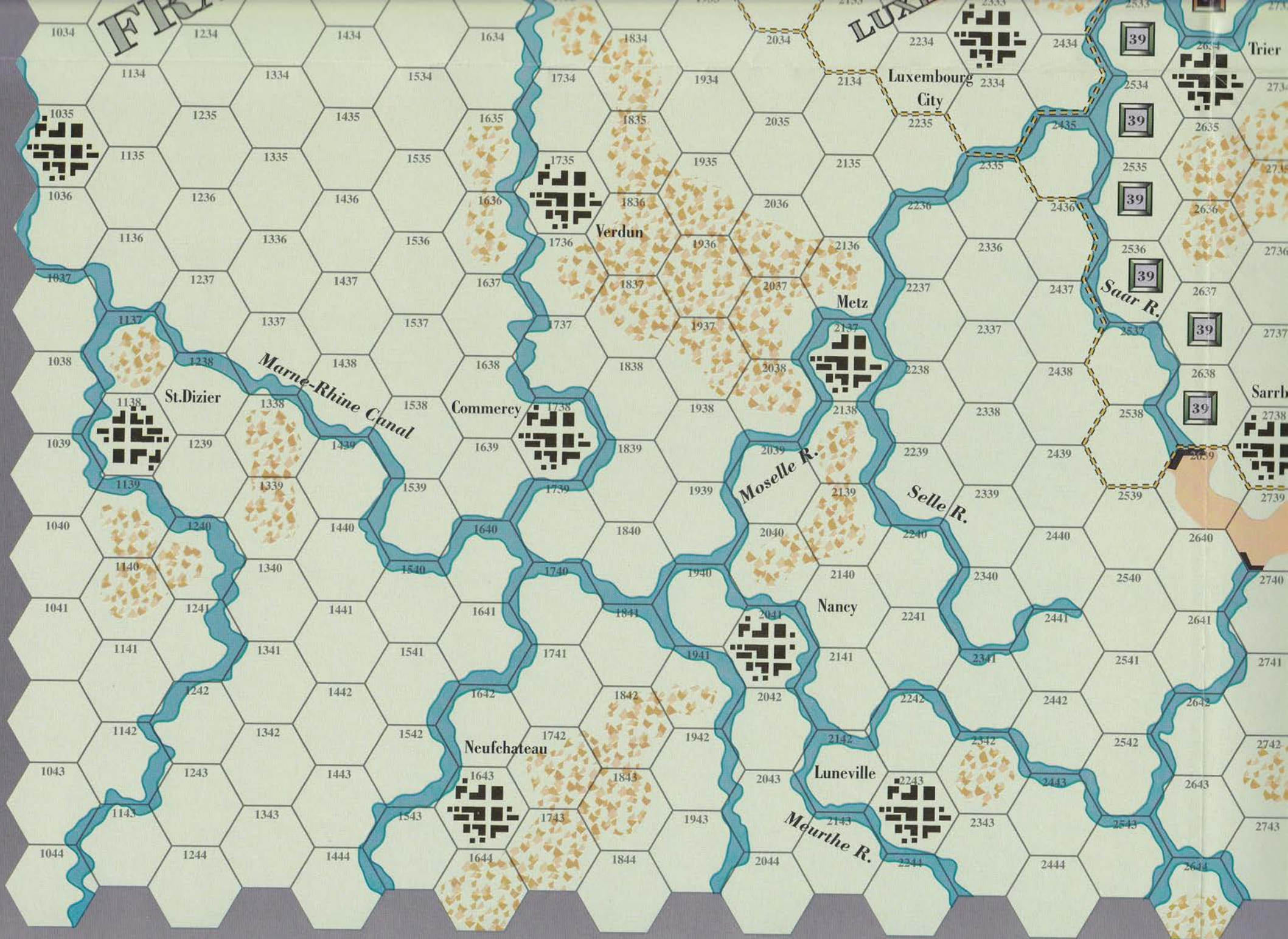
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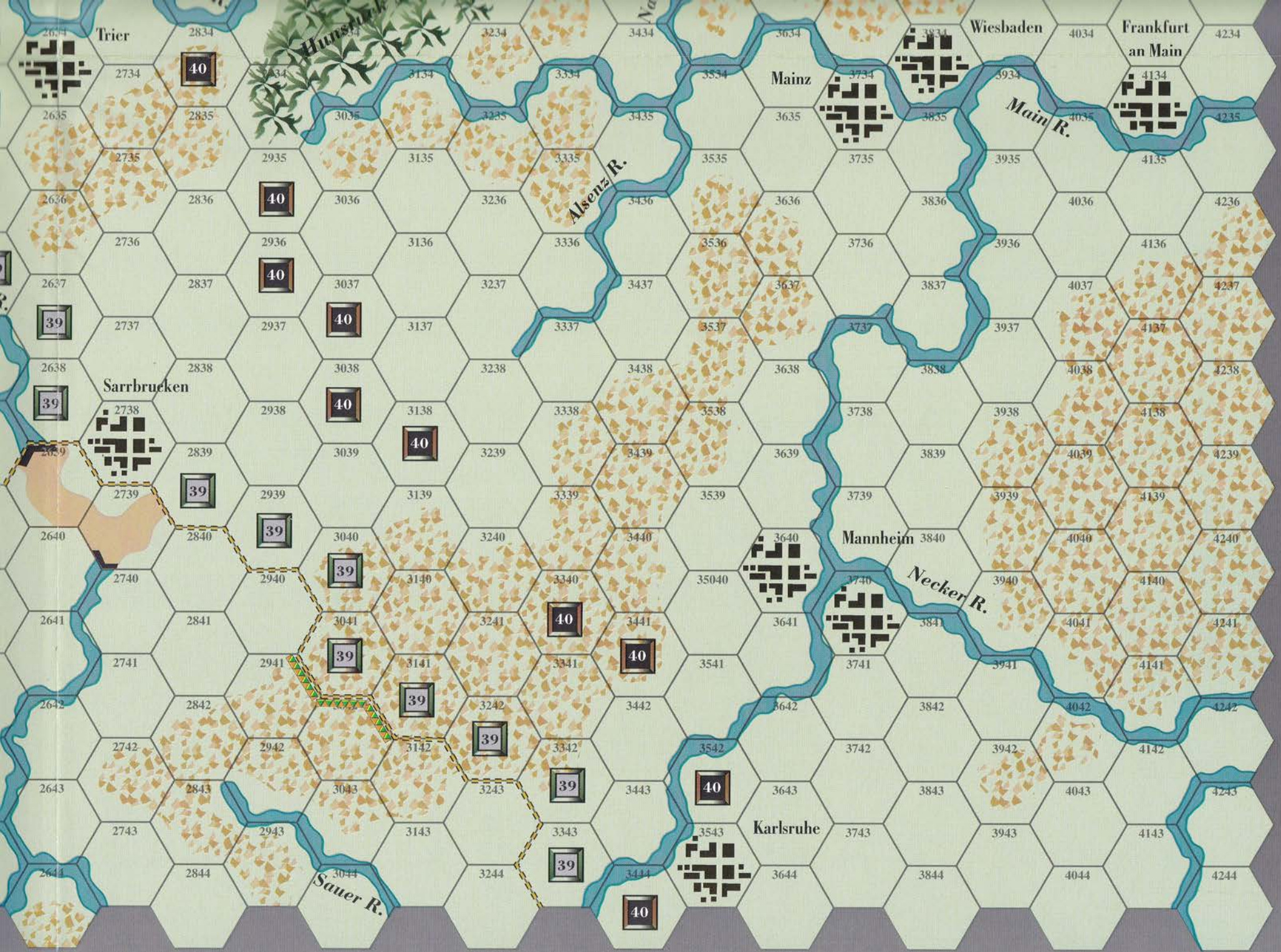
Nahe R.

Aar R.

Hunsrück Wms

Main







7 miles

Calais

Boulogne

Abbeville

Amiens

Somme R.

Arras

Cambr

St. Quentin



5000 5200 5400 5600 5800 6000

Calais

Dunkirk

Boulogne

Lys R.

Lille

Arras

Cambrai

Escaut R.

Amiens

St. Quentin

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BLITZKRIEG '40

West Map

