

STRANGE VICTORY

RULES of PLAY

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READ THIS FIRST

We've organized the overall structure of the rules of this LPS simulation game to follow this game's sequence of play in introducing concepts. The rules themselves are written in a format known as the Case System. This approach divides the rules into Modules (each of which deals with a major important aspect of play). Modules are numbered sequentially as well as possessing a title. Each Module is divided into Sections (that deal with a major sub-topic inside the Module) which are also numbered sequentially. Modules and Sections are introduced by some text that briefly describes the subject covered by that particular Module or Section. Finally, the majority of each Section consists of Cases. These are the specific, detailed rules that govern play. Each Case is also numbered sequentially. The numbering follows a logical progression based upon the number of the Module of which the Cases are a part. A Case with the number 7.5.1, for example, is the first Case of the fifth Section of the seventh Module of the rules. The numbering system is designed as an organizational aid. Use it to determine where a Case is located in the rules.

3.1.4 This example is the number of the fourth Case of the first Section of the third Module of the rules.

LEARNING TO PLAY THE GAME

Begin by familiarizing yourself with all of the components listed for this game. Then skim through the charts and rules, reading all the titles of the Modules and Sections. Set up a game scenario or portion of a scenario (after reading the applicable Module) and play a trial game against yourself. During this trial game, try referring to the rules only when you have a question and remember the numbering system we employ makes it easy to look up rules when you do. While a trial game may take you an hour or two, it is the quickest and most pleasant way to learn (short of having an experienced friend teach you). We also don't recommend attempting to learn the rules word-for-word. Memorizing all the details is an effort that few can do. We've written these rules to be as comprehensive as possible, but they are not designed to be memorized. Taking in the rules in this way (as you play along) is the best approach to mastering this game. We're always open to suggestions on how to improve the comprehension of our rules. Write to us (see addresses below) if you have an idea on how we can communicate better with you.

If any of the supplied parts are missing or damaged, write to:

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We hope you enjoy this game. Should you have any difficulty interpreting the rules, please write to us at the above postal address, or send an e-mail to: gamesupport@atomagazine.com, phrasing your questions so that a simple sentence, word, or number can answer them. If you send a letter by mail, you must enclose a stamped, self-addressed envelope to receive a reply. We recommend e-mail as the best way to resolve a query. Although we welcome comments and suggestions about the game's interpretation of events, we cannot promise to respond to questions on theory or design intent. Additionally, check out the *Against the Odds* and *Four Roads to Paris* discussion folders at www.consimworld.com.

1.0 INTRODUCTION

The battle for France was the birth of the Blitzkrieg. While the invasion of Poland proved the capabilities of the Panzer Division acting in support of infantry units, the surprise attack launched through the Ardennes Forest proved the overwhelming potential of a panzer to act as an independent war-winning strike force. It is a compliment to the operational genius of German planning that the sickle thrust into northern France and Belgium caught the defenders out of position and completely unprepared.

The French generals who thought of armies marching at the pace of the infantry were unable to come to grips with the incredible speed of the panzers advancing in armored Korps. The massive French infantry armies were a liability in the lightning war; it was the first battle of its kind in which a unit's potential for victory was determined by its maneuverability and ability to use combined arms tactics.

While it is true that the individual French tanks were stronger than the German machines, they were never applied in the numbers that would pose a serious threat to the Germans. Only the small, scattered French and British armored units were able challenge the panzers, and even then, the best they could manage was to delay the German push for a few hours in hard-fought battles.

So complete was the German invasion of France in 1940 that the only obstacle that could keep them from winning one of the greatest victories of all time was the fear and anxiety of their leader. Hitler, paranoid of repeating the mistakes of WWI, became concerned about the threat of his panzers being flanked, and watched their miraculous drive through France with fear instead of elation. Hitler's mounting trepidation drove him to interfere with the advance of his troops; his doubt became an opportunity for the desperate French forces, as it allowed them to fully deploy defensive forces around their port cities.

Ultimately, Hitler's psychosis in stopping the army outside of Dunkirk capped a sudden end to a very well planned campaign. The Germans won an amazing victory but were it not for their leader they might possibly have won more.

In this solitaire game, you as the German player must move your panzer divisions from your staging areas and rapidly advance across northern France in your drive to the coast. Victory Points are gained by capturing key areas.

The game is divided into Turns representing approximately one day of time. You must brush aside as many of the Allied units as possible and secure Victory Points before Hitler's paranoia calls a premature halt to the invasion.

2.0 COMPONENTS

- One 22"x17" Map
- 89 3/16" Counters
- These Rules
- Also required for play but not included are at least four six-sided dice.

3.0 THE MAP

The map depicts a cordon of the northern French and southern Belgium countryside from the Ardennes Forest to the English Channel. It also includes both placement areas for counters and tracks for monitoring game progress.

Most of the playable part of the map is divided into areas that are named by a key French city, town, or village within the area. They also have a Defense Letter code in a shield symbol for French setup. German and French counters will be placed and/or moved through these areas during the game. A division may move between areas that share a common border (**exception** Meuse River and bridges, Case 2.1.1). All areas have a Defensive Letter designation which determines which type of Garrison Counter is placed on the area during set-up. There are 5 different types of areas which are detailed in the following rules.

3.1 Areas

3.1.1 Staging Areas These are the 3 Areas on the map numbered with Roman numerals (also named: Dinant, Maubeuge, and Sedan) in which

the Germans set up their units. Leading from these Staging Areas are five hastily-constructed bridges across the Meuse River which the player must use to move units across. During the Blitz Phase a division **must** use a bridge to cross into a connected Area or it cannot move at all.

3.1.2 Regular Areas represent the small pastoral communities which may have been unfortunate enough to bear witness to the birth of the Blitzkrieg legend. The majority of the map is made up of Regular Areas and they are worth Victory Points at the end of the game. These Areas have a Defensive Letter designation of A, B, or C. Some of these Areas are covered in forests, which provide a defensive bonus for allied infantry counters.

3.1.3 Strategic Areas are important assembly grounds and road junctions for the Allied forces. There are seven Strategic Areas on the map (they also have a Defensive Letter code of A, B, or C) and these are denoted by their area name in red and a 2 VP value box within the Area. They may also be an Area with forest terrain.

3.1.4 Port Areas are the fall back and evacuation points of the Allied troops in northern France. Capturing these Port Areas is the highest priority for the panzer forces. Port Areas all have a Defensive Letter designation of "I" and are numbered. At the end of the turn, a die roll produces a number that determines where the Coastal Defense Counter for the turn is placed. Unlike other Areas of the map, the Port Areas may contain multiple Allied counters (Garrison and Coastal Defense), stacking there to mount a last-ditch defense against the invaders. Port Areas are the end of the line; once a panzer division moves into a Port Area it must stay there until the end of the game, securing and holding this all-important objective.

3.1.5 Fortress Area of Avesnes represents the easternmost point of the Maginot Line and the fortifications of Solre-le-Chateau. The Defensive Letter designation is I and the area is both wooded and fortified against attacking German forces.

Note: The French infantry unit assigned to Avesnes will have its Strength increased by +1 (for the fortification) and then doubled (for the woods). The French infantry unit defending will be either strength 6 or 8 before fighting any invading German division, but may then be reduced in strength by the use of German Campaign Assets as is normally allowed (Case 8.3.3).

3.2 Tracks, Boxes, and Sections on the Map

3.2.1 The Panic Track This track is used to chart the mental breakdown of Hitler during the course of the battle. He chose to interpret every report of a heated firefight between panzers and Allied forces as evidence that a massive counterattack was being prepared against his elite divisions. The game ends at the conclusion of any turn in which the Panic marker is pointing to the 21st space of the Panic Track. The German offensive is called to a halt.

3.2.2 The Allied Area Strength Track is the lower track and is an optional tool for keeping up with the status of the enemy units' strength. To use the track a player will place a Progress Counter on the space to the left of the track number which corresponds to the Allied unit's strength. Many Campaign Assets will reduce Allied Strength, and some Allied units may gain a defense bonus for being in wooded or fortified areas. Infantry units stacking together in Port Areas will add their strength to the track. Note: if an Allied unit has a strength of 7 or 8 after all Campaign Assets have been used, then combat will automatically result in a Bloody Firefight (Case 8.3.4).

3.2.3 The Audacity Tracks Each of these tracks quantifies the raw daring and drive of each German Korps Commander in the game. Each track notes the number of Audacity points that a commander still has available and may use during the game. Expenditure of a point allows one of his divisions to:

- Re-roll their combat dice,
- Move to a third area, or
- Remove a Damage Counter

3.2.4 Placement Boxes The map includes several placement boxes for holding counters which have not yet been used.

3.2.5 Coastal Defense Counters Section The area in the sea in the lower left of the map holds the six Coastal Defense counters initially. At the end of the first six turns, one Coastal Defense counter is removed from this section and randomly placed into its box in a Port Area.

3.2.6 Damage Markers Box Located in the lower right side of the map, Damage markers are kept here when not in use for a German unit.

3.2.7 Reaction Counters Section B and C Reaction counters are initially placed here inverted (letter side up) on the map. The player draws one randomly from here when needed,

3.2.8 Campaign Assets Box All Starting German Campaign Asset counters and additional counters discovered during the course of the game are placed here until used.

4.0 GAME COUNTERS

Strange Victory uses counters to represent the different levels of resistance offered by the Allied defenders, the commanders involved, and the panzer divisions of the German 4th and 12th Armies.

4.1 Markers



4.1.1 Progress Markers (Strength and Panic) have an arrow on the counter and are used on the Allied Strength Track and the OKW Panic Track respectively to mark Allied combat strength and

Hitler's growing Panic. The arrow is always placed so that it is to the left of the number on the track so that the arrow is pointing to the number to be indicated.



4.1.2 Commander Markers represent the three Korps Commanders who spearheaded the crossing of the Meuse River and the

dash to the English Channel. The dutiful and competent Reinhardt commands the XXXI Korps, the uncompromising and visionary Guderian leads the XIX Korps, while the brilliant and bold Rommel was given *de facto* command of the XV Korps. Each commander has a symbol identifying the units of his Korps; the symbol is taken from the iconography of the Korps' lead division and it is used to represent the entire Korps. The counters start each turn on the Audacity Track with the commander's portrait showing, and are flipped over to their back side when the commander uses his turn's Audacity Point for a re-roll.

Historical Note, XV Korps Command General Hoth was the commander of the XV Korps during the invasion of France. He was an excellent general and certainly one of the war's best delegators. Owing to difficulties of communicating through the Ardennes, he made the 5th Panzer Division subordinate to Rommel's 7th Division shortly before the crossing of the Meuse River. Rommel was essentially given a Korps command, and his first act was to seize the 5th Division's heavy tank company and add it to the 7th Division's arsenal! Hoth's selfless decision may have been one of the best of the war, as it put Rommel in command when his unique leadership skills would spearhead one of the most legendary advances in armored warfare history.

4.2 German Counters



4.2.1 Division Counters These represent the seven armored divisions of the 4th and 12th Army. The divisions are divided into three Korps represented by the iconography of the Korps' lead division.

Each counter has two sides: an Advancing side with an image of a panzer, and a Resupply side. The Advancing side is used when the counter is moving and fighting during the Blitz Phase; the counter is flipped over to the Resupply side when the counter has finished activating for the phase. Each side has dice faces shown on them that represents the unit's starting base pool of combat dice (i.e. if there are 2 die faces showing, the unit has 2 combat dice).



4.2.2 German At Start Asset Counters The German player begins the game with 7 counters represent the starting assets that the player has available. Each counter may be used once to enhance one German unit's combat in an Area. An Asset Counter is discarded at the end of the combat fought, but may be returned to the Campaign Assets Box by a Recon Counter. Discarded counters are removed from play. See the back page for the abilities these asset counters provide.

4.3 Garrison Counters



4.3.1 These are the two-sided counters whose face sides have a letter (A, B, C, or I) not in an explosion symbol, which corresponds to the Area's Defensive Letter code they are placed in.

4.3.2 Garrison counters are revealed when a German division unit enters their Area. Reveal a Garrison counter when the German unit enters the Area. This counter can be antagonistic (which stops the German division's movement and possibly activates combat) or helpful to the German.

4.3.3 A combat is immediately initiated and resolved if an Allied combat unit (infantry or armor) is revealed. The types of these counters are explained on the back page of the rules.

4.4 Reaction Counters



Reaction Counters have the backdrop of an explosion enclosing the letter of its Area's Defensive Letter code. Reaction Counters are drawn during the Counterattack Phase (Section 9.1).

4.5 Coastal Defense Counters



These counters are initially placed in the Coastal Defense section of the map. During the first 6 turns of the game, 1 Coastal Defense counter is drawn and randomly placed in a Port Area. There is no limit to the number of counters which can be added to an individual Port Area.

4.6 Damage Counters



These counters are used to keep track of the temporary damage that has been incurred against the panzer divisions. Each counter has a Disorder damage side and a Shocked damage side. A unit which is disordered as a result of a pitched battle will only move at maximum 1 Area during the next turn. A unit is shocked as a result of a Desperate Victory, Bloody Firefight, or Mechanical Breakdown. At the beginning of the Blitz Phase the player may use one of his Commander's Audacity Points to remove a Damage counter from the unit and return it to the Damage Counters Box. Damage Counters are also repaired over the course of the next turn but are a hindrance until they are removed.

5.0 IMPORTANT CONCEPTS

5.1 Objective of the Game

The goal for the player is to score as many Victory Points (VPs) as possible before Hitler's growing paranoia forces him to call a halt to the German drive. The game immediately ends with an "Axis Triumphant" victory level if you conquer all 42 Areas.

5.2 Combat

The disparate Allied forces that were thrown against the advancing panzers did not pose a serious threat. The Germans will quickly overcome even the most hardened opposition; the danger is that a protracted battle with French forces will cause Hitler's anxiety to rise to unsustainable levels. Every serious encounter with enemy forces has Hitler rethinking the offensive and letting the chance for an easy victory slip away. The mechanics of combat will be explained later in the rules (Section 8.3).

5.3 Stacking

Due to the limitations of the small French road system, an Area can only support only one German division or one French counter (exception Port Areas for Allies) at a time. Campaign Assets do not count against the stacking limit but only one of each type of asset may be placed into an area. Allied counters (Garrison and Coastal Defense) may stack together in Port Areas, and there is no limit to the number of Coastal Defense counters which can be added to a Port Area.

5.4 Audacity Points

Each commander has Audacity Points that can be used during the game.

5.4.1 A commander may use multiple Audacity Points per turn.

5.4.2 The player can only use Audacity Points for a division of a Korps that the commander is leader of (same unit ID symbol and text color).

Example *Guderian cannot use an Audacity Point to provide a re-roll for Rommel's 7th Division; only Rommel can affect his division.*

5.4.3 When the commander's marker on the Audacity Point Track, reaches 0, no more points can be used this turn (unless one is gained back later in the turn, Case 5.4.6).

5.4.4 In the Ready Counters Segment of each turn's Blitz Phase, the commander's counter is returned to its Portrait side (if flipped) and moved up the track by one point.

5.4.5 1 point of a commander's Audacity Rating may be used to

- Re-roll combat dice (permitted only once per turn for each Leader)
- Move his division a third Area, or
- Repair damage in the Determination Phase

5.4.6 Audacity Points may be gained back if a commander's division achieves a Devastating Overrun combat result.

5.4.7 A commander may never have more than his starting number of Audacity Points.

6.0 GAME SET-UP

The following steps are needed to prepare for the game.

1. The Panic marker is placed beside the 1 box of the OKW Panic Track and the Strength marker is placed beside 1 box of the Allied Strength Track with their arrows facing the box.

2. Sort the Garrison, Reaction, and Coastal Defense counters face down so the Defensive Letter Designation is showing and shuffle them. Place one Garrison Counter in the box of each Area with the corresponding letter. The Coastal Defense counters are placed in their placement section in the lower left. The B and C Reaction counters are each placed in their own holding boxes in the lower right.

3. The seven German Campaign Assets are placed face up in the Campaign Assets Box. The player should know what his assets are.

4. Each of the Korps commanders is set on the box with his name on it on his own Audacity Track. The counter is placed portrait side up in the highest value box of their track.

5. The seven German division counters are separated into 3 groups by Korps, and one set placed into each of the Roman numeral Areas of the Staging Area. At the beginning of the game, only divisional units of only one complete Korps can be placed in each of these three Staging Areas. The player is free to set up a Korps in whichever Staging Area he wants. A Korps' units cannot be split between 2 or more Staging Areas.

Note *The Historical setup for the Korps was Rommel in Dinant (I), Reinhardt at Mauberge (II), and Guderian positioned at Sedan (III).*

6. Place the Damage markers in the Damage Markers Box.

7.0 GAME TURN

A game turn consists of three phases:

• Blitz Phase

- Ready Counters Segment (8.1)
- Movement (8.2) and Combat Segment (8.3)

Once a German unit has activated (moved, fought combat and/or recovered from damage), it is done for this Phase and is turned over to its Resupply side. The player chooses another division of the same Korps to activate. If all divisions of the Korps have been activated, the player may choose to activate a division of different Korps. Once all German divisions have activated (been flipped to their resupply side), proceed to the Counterattack Phase.

• Counterattack Phase (9.0)

• Determination Phase

- Repairs Segment (10.1)
- Draw Coastal Reinforcement Segment (10.2)
- Capturing a Port Segment (10.3)
- Advance Panic Track Segment (10.4)
- Game End Check Segment (10.5)

This Turn Sequence is also on the back page of the rules.

8.0 BLITZ PHASE

8.1 Ready Counters Segment

8.1.1 Any division counter which is on its Resupply side from the previous turn is now flipped so that the division is on its Advancing side (panzer picture).

8.1.2 Flip commander markers to their picture sides (if required) and increase their Audacity values up by one, but never more than the highest value on their track.

8.2 Movement

8.2.1 A division may normally move through two Areas during its activation in the segment.

8.2.2 Gas Asset counters and Audacity Points may be used to allow a unit to move into a third Movement Area.

8.2.3 Select an available (tank silhouette side up) panzer division that can move and move it to a neighboring Area by either a shared border or across a bridged border (from a Staging Area).

8.2.4 If there are no Garrison counters in the Area entered, then the unit may continue movement into a second Area (player's choice).

8.2.5 When entering an Area with a Garrison counter, the division's movement is ended. Flip over the face down Garrison counter and apply any effect.

8.2.6 Due to the narrow French roads, only 1 German division may be in a non-staging Area on the map at any time (no moving through a friendly-occupied Area).

8.2.7 A German division which has moved two Areas and has not suffered any damage may move into a third Area if either the player uses one of its commander's Audacity Points (Case 5.4.5) or a Gas Asset (see back page descriptor).

8.2.8 If an Audacity Point is used to increase a unit's movement then it cannot be combined with a Gas counter and vice versa (a unit can never move more than 3 Areas).

8.2.9 A division which starts its movement with Disorder damage can only move 1 Area and cannot take advantage of a Gas Counter/ Audacity Point to gain extra movement. The Disorder Counter is removed when the division concludes its movement for the turn.

8.2.10 A division which starts its movement with Shocked damage cannot move at all. Just flip the division to its Resupply side and remove the Shocked counter.

8.2.11 A division that is in a Port Area may not move any further for the remainder of the game. It will still fight any Allied units still in the area during Combat (Section 8.3).

8.2.12 Garrison Counters have a specific effect when revealed during movement.

a) Recon, Gas, and General Add the counter to the Campaign Assets box and continue moving the unit if able and desired.

b) Breakdown When one is revealed, the German unit can move no further this turn. Flip the counter to its Resupply side and place a Shocked damage counter on the unit. Then select the next division to activate.

c) Allied Infantry or Armor When one is revealed a Combat Encounter will immediately take place.

8.3 Combat Mechanics

There are two types of combat which can be fought, a Combat Encounter which is resolved in the Movement and Combat Segment of the Blitz Phase, and a Counterattack Combat, fought in the Counterattack Phase. Both types of combat are resolved in a similar fashion. How many dice will be used in the combat is determined for each combat separately as it occurs.

8.3.1 Combat begins by the player taking one die for each dice icon showing face up on the German unit that will be fighting.

Gameplay Note: The base number of dice is always shown on the division and will either be 2 or 3 dice for an Advancing Division fighting a Combat Encounter or 1 or 2 dice rolled when the division is Resupplying and facing a Counterattack Combat. A Counterattack Combat will never be fought in a Coastal Port, Avesnes, or an Area with an Defensive Designation of "A,"; only Encounter Combat will be fought in "A" Areas.

8.3.2 Determine Allied Strength The Strength marker is set on the Allied Unit Strength Track pointing at the value of the Allied unit's strength. An Allied unit or combined strength of Allied units in a Port Area can never be more than 8.

a) If the battle is taking place in a forested Area, then double the strength of an infantry unit and adjust the Strength Track marker to reflect this.

b) If the combat is being fought at Avesnes, add +1 to the unit's strength before it is doubled. (**Gameplay Note:** A defending infantry unit will have a starting adjusted strength of 6 or 8 before the player uses any Assets.)

c) If the contested area is a Port Area then all the infantry units add their strength together. Move the Progress Counter to represent the united Strength of all infantry units. **Example:** Two infantry units are together at Calais, a Strength 3 and 4 unit. They fight as one Strength 7 unit. If the combined units strengths' add up to more than 8 it is lowered to 8 before any Campaign Asset counters reduce the strength.

8.3.3 Use Asset Counters The player may now use available Asset counters for the combat. Only 1 of each type of Asset may be used per combat (i.e. 2 Stuka Asset counters cannot be used for one combat). For any Asset that reduces the Allied strength, remember to adjust the Strength marker on the track accordingly. Any Asset used is discarded after the combat is resolved. Below is a list of Assets and how they modify (this is also shown on back page of rules):

a) **Stuka** Reduces the strength of the Allied unit by two points.

b) **Guns** Reduce the strength of the Allied unit by one and add one die to the German's dice pool for the battle.

c) **Giraud** May be used to either reduce the strength of the Allied unit by one or to re-roll a dice roll. Discard from game after use.

d) **Gas** If used in combat the counter reduces the strength of a armor by one, adjust the track accordingly.

e) **Recon** When it is used, the player adds one die to the German dice pool and may take a previously discarded **Starting Campaign Asset** counter and return it to the Asset box. The newly returned Asset may be used during the current combat.

Gameplay Note When using the Recon counter the ability to return used counters only applies to Starting Campaign Asset counters (the counters with the German Cross on the back). If there are no previously used Starting Asset counters when a Recon Counter is played then the player **only** gains the additional die.

8.3.4 Bloody Firefight If the Allied strength is 7 or more, no dice need to be rolled. The battle is automatically resolved. Flip the division to its Resupply side and place a Shocked damage marker on it. Remove one defending Allied counter. Increase the Panic Value marker by three on the track.

8.3.5 Roll Dice The player now rolls each of the dice in his combat pool. The target number he is aiming to roll on each die is the Allied Strength showing on the track. Each die that scores a result equal to or greater than the strength scores a hit.

8.3.6 Combat Results One of five possibilities will now result from the die rolls. These results are detailed on the back page of the rules.

8.3.7 Dice Re-rolls The player may choose to re-roll any of the dice from by using 1 Audacity point of the unit's Korps commander (**Gameplay Note** Remember that this can only be done once a turn by a commander). If the French General Giraud Counter is in the Campaign Assets box, then it may be discarded to re-roll the dice instead.

Combat and Reroll Example: The 7th Division is attacking in the Avesnes Area (3 dice). The revealed infantry counter is a Strength 3 unit. Since the battle is taking place in a forested Area, the strength of the unit is increased by one to 4 (fortification) and then doubled to 8 (forest). The player uses Stuka (-2) and Guns (-1) Campaign Assets, which reduces the Allied Strength to 5 and provides him an additional die. The player rolls four dice scoring a 1, 3, 4, and 5. Only one hit has been scored, so the player uses one Audacity Point of Rommel's to re-roll 3 dice. This reduces Rommel's Audacity Points by one and the Rommel counter is flipped to its backside indicating no further re-rolls can be made for his Korps' units this turn. The 1, 3, 4 are re-rolled and a 2, 5 and 6 is rolled, This changes the result to 3 hits, a Devastating Overrun. The Allied counter is eliminated and all the Asset counters are discarded. The result has Rommel gain back 1 point on his Audacity Track. Since this is the second Area the 7th Division has entered this turn, the unit would normally be finished with its activation, but the player uses a Gas counter and advances the 7th Division one final Area into Cambrai. This reveals the Area's Garrison counter, which is a Somoa (Strength 6) armor unit and a new combat is initiated. The German Player uses a Recon counter (in his Assets box) to add one die to his combat pool (3+1=4 dice again) and returns a Stuka Counter (used in the previous combat) to his Campaign Asset box. He decides to use it immediately for this battle. (**Gameplay Note** The previously discarded Gas counter cannot be returned since it is not a Starting Asset counter). The Somoa now has a strength of 4 (6-2 for the Stuka) and the 7th Division rolls 4 dice. A 1, 2, 2, and 5 are scored = 1 hit, a Pitched Battle. The Somoa armor unit is eliminated. The Stuka Asset and Recon are discarded. The 7th Division is flipped to its Resupply side. A Disorder damage marker is placed on the unit (so next turn the 7th can move at most 1 Area) and the Panic Track marker is advanced one space.

8.3.8 Port Area Special Rule If there are multiple units in a Port Area always remove the lowest-strength unit when only 1 defending unit must be eliminated. The surviving units will remain in the Port Area until the next turn, when the German division will be required to attack there again.

9.0 COUNTERATTACK PHASE

9.1 Counterattack Selection

9.1.1 The player selects one Area with a B or C Defensive Letter code that contains an undamaged German Division (not Disordered or Shocked), which will be subject to a counterattack.

9.1.2 The player randomly picks a Reaction counter from the Reaction Counter Section on the map whose letter corresponds to the letter of the Area in which the German division is located.

9.1.3 The counter is revealed and its effects take place.

Recon Counter Add the counter to the Campaign Asset Box.

Refugees Clogging the road, they prevent a French counterattack.

Armor Unit When one is revealed a Counterattack Combat will take place immediately. This combat is resolved the same as a Combat Encounter.

9.1.4 This phase is skipped if:

- There are no longer any Reaction counters to pick
- There are no Reaction counters remaining to pick in Areas where eligible German divisions are located.
- There are no eligible German divisions (all divisions in eligible areas are damaged).

9.1.5 The German unit's base dice are what is currently showing on its Resupply face (usually 1 or 2 dice) and there is no continuing movement if a Devastating Overrun or Brutal Breakthrough is achieved.

9.1.6 Since German units are already flipped on their Resupply side when a counterattack combat is performed, ignore any references to flipping the German unit in the combat results.

10.0 DETERMINATION PHASE

10.1 Repairs Segment

10.1.1 Repairs may only be made to units of a Korps only if its commander has not used any Audacity Points this turn.

10.1.2 The player may spend one of his commander's Audacity Points to remove the Damage Counter from a division in his Korps.

10.1.3 Either Disorder or Shock counter may be removed. You may only use the audacity of the Korps commander who oversees the division that is being repaired.

10.2 Draw Coastal Reinforcement Segment

10.2.1 Roll a single die and take one randomly chosen Coastal Defense counter from the Coastal Defense holding section and place it in the Port Area with the number corresponding to the die roll.

10.2.2 All Coastal Defense Counters will be revealed with the Garrison Counter if a German Division Enters the area.

10.2.3 A Coastal Defense counter can never be placed in an Area occupied by a German Division. Re-roll the Area location. If all Coastal Areas are German occupied, no further Coastal Defense counter will be placed.

10.3 Capturing a Port Segment

10.3.1 A Port Area is not captured until the German player is the sole occupant of that Area.

10.3.2 It is very possible for there to be multiple Coastal Defense counters in a Port Area. In fact this is the only time that revealed Allied Counters remain on the map at the end of the turn. The player will have a chance to defeat the remaining Allied Counters again during the next Encounter Combat if the game does not end before then.

10.4 Advance Panic Track Segment

Advance the Panic marker one space on the Panic Track.

10.5 Game End Check Segment

10.5.1 If the Panic marker is pointing to boxes 1-20 then Hitler is still somewhat sane and the game continues for another turn, start a new Blitz Phase.

10.5.2 Der Halt! If the Panic marker is indicating the 21st box of the Panic Track, then Hitler has finally been overcome by the imagined threats to his panzers and calls off the offensive. The game ends and the player now totals Victory Points.

10.5.3 The game also ends at any point during the game that all Areas are captured by the Germans.

11.0 VICTORY

The German controls an Area if one of his units is the sole occupant or if there is no counters in the Area.

11.1 Victory Points

The player scores VPs as follows:

5 VPs for capturing Avesnes Area

3 VPs for each Port Area captured.

2 VPs are scored for capturing each of the seven Strategic Areas

½ VP for each "A" Village Area captured.

½ VP for each "B" Village Area and separate "A" village (Each A village Area can be used to score only 1 "B" village Area).

1 VP for each "C" village Area that combines with a separate scoring "B" village Area (Each "B" village Area can be used to score only 1 "C" area) is captured.

11.2 Campaign Results

1-14 VPs: Frantic Nightmare—Hitler is plagued by visions of failure and halts the panzers well before they can seal off the coast and prevent the French and British forces in Belgium from escaping. The Allies are able to reconstitute their armed forces and continue to resist against the invaders. A drawn out battle ensues that continually saps German resources. The war ends in 1942 when an overextended Germany is overrun by British and French forces.

15-22 VPs: Dogged and Bloody Day—The Germans fall short of their potential but are able to capture some of the Allied Forces in Belgium. Shocked by the German audacity the French forces fall back but are able to form strong defensive lines which hold against future German attacks. A long and protracted war sets in as both sides seek to gain a clear advantage. Eventually the Soviet sense German weakness invade from the East overrunning German border forces and capturing Berlin in 1943.

23-32 VPs: Sea Lions Unleashed—The French government is stunned by the rapid advance of the German Forces through the Ardennes and formerly surrenders after most troops are evacuated from Belgium. Germany keeps the territory it conquered in Northern France and the low countries. A pro-fascist faction comes to power in the Paris and new pro-German government is formed. The war continues and Germany launches an ill-fated invasion against England. After several years of dogged British resistance the Americans enter the war and the Fascist French government betrays Germany by allowing the Americans to land unopposed in southern France. Germany is pulled into fighting a two front war and is brought to defeat in 1944.

33-40 VPs: "Miracle Evacuation" (Historical)—The incredible race to the Sedan overruns all opposition and traps thousands of French Troops. However, the British are able to evacuate most of their forces and continue the war against Germany. The French government surrenders and a small puppet state is set-up in Vichy. Hitler decides against attacking invading England after he fails to subjugate the country by air and instead surprises everyone, mostly Stalin, by invading the U.S.S.R. A terrible and bloody war unfolds, millions die and Berlin is eventually conquered by bloodthirsty Russian soldiers in 1945.

41-50 VPs: The Crown Bows—Britain is shocked when all of its troops are captured and France surrenders. The Churchill government falls and Nevill Chamberlin is named the new Prime Minister. The King acknowledges German hegemony over Europe and sues for peace. Hitler flush with power launches an assault against Russia. The initial success of the invasion is helped by a strong Luftwaffe not wasted fighting against England. Moscow is captured early in the campaign and the remaining Soviet leaders retreat to the Ural Mountains. Five bloody and horrible years of combat ensue as the Soviets slowly claw back Europe from the Germans one apocalyptic battle at a time. The Soviets fight on alone and Berlin is eventually overrun by bloodthirsty Russian soldiers in 1946 who go on to conquer all of Europe making France the socialist state it always wanted to be.

51+ VPs: Axis Triumphant—The world is shocked and awed to submission by the overwhelming success of the German Blitz. France surrenders and Britain sues for peace. The War Minister of Japan flies to Berlin to personally congratulate Hitler and the two Axis powers celebrate the German victory by launching a joint invasion of the Soviet Union. Attacked from two sides the Soviets have no place to run and are powerless as their country is torn apart by advancing Axis forces. Entire Soviet Fronts are outmaneuvered by Panzer Armies led by Rommel and Guderian. Stalin sues for peace and commits suicide when German soldiers overrun Moscow. Germany and Japan now rule over most of the world as the United States buries itself in neutrality. Hitler continues to pursue advanced weapons systems and is eventually able to field entire divisions of Tigers. The peace ends when Hitler betrays his allies and launches an invasion of Japanese territory starting World War III.

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