France, 1940
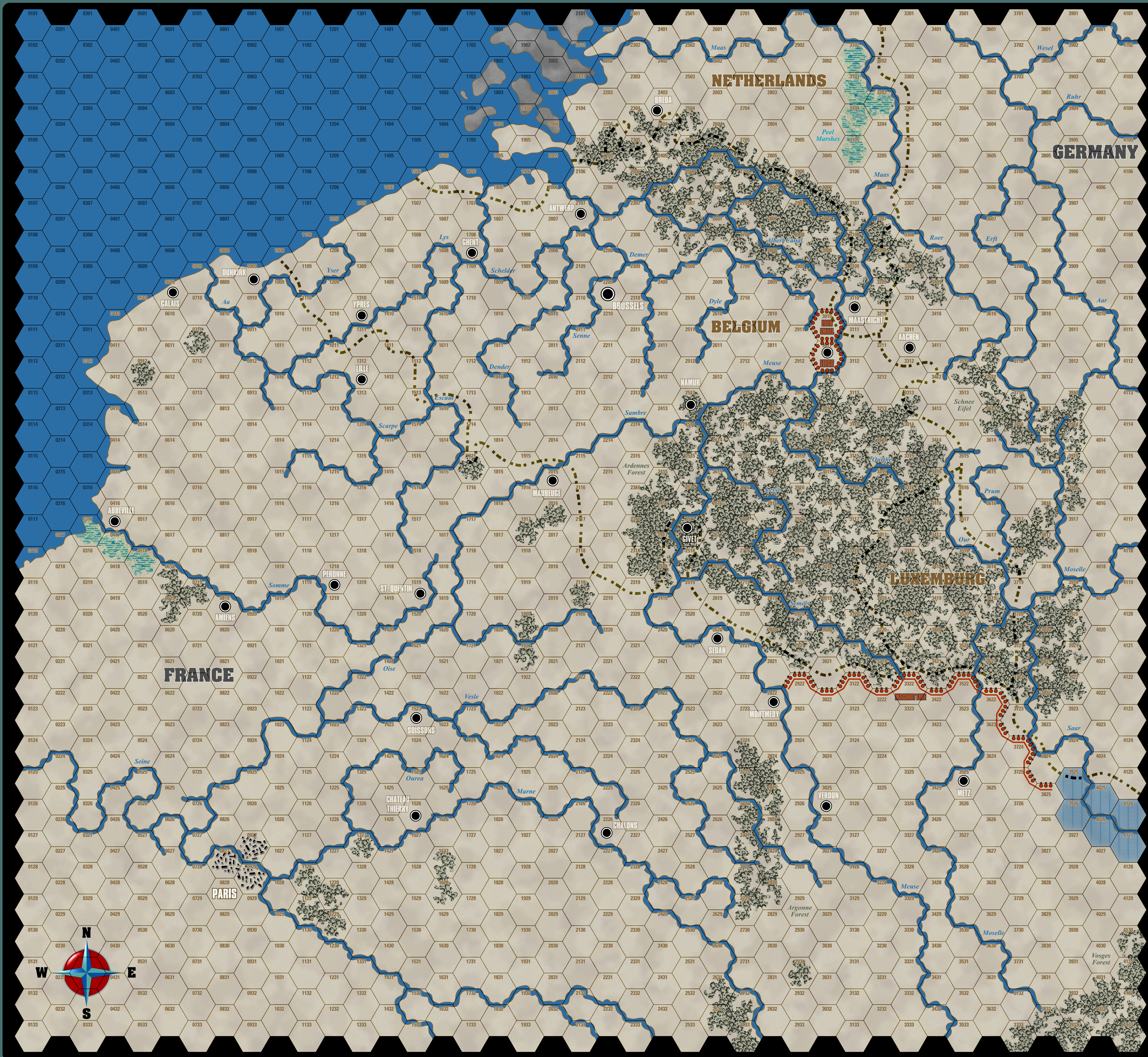
The Game of German Blitzkrieg in the West

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Turn Record Track

Turn Boxes	Reinforcement Holding Boxes
1	
May 10-11	
2	
May 12-13	
3	
May 14-15	
4	
May 16-17	
5	
May 18-19	
6	
May 20-21	
7	
May 22-23	
8	
May 24-25	
9	
May 26-27	
10	
May 28-29	

Victory Point Tracks

300 200 100

90	80	70	60	50	40	30	20	10
9	8	7	6	5	4	3	2	1

Combat Results Table

ODDS (Attacker's Strength-to-Defender's Strength)

Attacks at less than 1-6 are treated as 1-6; attacks at greater than 10-1 are treated as 10-1.

Die Roll	1-6	1-4 1-5	1-2 1-3	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	Die Roll
-1	AX	AX	AX	AX	AX	AR	BR	BR	BR	BR	CA	CA	CA	-1
0	AX	AX	AX	AX	AR	AR	BR	BR	BR	CA	CA	DX	DX	0
1	AX	AX	AX	AR	AR	BR	BR	CA	1CA	1CA	2CA	DX	DX	1
2	AX	AX	AR	AR	BR	CA	CA	1CA	1CA	2CA	2CA	DX	DX	2
3	AX	AX	AR	BR	CA	CA	1CA	1CA	2CA	2CA	DX	DX	DX	3
4	AX	AR	BR	CA	CA	1CA	1CA	2CA	2CA	DX	DX	DX	DX	4
5	AX	AR	BR	CA	1CA	1CA	2CA	2CA	DX	DX	DX	DX	DX	5
6	AR	CA	BR	CA	1CA	1CA	2CA	2CA	DX	DX	DX	DX	DX	6
7	AR	CA	CA	1CA	1CA	2CA	DX	DX	DX	DX	DX	DX	DX	7
8	AR	CA	CA	1CA	1CA	2CA	DX	DX	DX	DX	DX	DX	DX	8

Air Superiority Table

Die Roll	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	-	x	x	x	x	x	x
2	-	-	x	x	x	x	x
3	-	-	-	x	x	x	x
4	-	-	-	-	x	x	x
5	-	-	DX	x	x	x	x
6	-	-	-	-	-	-	-

Evac Box

GERMAN VICTORY POINTS
Each British Combat Strength Point
Each Non-British Strength Point
Each Allied (including British) Air Unit

Terrain Effects Chart

(MP = Movement Point)

Type of Terrain	Effect upon Movement	Effect upon Combat
Clear	Costs 1 MP per hex.	Normal (No Effect).
City	MP cost is that of other terrain in hex.	No Effect.
Forest / Swamp	Costs Mechanized units and Ground Support Elements 2 MP per hex entered; costs other units 1 MP per hex.	If Defending units are in Forest or Swamp hexes, the Attacker subtracts 2 from his die roll number (regardless of the type of terrain that the Attacker is in).
River	No Effect.	If all attacking units are attacking across river hex-sides, the Attacker subtracts 2 from his die roll number.
Flooded	Prohibited; units may not enter (Aircraft Elements may fly over).	Prohibited.
Borders	Depends on other terrain in hex. Border itself has no effect except as noted in Initial Placement Rules.	No Effect.
Sea	Prohibited.	Prohibited.
Fortified	No effect on Allied Player's units. German units may not enter except as a result of combat.	Units defending against attack upon front of Maginot Line may add 10 to the total Defense Strength of that hex. Units defending against attacks upon the rear of Line (or front/rear combination) may add 5 to their total Defense Strength.

Notes: Defensive counter-attacks ignore Terrain Effects on combat. The presence of a Close-Supporting Aircraft Element negates the die-subtracting effects of defending units in Forest or Swamp or across River hex-sides.

Units may not move through hex-sides which are completely covered by sea. Aircraft Elements may fly through such hexes, however, and may also fly over Flooded/Impassable hexes.

Map labels

NETHERLANDS, GERMANY, BELGIUM, FRANCE, LUXEMBURG

BREDA, ANTWERP, GHENT, DUNKIRK, CALAIS, YPRES, BRUSSELS, LILLE, NAMUR, MAASTRICHT, AACHEN, ABBEVILLE, MAUBEUGE, GIVET, PERONNE, ST. QUENTIN, AMIENS, SEDAN, MONTMEDY, SOISSONS, VERDUN, METZ, CHATEAU THIERRY, CHALONS, PARIS

Maas, Peel Marshes, Albertcanal, Roer, Efl, Ruhr, Wesel, Aar, Lys, Scheldt, Demer, Senne, Dender, Dyle, Meuse, Schnee Eifel, Prum, Our, Moselle, Yser, Aa, Escaut, Sambre, Ardennes Forest, Sauer, Scarpe, Somme, Oise, Vesle, Saar, Seine, Ourcq, Marne, Aisne, Meuse, Argonne Forest, Moselle, Vosges Forest

N W E S