

CASE YELLOW, 1940

The German Blitzkrieg in the West



By Rodger B. MacGowan, ©2011

RULE BOOK

Living Rules 8-16-11

TABLE OF CONTENTS

1.0 INTRODUCTION.....	2	8.0 STACKING AND STACKS	9
2.0 GAME COMPONENTS.....	2	9.0 ZONES OF CONTROL	9
3.0 VICTORY	4	10.0 MOVEMENT	12
4.0 SEQUENCE OF PLAY.....	4	11.0 COMBAT	15
5.0 AIR POWER.....	5	12.0 END PHASE.....	19
6.0 DISRUPTION.....	7	13.0 OPERATION DYNAMO	22
7.0 SUPPLY.....	7	INDEX	24

1.0 INTRODUCTION

Case Yellow, 1940 is a game covering the Nazi Blitzkrieg against France and the Low Countries in May/June 1940. By the end of the campaign Britain stood alone against what appeared to be an unstoppable German military machine. A year later Hitler would unleash his panzers and air force against the Soviet Union, beginning the long road to defeat in Berlin. *Case Yellow, 1940* offers four scenarios. The first is the Historical Scenario that recreates the Allied blindness to the possibility of a German mechanized strike through the forests of the Ardennes, as well as the creaking French command structure that came apart under the speed of the German advance. The second scenario assumes better French intelligence but does not assume changes in Allied command structure or tactical doctrine. The third scenario allows the Allies to step outside of their historical command restrictions. The fourth scenario is the introductory one-turn Fortress Holland learning scenario. Will history repeat itself, or will you, as the Allied player, find a way to win against the odds?

2.0 GAME COMPONENTS

2.1 The Map



The game map represents the area of Northwest Europe over which much of the campaign was fought. The map is divided into hexagons, used to regulate movement and unit positioning. Each hex is approximately 9 miles across. The terrain symbols are explained on the Terrain Effects Chart. There are two Retreat Compasses printed on the map (one for each side) used to determine legal paths of Retreat as well the direction of Refugees fleeing from City hexes (Allied retreat compass). In addition, the Map sheet contains a number of Tracks used to facilitate play. They include:

- **Turn Record Track:** The map contains the Turn Record Track (hereafter TRT) used to track the current game turn, and significant events such as *Operation Dynamo* and *Fall Rot*. Each turn represents a period of four days.
- **Action Round Record Track:** Shows the current active player and the action (Movement or Combat) taken.
- **Victory Point Track:** (Scenario 1 and 2 side only) Used to track current German and Allied Victory Points (VPs).
- **Allied and German Air Asset Boxes**
- **German Airborne Units Box**
- **Allied and German Reinforcement Displays**
- **Netherlands and Belgium Surrender Charts**
- **Replacement and German Panzer Refit Tracks**

2.2 The Counters

There are four basic types of counters: Combat Units, Air Asset markers, Combat markers, and Game markers. Combat Units represent ground forces of the campaign. Air Asset markers represent the application of tactical air support. Combat markers are used to track damage (Disruption) to combat units and ongoing combats (Engaged). Game markers are used to keep track of various game functions.

a. Combat Units (Refer to How To Read Units card): Combat Units range from regimental and brigade-sized units to corps.

- All corps, and many divisions, have two steps with the second (reduced) step on the reverse side of the counter.
- All units without a reduced strength side have one step, and are eliminated after a single step loss.
- The German Artillery Command (ARKO) [11.8] and the three Attack Supply Units (one French, two German) [7.9] are special units, and operate somewhat differently from Combat Units.
- The following unit types are considered armored type units:



Armor Tank DCR DLM Panzer

b. Air Asset Markers: There are three types of Air Asset markers:



Allied Air Assets: Markers are used to attempt to Interdict German-controlled River Crossings and to provide an offensive or defensive column shift in combat. They may be eliminated as a result of Crossing Interdiction (only), returning to play three game turns later.



German Stuka Air Assets: Markers are used to perform Dive Bombing attacks on units or Operation Dynamo ports and to provide an offensive or defensive column shift in combat. They may be eliminated by the Operation Dynamo Air marker, returning to play two Turns later.



Operation Dynamo Air Marker: The counter represents RAF air cover available during any Air Phase and Action Round in which *Operation Dynamo* is in effect. Place the Operation Dynamo Air marker adjacent to the one Allied controlled port designated as the Dynamo port. Stuka Air Asset attacks on that port are subject to RAF defense, and may result in elimination of Stuka Air Assets unit(s) [Refer to the Stuka Dive Bombing Table]. The RAF marker is never eliminated, but is removed from the game at the instant the Germans capture the port or at the end of the *Operation Dynamo* time frame, whichever occurs first.

c. Combat Markers

The counter mix does not represent a limit on any Combat markers.

Disrupted markers indicate:

- Allied units that are suffering Disruption (loss of unit cohesion) from Stuka Air Assets Dive Bombing.
- Any reduced strength corps, division, regiment or brigade surviving a DE result.



- A unit has been overrun [10.3c]
- The Disruption of an Allied port during *Operation Dynamo*.



Engaged markers indicate an ongoing combat that is resolved in the following Action Round (no matter the Active player, or Action Round type, even on the following game turn [see 11.9 Engaged Results]).



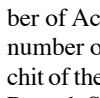
Out of Supply and **No Attack Supply** indicate combat units suffering adverse combat penalties.

d. Game Markers

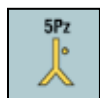
Game markers are used to keep track of various game events and functions.



Action Round Chits are used to determine the currently Active player and the type (Move or Combat) of Action Round, as well as the number of Action Rounds played this turn. Place the scenario specified number of chits in an opaque cup at the start of each turn, with one chit of the Initiative player's choice held out for use in the first Action Round. Scenario instructions will specify which chits to use.



Allied/German Control Marker. Used to indicate ownership of a hex in ambiguous situations.



Armor and Panzer Attrition Markers*. Placed in opaque cups and drawn according to scenario instructions.



Begin Fall Rot Marker. Placed on Turn Record Track on the turn *Fall Rot* is declared.



Better Defense Markers*. Placed according to scenario instructions to simulate improved Allied counter-measures against German tactics.



Bridgehead Markers*. Used to indicate the presence of a German bridgehead at a River Crossing hexside.



Crossing Interdicted Markers* are used to indicate hexes where Allied interdiction has successfully rendered a bridge crossing hexside unusable for tracing a Line of Communication or Line of Supply. Additionally, German units can cross the interdicted hexside only by expending one additional movement point (MP) in addition to the normal River Crossing terrain cost.



Destroyed Markers are used to indicate destroyed Fortified Lines or Defensive Works.



Eben Emael Destroyed Marker is placed on hex 2928 when Eben Emael is destroyed.



End Dynamo Marker. Place on Turn Record Track to indicate the turn *Dynamo* ends.



Game Turn Marker keeps track of the current game turn. Place on the Turn Record Track.



Operation Dynamo Evacuation Port Marker. Placed on map on the designated Evacuation Port immediately upon declaration of *Operation Dynamo* by the Allied player.



Paris Open City Markers. One marker is placed on each Paris city hex upon declaration that Paris is an open city.



Refit Ends Marker. Placed per scenario instructions on the turn when Panzer Refit ends.



Refugee Markers*. Placed on map to represent Movement Point penalties imposed on Allied units by refugees fleeing cities and towns.



Replacement Markers. Allied and German Infantry and Armor Replacement markers to be placed on Replacement/Refit Tracks according to scenario instructions.



Terror Bombing Marker* indicates a city that the Germans have terror bombed in the current turn.



Victory Point Record Track Markers. There are two Victory Point Record Track markers for each player. All are placed on the VPTrack and represent VPs x1 and VPs x10. Allied markers are blue. German markers are gray.

*The counter mix does represent a limit on the following markers only: Armor and Panzer Attrition, Better Defense, Bridgehead, Crossing Interdicted, Refugee and Terror Bombing.

2.3 The Player Aid Cards:

- Player Aid Card #1: Terrain Effects Chart / Combat Results Table
- Player Aid Card #2: How To Read The Units / Scenario Tables
- Scenario Four Map Card /Allied and German Reinforcements
- Scenario Four Placement Card / Scenarios 1, 2 and 3 Victory Conditions.

2.4 Essential Game Terms

a. Action Round. The heart of the *Case Yellow* game system. During the Action Phase players alternate moving their forces and possibly attacking with motorized formations or attacking with any eligible units. The order of activation and type of activation is determined by the Action Round chit drawn.

b. Action Round Chit. One of up to eight chits drawn during the Action Round allowing the owning player to move and/or have combat with his activated units.

c. Active Player. The player possessing the Action Round chit chosen for play.

d. Activation. Allowing the active player's units to move and or have combat in accordance with the Action Round chit being played.

e. Combat Strength (CS). The number on a unit counter representing how well its weaponry and manpower allow it to attack and defend.

f. Die Roll Modifier (DRM). A number that raises or lowers the number rolled on a die, representing critical factors influencing the situation being rolled for.

g. Disruption. Loss of combat effectiveness due to Stuka Air Assets Dive Bombing, Defender Eliminated combat result or Overrun. Lowering of evacuation capacity at the Dynamo port due to Stuka Air Assets Attack.

h. Line of Communication. An LOC is a path of hexes of any length, free of enemy units or uncontested enemy ZOCs, from one friendly hex to another designated friendly hex. An LOC cannot be traced into or through any non-French hex.

i. Line of Supply. An LOS is a path of hexes of variable length, free of enemy units or any contested or uncontested enemy ZOCs, from a friendly occupied hex to a friendly Supply Source hex. This line may cross rivers only through non-interdicted River Crossing hexsides.

j. Motorized Units. All units with a red box around their Movement Allowance are motorized. They have movement and combat limitations [see Terrain Effects Chart].

k. Movement Allowance (MA). The number on a unit counter representing the maximum number of movement points (MPs) a unit can expend during a Movement Action Round. Varying hex or hexside terrain has differing movement point costs [see Terrain Effects Chart].

l. Tactical Rating (TR). The number on a unit counter representing not only the overall level of training and morale, but also the ability to fight and react effectively in a mobile combat environment.

m. Terrain Effects Chart (TEC). The listing of all hex and hexside map terrain, detailing combat effects and movement costs.

n. Turn Record Track (TRT). The ten boxes on each map side representing the ten turns in each scenario.

o. VP. Victory Point

p. Zone of Control (ZOC). The measure of a unit's ability to project its combat power into the area around it. Depending on a unit's size, it may project a ZOC into none, some or all of the six hexes surrounding the hex it occupies [9.1a].

3.0 VICTORY

3.1 Winning the Game—Scenarios 1 and 2

Victory is determined by comparing Allied Victory Points (VPs) to German VPs. During the Victory Point Segment of the End Phase of each game turn, players add VPs to their respective Victory Point Record Tracks. VPs are gained for capturing certain hexes and achieving certain other goals. In some cases the amount of VPs awarded is pre-determined. In others it is variable, requiring a roll on the Variable VP Table and adding that number of VPs to your VP Record Track. Applicable VP conditions and VPs needed to win are listed with each scenario.

3.2 Winning the Game—Scenarios 3 and 4

Victory in these scenarios is determined by fulfilling victory conditions listed in each scenario.

4.0 SEQUENCE OF PLAY

Each game turn is divided into Phases during which players conduct specified actions. Every action taken by a player must be carried out in accordance with the sequence given below. Once a player finishes his activities for a given phase or round, he may not go back to perform some forgotten action unless his opponent permits it.

4.1 SEQUENCE OF PLAY

a. AIR PHASE

Operation Dynamo RAF Segment [5.1a]

Air Asset Availability Segment: [5.1b]

Allied Crossing Interdiction Segment: [5.1c]

German Paratroop Segment: [5.1d]

Stuka Dive Bombing Segment: [5.1e]

b. SUPPLY PHASE

All units are in supply on Turn 1. Starting with Turn 2, determine supply for the current turn for all units of both sides [7.5]. All units must still be checked for Attack Supply during any friendly Combat or Movement Round they attack. Turn all Attack Supply Units to their movement side.

c. ACTION PHASE

Initiative Segment: Determine which player has the Initiative this turn according to the scenario instructions. The Initiative player chooses one of his Action Round chits to play during the First Action Round of the current turn. He places it in the first box of the Action Round Record Track. All other Action Round chits are placed in an opaque cup and drawn randomly one per Action Round, until all Action Rounds have been played. As each chit is drawn, place it in the next open box of the Action Round Record Track. While the Action Phase Record Track has eight boxes, scenarios 1 and 2 limit the number of Action Rounds per turn to less than eight on most turns. Scenario 3 will have a majority of turns where there are less than eight Action Rounds. Scenario 4 always has eight Action Rounds for its single game turn.

First Action Round: The Initiative player plays the Action Round chit he chose in the Initiative Segment. It will be either a Move or Combat Action. The player conducts the appropriate Action.

Note: Starting on Turn 3 in Scenarios 1 and 2 the Allied player has the option to declare *Operation Dynamo* [13.0] (naval evacuation of ground troops—historically conducted from Dunkerque) at this point of the Action Phase at a cost of 3 VPs, or to wait and declare *Operation Dynamo* when the Allied Move Action chit is drawn. The window for the Allied player to declare *Operation Dynamo* is open only during Turns 3 and 4.

Second Action Round: The Initiative player randomly selects a chit from the Action cup. The player represented by the chit must play the Combat or Move Action printed on the chit, or choose between a Combat or Move Action if the chit contains both actions, giving him a choice. Conduct the appropriate action. Continue in this fashion until all Action Rounds have been played or the Action Phase otherwise ends.

Action Round Limits: A single player may not conduct more than two Movement and two Combat Rounds in a single Action Phase. A single player may not conduct three Action Rounds (of any type) in a row in a single Action Phase. If a chit draw would cause him to conduct a third consecutive Action Round that Turn, he must

draw again until he draws an opponent's Action Round chit. If no enemy Action Round chits remain in the Action cup, the Action Phase ends.

Move Action Round Sequence

1. **Place Reinforcements:** The Allied and German players consult the TRT and during their respective first Allied and German Move Action Rounds of each Action Phase, they place any reinforcements according to the scenario reinforcement rules.
2. **Movement:** The Active player then moves some, none, or all of his non-engaged units up to the limit of their available MPs. If *Operation Dynamo* has been declared he may perform Evacuation during this Move Action Round [13.4].
3. **Combat:** At the completion of all desired movement, resolve all current Engaged Combats [11.9].
4. **Motorized Combat Limits:** During an Allied Move Action Round, roll one die. The number rolled is the maximum number of Allied motorized units (excluding the AG1 Attack Supply Unit) that may attack [11.6a]. During a German Move Action Round, all motorized units (excluding the German ARKO and the two Attack Supply Units) may attack [11.6b].
5. **Advance After Combat:** After a successful attack, any attacking units may advance into vacated defender hexes only (subject to stacking limits) unless an Engaged result is rolled. There are no two hex German motorized unit advances [11.6] in a Move Action Round.
6. **Bridgeheads (German Move Action Round).** If any German motorized unit with a yellow MA is adjacent to a river or Major River hexside due to movement or advance after combat, the German player may roll for possible Bridgehead placement [10.8c].

Combat Action Round Sequence

1. During a Combat Action Round the Active player attacks with all, some, or none of his units adjacent to enemy units, Fortified Lines or Defensive Works.
2. First resolve all current Engaged Results [11.9]. Then conduct each individual combat in the order desired by the Active player (this order does not have to be decided in advance) [11.2b], including Bridgehead Creation [10.8c] Retreats [11.4] and Advances [11.5] including German yellow MA unit second hex advances [11.5f].

d. END PHASE

- Disruption Removal Segment [12.2]
- German yellow MA unit bridgehead crossing movement [12.3]
- Terror Bombing Segment [12.4]
- Belgium and Netherlands Surrender Segment [12.5]
- Refugee Marker Removal and Placement [12.6]
- Paris Open City Segment [12.7]
- Victory Determination Segment [12.8]
- Armor Attrition Segment [12.9]
- Replacement Segment [12.10]
- Better Defense Marker Placement and Removal Segment [12.11]
- Panzer Refit Segment [12.12]

5.0 AIR POWER

5.1 The Air Phase

The Air Phase is divided into the following Segments:

a. If *Operation Dynamo* is in effect, the Dynamo marker remains over the Dynamo port instead of receiving Air Assets [13.6].

b. Air Asset Availability Segment: Eliminated Air Assets placed on the current game turn of the Turn Record Track become available for use. Each player rolls one die (if applicable—refer to scenario instructions) to determine the number of Air Assets available this turn. After determining the total number of Air Assets for each player, reduce the Allied total by one for each eliminated Allied Air Asset remaining on the TRT and reduce the German total by one for each eliminated Stuka Air Asset remaining on the TRT. The Allied player does not roll and receives no Air Assets while *Operation Dynamo* is in effect. Place available Air Assets in their respective Air Assets Available Boxes.

c. Allied Crossing Interdiction Segment:

- First remove any on map Crossing Interdiction markers placed during the previous turn.
- Crossing Interdiction may be attempted against any hex containing one or more River Crossing hexsides where the Germans control at least one hex on the opposite side of the river. (This is usually clear, but you can use the Allied/German control markers in ambiguous situations).
- The Allied player attempts to place Crossing Interdiction markers by rolling on the River Crossing Interdiction Table. A separate die roll is made for each available Allied Air Asset committed. Air Assets need not be committed in advance; if one interdiction attempt fails, another available Air Asset could then be assigned to the same hex for another attempt.

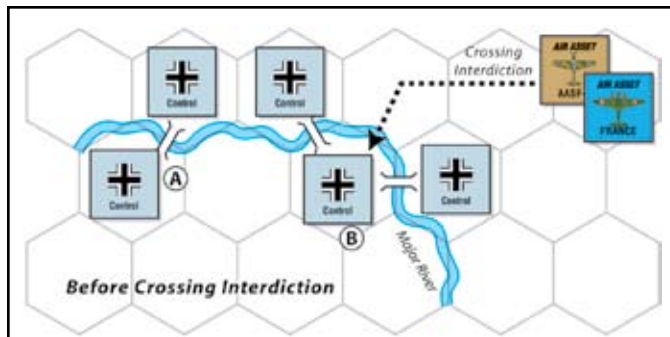
Note: Allied Air Assets may be eliminated during crossing interdiction attempts. Eliminated Allied Air Assets may return to play three turns later. Place the eliminated units three turns ahead from the present turn on the Turn Record Track.

- If an Interdiction Attack is successful, place a Crossing Interdiction marker in a German controlled hex adjacent to all interdicted River Crossing hexsides. No German unit can trace a Line of Supply through any interdicted River Crossing hexside until the Crossing Interdiction marker is removed at the start of the Crossing Interdiction Segment of the next Air Assets Phase.
- German units crossing any interdicted river hexside must pay one additional MP in addition to normal river hexside crossing terrain costs. Motorized units cannot attack through an interdicted Major River Crossing hexside, and no unit can attack through an interdicted Rhein River Crossing hexside.

d. German Paratroop Segment: Consult scenario rules for allowable turns and restrictions.

Note: In Scenarios 1 and 2, the Belgian fort of Eben Emael begins play with the Eben Emael Destroyed marker already on it. The surprise German glider-borne assault has succeeded in capturing the fort. In Scenario 3, the destruction is not assured, but must be rolled for on the Eben Emael Destruction Table.

e. Stuka Dive Bombing Segment: The German player may use German Air Assets (Stukas) for two purposes during this segment. Air Assets used in this segment are not available later in the turn for Ground Support [11.3c].



Before Crossing Interdiction: It is Turn 2. The German player has secured crossings over a major river through hexes A and B. For purposes of this example, hexes A and B are on the side of the major river closer to Germany. The control markers are not required for play, but are placed simply to indicate that the German player controls both hexes of the crossings in hexes A and B. The Allied player chooses to make a Crossing Interdiction attempt on hex B. The Allied player commits the available French Air Asset from the Allied Air Asset Holding Box and rolls on the Allied River Crossing Interdiction Table, obtaining a 2 (No Interdiction, no loss) for the French Air Asset. Undaunted, he next commits the available British AASF Air Asset and rolls a 5 (Interdiction, Air Asset eliminated) for the AASF Air Asset. Historically, this was the mission the Allies tried against the German Meuse River crossing hexside at Sedan. It was a colossal failure, and in game terms, the die rolls were 1 and either 2, 3 or 4.



After Crossing Interdiction: Because one of the two Air Asset attempts succeeded, a Crossing Interdiction marker is placed in hex B. The French Air Asset is set aside for use on Turn 3. The Eliminated British AASF Air Asset is placed three turns ahead on the TRT (Turn 5). The German player can no longer trace LOC or LOS through either crossing into hex B. Crossing any hex B major river hexside is now +2 instead of the normal +1. German LOC and LOS can still trace normally into hex A through the hex A major river crossing hexside.

- Air Assets may be used to Dive Bomb occupied enemy hexes. Terrain can limit the potential effects of Stuka Dive Bombing [refer to the TEC and Stuka Dive Bombing Table]. The German player places an unused Stuka Air Asset on a hex containing one or more Allied units. When a DIS result is rolled, Disruption is automatic for all units in the hex (exception: Allied units in the Evacuation Port [13.4]). Place a Disruption marker on the hex. A step loss (DL1) may also be required (Allied player choice).

EXAMPLE ONE: A French corps with TR of 3 occupies a woods hex containing a Better Defense marker. The German player takes an available Stuka Air Asset from the Available Air Asset Box and

executes a Dive Bombing attack on this hex, rolling on the Stuka Dive Bombing Table. Since the target hex contains woods and a Better Defense marker, there is a -1 DRM to the die roll (the terrain types listed in the DRMs are not cumulative, so the DRM is -1 instead of -2 in this case). The die roll is 3, reduced to 2 for the DRM, and the result is NE (no effect). If the German player has another available Stuka, he could choose to execute a second Dive Bombing attack and hopefully achieve better results.

EXAMPLE TWO: A French corps with TR of 2 and a French division with TR of 3 occupy a hex containing both a Town and Defensive Works. The German player takes a Stuka Air Asset from the Available Air Asset Box and executes a Dive Bombing attack on this hex, rolling on the Stuka Dive Bombing Table. Since the target hex contains a Town and Defensive Works, there is a -1 DRM to the die roll (the terrain types listed in the DRMs are not cumulative, so the DRM is -1 instead of -2 in this case). There is also a +1 DRM because the corps has a TR of 2. The DRMs cancel each other out, leaving no DRM to the die roll of 6. The result is DIS +DL1. The Allied player chooses the unit to lose the step and reduces the corps. A Disrupted marker is placed on the units. The corps TR is reduced from 2 to 1 (even though a TR reduction of 2 is called for, neither TR nor MA can be reduced below 1) and the division TR is reduced from 3 to 1. Both MAs are reduced from 4 to 2.

- During Operation Dynamo, German Stuka Air Assets may attack the Evacuation Port to reduce the Allied ability to evacuate ground units. Stukas may be eliminated in this attempt, returning to play two turns later. Place any eliminated Stuka Air Assets two turns ahead on the Turn Record Track. Stuka Air Assets may be committed individually. The German player knows the result of the current Stuka Air Asset attack before he has to commit the next Stuka Air Asset marker. For each Disruption marker successfully placed, the Evacuation Capacity of the Port is reduced by one (but cannot be reduced below 4), and, depending on the table die roll, one Allied unit step may also be lost. Allied units in the Evacuation Port are not Disrupted. Port Disruptions are removed at the same time as unit Disruptions.

EXAMPLE: Operation Dynamo has been declared and it is the Air Phase of Turn 4. The Dynamo Port marker is on the map and three reduced strength British units and two reduced strength French units occupy the Port hex (overstacking is allowed during Dynamo). The Operation Dynamo Air counter is adjacent to the Dynamo port. The German player has five unused Stuka Air Assets in the German Air Assets Available Box as the Stuka Dive Bombing segment begins. The German player's aim is to place two Disrupted markers on the Dynamo port to reduce its evacuation capacity to four steps per Move Action Round. He will remove one Stuka Air Asset from the Available Box at a time to roll on the Stuka Dive Bombing Table for possible disruption.

Stuka Air Asset One. Placed next to the Dynamo Air marker. The die is rolled on the table and the result is 1 = NE*. There is no disruption and the Stuka is eliminated and placed two turns forward to Turn 6.

Stuka Air Asset Two. Placed next to the Dynamo Air marker. The die is rolled on the table and the result is 4 = Dis. A Disrupted marker is placed on the Dynamo port and the Stuka is placed in the Air Assets Used Box for use on Turn 5.

Stuka Air Asset Three. Placed next to the Dynamo Air marker. The die is rolled on the table and the result is 2 = NE. There is no disruption and the Stuka is placed in the Air Assets Used Box use on Turn 5.

Stuka Air Asset Four. Placed next to the Dynamo Air marker. The die is rolled on the table and the result is 6 = Dis+DL1. A Disrupted marker is placed on the Dynamo port. One unit (Allied player choice) loses one step. The Stuka is placed in the Air Assets Used Box for use on Turn 5.

The German player has one remaining unused Stuka Air Asset that can be used in this segment to dive bomb Allied ground units, or to provide Ground Support in the Combat or Movement Action Rounds.

5.2 Ground Support

German and Allied Air Assets may be used to support ground combat. Refer to Combat Procedure [11.3c].

5.3 Terror Bombing

During the End Phase of any game turn [12.4], the German player may Terror Bomb any one Allied city except for Paris. No German Air Assets are used.

6.0 DISRUPTION

Note: This section appears now because two of the three possible ways for units to be disrupted occur in the preceding Air Phase.

6.1 How Units are Disrupted

Allied units are Disrupted in three possible ways:

- As a result of a DIS result of Stuka Air Assets Dive-Bombing Attacks during the Air Phase [5.1.e1].
- When an undisrupted unit is successfully overrun [10.3c]
- Any unit surviving a DE combat result [11.3f]

6.2 Disruption Effects

A Disrupted marker subtracts two (–2) from the unit’s current TR and subtracts two from its current MA (TR and MA cannot be reduced below 1). There are no other effects, nor any additional effect to a second Disruption. Disruption effects are applied after Out of Supply effects are assessed. Disrupted units do not disrupt undisrupted units occupying the same hex.

Exception: Allied units in the Evacuation Port are not affected [6.3]

6.3 Disruption of the Evacuation Port

Once Operation Dynamo is declared, the German player may attempt to reduce the evacuation capacity of the Evacuation Port. For each Disruption marker successfully placed, evacuation capacity is reduced by one (but cannot be reduced below 4). Allied units in the port are not disrupted. One Allied step could be eliminated.

6.4 Disruption Removal

Disruption markers are removed from the Operation Dynamo Port and all Allied and German units not under an OOS marker during the Disruption Removal Segment of the End Phase. [12.2]

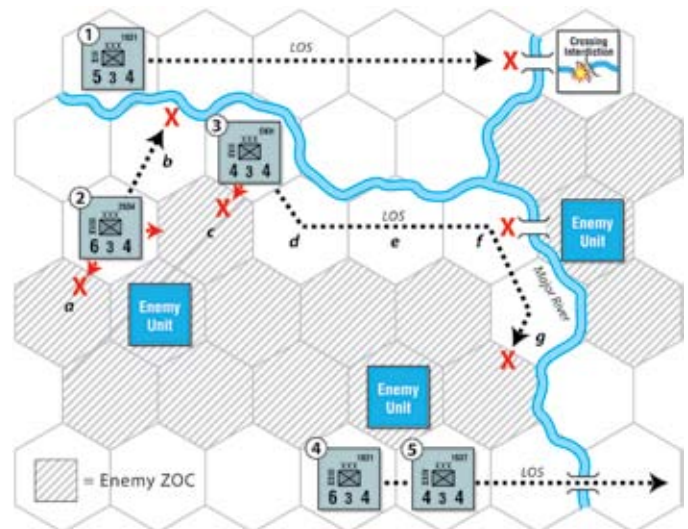
7.0 SUPPLY

7.1 General

There are three Supply states: Supplied, Attack Supplied, and Out of Supply (OOS).

7.2 Line of Supply (LOS)

- A Line of Supply is a path of hexes of any length where movement is allowed, free of enemy units and contested or uncontested ZOCs, from a friendly unit to a friendly Supply Source hex. Friendly units negate enemy ZOCs for the purpose of this rule. Refugee markers [12.6] have no effect on tracing supply.
- A Line of Supply may cross rivers (of any type) only at non-interdicted River Crossing hexsides.
- An LOS may be traced into, but not through, a Flooded hex.
- An LOS cannot be traced through an undestroyed enemy Fortified Line or Defensive Works hex.
- Always trace from the unit to the Supply Source. Do not count the unit hex, but count the Supply Source hex.



EXAMPLE: In the graphic above, four German units are attempting to trace LOS during the Supply Segment.

Unit 1 cannot trace an LOS—it can trace four hexes to the river, but the Crossing Interdiction marker will not allow the LOS to be traced through the crossing hexside.

Unit 2 cannot trace an LOS:

- Hex a: the LOS cannot be traced through a hex with a contested enemy ZOC
- Hex b: the LOS is blocked by a river hexside without a crossing
- Hex c: the LOS cannot be traced through a hex with a contested enemy ZOC

Unit 3 cannot trace an LOS:

- Hex d: the LOS extends into hex e but cannot connect to Unit 4 because of blocking uncontested enemy ZOCs
- Hex e: the LOS extends through this hex into hexes f and g
- Hex f: the LOS extends into hex g, but cannot be traced through the Major River Crossing because the enemy unit occupies the crossing hex on the other side.
- Hex g: the LOS halts in hex g because the uncontested enemy ZOC and river hexside without crossing halt further tracing.

Unit 4 can trace an LOS because **unit five** negates any enemy ZOC and both crossing hexes allow tracing.

7.3 Allied Supply Sources

- a. Dutch units are automatically Supplied in The Netherlands.
- b. Belgian units are Supplied if able to trace a Line of Supply of any distance to Antwerpen or Oostende.
- c. British/Canadian units are Supplied if able to trace a Line of Supply of any distance to the West map edge hexes or to an Allied controlled port.
- d. French units are Supplied if able to trace a Line of Supply of any distance to the South or West map edge hexes or to an Allied controlled port.
- e. Fortified line hexes require no supply, but any Allied units stacked in such hexes must trace normally for supply.

7.4 German Supply Sources

German units are Supplied if able to trace a Line of Supply of any distance to any German City hex.

7.5 Supply Check And Effects

Units are checked to see if they are Out of Supply (OOS) only during the Supply Phase of each turn, starting with Turn 2.

- a. First, check any unit with an Out of Supply marker. Any OOS unit loses one step if the OOS marker remains because it still cannot trace supply. Next, check all units starting the segment without OOS markers. Those units unable to trace supply receive OOS markers.
- b. OOS units remain OOS until their status is again checked during the Supply Segment of the following game turn when they may possibly regain Supplied status, or remain OOS. Any OOS unit that regains Supplied status operates for the rest of the turn with its printed MA and TR.
- c. OOS units have their TR reduced by two (-2), but never below 1; and their MA reduced to 3. Units with an MA of 3 or less are not affected by the MA reduction. Disruption effects are applied after Out of Supply effects, so a Disrupted OOS unit would have an adjusted TR and MA of 1.
- d. If any unit with an OOS marker participates in an attack, that attack suffers a one column shift to the left regardless of the Supplied and Attack Supply status of the remainder of the attacking units [7.6d].
- e. During the Supply Phase turn all Attack Supply units to their movement sides.

7.6 Attack Supply

HISTORICAL NOTE: Defensive firepower was deadlier in 1940 than it had been in the First World War. Allowing attacking units a reasonable chance of success now required prodigious amounts of ammunition and fuel (for the motorized units) to suppress and disrupt defensive fire. The Allies had suffered horrendous casualties assaulting German trench lines during World War I, and had adopted a defensive strategy of their own. Their logistics base was ill suited to support a war of movement and attack. The Germans were committed to attack and movement, but they still lacked the logistics base to fully support their doctrine.

- a. To simulate this situation, units of both sides cannot attack at full effectiveness unless they can trace Attack Supply. Tracing Attack

Supply follows the same guidelines as tracing LOS [7.2].

- b. All units are automatically Attack Supplied on Turn 1. Tracing commences on Turn 2.
- c. Tracing Attack Supply is done at the instant of each combat [11.3c].
- d. Any attack made with one or more units bearing Out of Supply markers or receiving No Attack Supply markers when tracing for Attack Supply suffers a one column shift to the left on the CRT.

DESIGN NOTE: Though tempting to allow units with Out of Supply markers to participate without penalty in attacks where they could trace Attack Supply, the reality of 1940 was that attack supply for both sides was a haphazard affair. For the German motorized formations, the choice was often to wait for the supply trucks to catch up, or to push ahead and allow Allied confusion to compensate for diminished supply. In the Allies' case this restriction also simulates the lack of AA protection at forward supply dumps in NE France and Belgium that were obligingly bombed and destroyed by the Luftwaffe.

- e. Units unable to trace Attack Supply receive No Attack Supply markers. These markers remain on the units until the next Attack Supply check is made, and are then only removed if the units can trace Attack Supply.

PLAY NOTE: Sufficient markers are also available to utilize as Attack Supply trace limit boundaries on map if desired.

7.7 Allied Attack Supply Sources

- a. Dutch units are automatically in Attack Supply in any hex in The Netherlands.
- b. Belgian units trace for Attack Supply for any distance to either Antwerpen or Oostende.
- c. British units may trace Attack Supply three hexes to an Allied controlled port.
- d. French units may trace Attack Supply eight hexes to any hex of Paris that can trace LOS to the West or South map edge hexes.
- e. French and British units may trace Attack Supply five hexes to the French AG1 Attack Supply Unit [7.9] providing that the Attack Supply Unit itself can trace LOS to the West or South map edge hexes at the instant of combat.

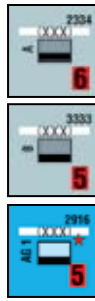
Exception: If the Allied AG1 Attack Supply Unit cannot trace a Line of Supply at the instant of combat, the Allied player may still draw Attack Supply, but at the cost of eliminating the Attack Supply Unit following the final Allied combat of that Allied Combat Round.

7.8 German Attack Supply Sources

- a. German units may trace Attack Supply 5 hexes to the Army Group B Attack Supply Unit and 6 hexes to the Army Group A Attack Supply Unit [7.9], provided those Attack Supply Units can trace an LOS of any length to any Ruhr City hex at the instant of combat.
- b. German units may trace Attack Supply 6 hexes to any City in Germany, provided that City can trace an LOS of any length to any Ruhr City hex at the instant of combat.
- c. German units may trace Attack Supply 3 hexes to any West Wall Fortified Line hex for one attack per Combat Action Round.
- d. Any German combat within The Netherlands is automatically Attack Supplied for Turn 2.

7.9 Attack Supply Units

- There are three Attack Supply Units in the game, two German and one French/Allied.
- They each count as Corps units for Stacking.
- Attack Supply Units may only move in one Action Round per turn (player's choice). Turn them to their reverse side if they move in the first Move Action Round to indicate they may not move in a second Move Action Round. They have a MA equal to their Supply range (printed on the front side of the counter, and an Attack Supply Trace range printed on the back side of the counter). Turn them back to their movement side during the Supply Phase.
- They may enter Forests only on roads, and cross any river only at non-interdicted River Crossings.
- They have no ZOC or Combat Factor or TR. If attacked while alone in a hex they are automatically eliminated and may not be replaced. If attacked in a hex with friendly units they must automatically retreat two hexes before the combat is resolved. If unable to do so, they remain in the hex, and are eliminated if enemy units enter the hex during Advance After Combat.



8.0 STACKING AND STACKS

8.1 General Rule

Stacking is the placement of one or more ground combat units into a single hex at the same time.

8.2 Stacks

The term "Stack" refers to any one or more combat units legally placed in a hex. Note that a lone unit in a hex is a Stack.

8.3 Stacking Limits

- Corps and Divisions.** Maximum stacking is two per hex, and only one may be a corps. When stacking a division with a corps, the division cannot have a red motorized box.

Note: The German ARKO unit and the three Attack Supply Units

each count as a corps for stacking purposes.

- Two regiments or brigades can stack with any single corps or division. One regiment or brigade can stack with any allowable stack of corps/divisions.

8.4 Overstacking

If a hex is overstacked, the owning player must immediately eliminate sufficient units to bring the stack within the stated limits. *Exception:* Dynamo port hex stacking [13.5c].

Stacking limits are enforced:

- at the end of the Movement portion of each Move Action Round (units may move through friendly occupied hexes in excess of stacking limits),
- during the placement of Reinforcements and Replacements on the map,
- throughout combat, and
- at the conclusion of retreat. Overstacked retreating steps may be retreated one additional hex, but if still overstacked, are eliminated [11.4b and d].

8.5 Stacking and Game Markers

Markers do not count for stacking.

8.6 Stacking and Nationalities

- Dutch and Belgian units may not stack together.
- Belgian units may stack with French or British units, but in that case the Belgian TR is used in combat (this is an exception to the normal combat rules).
- French and British units do not normally stack together, however scenario rules will detail when French/British stacking will be allowed.

9.0 ZONES OF CONTROL

9.1 General

A unit always controls the hex it occupies. Most units also influence activities in the six hexes adjacent to their own occupied hex. Those six hexes are called the unit's Zone of Control (ZOC). ZOCs affect Movement, Retreat, Lines of Communication and Supply.

- Most Corps (XXX) and most motorized units exert a Zone of Control.
- A division (XX) with a yellow No ZOC band alone in a hex has no ZOC. Two divisions of any type stacked together (including two divisions with the yellow No ZOC band) do have a ZOC.
- All regiments, brigades, the German ARKO and the three Attack Supply Units bear a white No ZOC band. They never exert a ZOC, but the regiments and brigades could perhaps stack with a unit that does exert a ZOC.

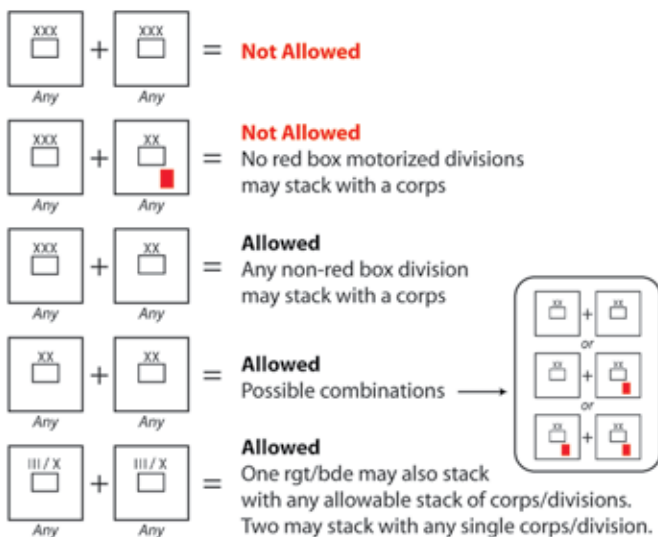
9.2 Black MA Units and ZOCs

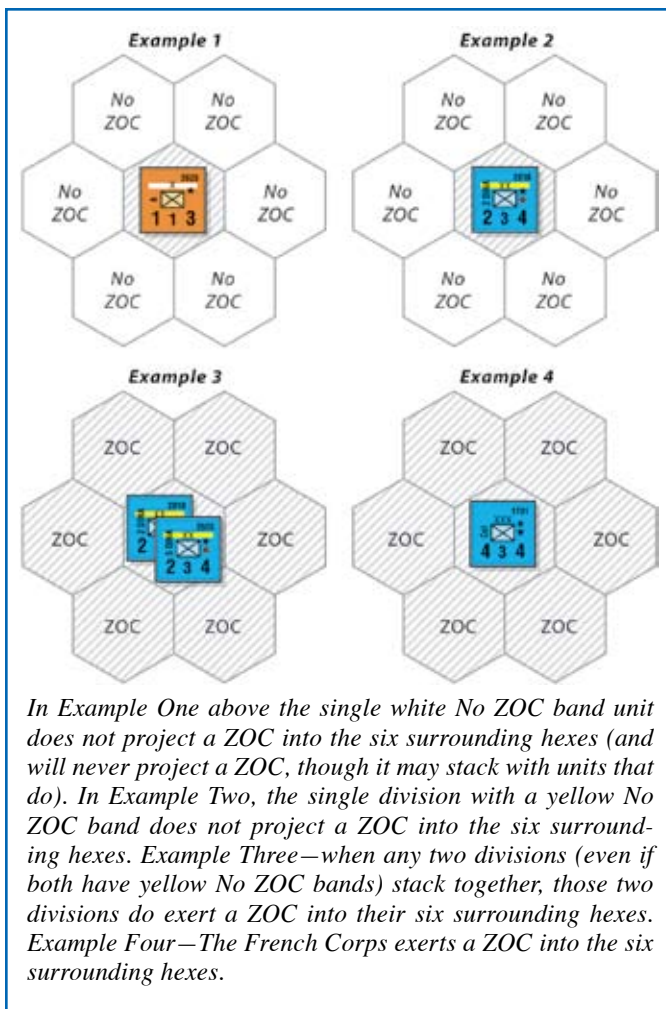
Any unit with a black MA must halt its movement upon entering an enemy ZOC and may not move directly from one ZOC to another during movement.

9.3 Yellow MA Units and ZOCs

Any motorized unit with a yellow MA may ignore enemy ZOCs for Movement and Retreat if all the enemy units exerting a ZOC

Hex Stacking Limits





into the hex(es) in question have a lower effective Tactical Rating (taking into account Disruption and Supply). Yellow MA units that don't have a higher TR than adjacent enemy units must abide by the same ZOC rules as black MA units.

DESIGN NOTE: This is the most crucial game mechanic in Case Yellow. Simply stated, motorized movement outpaced the ability of command and control to influence events in 1940. Answers would come later, but not soon enough to save the Allied armies. In game terms traditional defenses based upon vacant hexes between units (or adjacent to units) covered by those units' ZOCs are useless when confronted by motorized type units with higher TRs—such units can move through these hexes with impunity.

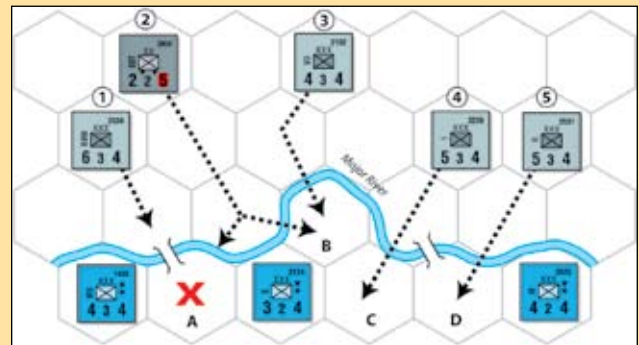
9.4 ZOCs and Terrain

a. ZOCs do not extend across any Major River or Rhein River hexsides (including River Crossing hexsides).

Important: Even though ZOCs do not extend across major and Rhein River hexsides, most units are prohibited from crossing such a hexside to enter a vacant hex, if that hex is between two enemy units which both project ZOCs into that hex (see example).

b. ZOCs do not extend into undestroyed Fortified Line, City, or undestroyed Defensive Works hexes. City, fortified line and defensive work hexes do not project ZOCs, though friendly units stacked in these hexes may.

c. ZOCs do not extend into Forest hexes (except on roads), but do



EXAMPLE ONE—Black MA Units: In this example, it is a German Move Action Round. All German units start as shown.

German units 1 and 2 cannot enter hex A because this hex is between two units projecting a ZOC into hex A (9.4a). If only one of the French units projected a ZOC into hex A either German unit 1 or 2 could enter hex A and cease movement without violating stacking limits.

Either German unit 2 or 3 could enter hex B and cease movement without violating stacking limits.

German units 4 and 5 could enter hexes C and D and cease movement.



EXAMPLE TWO—Yellow MA Units: In this example, it is a German Move Action Round.

This example previews a crucial game mechanic that will be fully discussed in section 10.3d—the ability of yellow MA units to ignore enemy ZOCs when their TRs are higher than the TRs of adjacent enemy units.

German unit 1 cannot enter hex A. Although unit 1's TR exceeds one French unit's TR of 2, the other French unit has a TR of 3, equaling the German unit's TR.

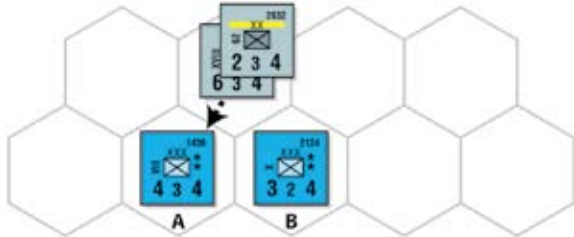
German unit 2 cannot enter hex B. Although unit 2's TR exceeds one French unit's TR of 3, the other French unit has a TR of 4, equaling the German unit's TR.

German unit 3 can enter hex C and continue moving past the two French units because unit 3's TR of 5 exceeds both French TRs.

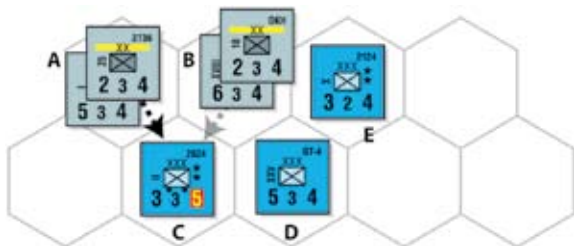
extend out of Forest hexes into non-Forest hexes.

9.5 ZOCs and Combat

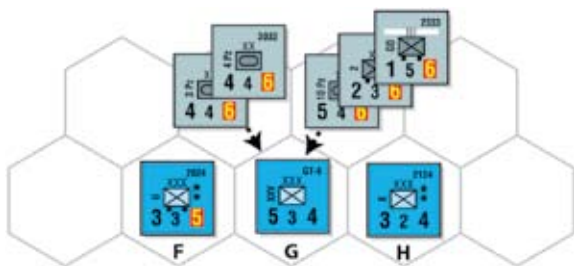
- a. Attacking units in a single hex may attack a defender hex regardless of other adjacent defender units projecting ZOCs.
- b. Units attacking a defender hex from multiple hexes must also attack any other adjacent hexes projecting ZOCs. *Exception:* German two hex attacks where both hexes contain only Panzer and/or Motorized units may ignore the ZOCs of adjacent defender units.



EXAMPLE ONE: The two German units occupying one hex are adjacent to two French units projecting ZOCs. The German units will attack the French unit in hex A. Even though the French unit in hex B is adjacent and projects a ZOC, it is not part of the combat and does not add its CS to the defense.



EXAMPLE TWO: The German player wants to launch a multi-hex attack against the unit in hex C with the units shown. Unfortunately, since this is a multi-hex attack, the German player must also attack the adjacent units in hexes D and E that also project ZOCs. If additional units are not brought in to attack the units in hexes D and E, the German player must remove units from the attacking force to attack them.

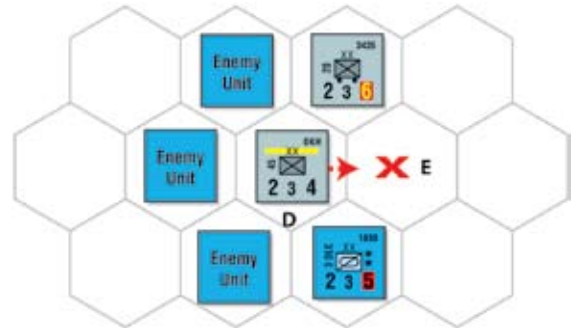


EXAMPLE THREE: German motorized units occupying two hexes attack the French unit in hex G. The French units in hexes F and H, while adjacent and projecting ZOCs, do not force the motorized units to attack them.

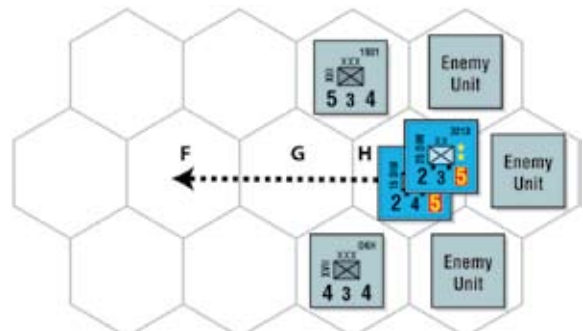
DESIGN NOTE: The bigger the attack, the more time it took to coordinate, and the more time the defense had to prepare. For the Allies and the German infantry components, things had not changed much since World War I. The German panzer and motorized divisions rendered this traditional planning cycle obsolete because they could concentrate quickly, bring overwhelming force to bear on a relatively small sector of frontage, break through

and fan out in the rear areas to create havoc before Allied higher headquarters could react.

- c. Black MA units forced to retreat through a vacant hex in any enemy ZOC (contested or uncontested) are eliminated.
- d. Yellow MA units forced to retreat through a vacant hex in any enemy ZOC take no loss if their TRs exceed the TRs of the enemy units exerting ZOCs into the vacant hex.



EXAMPLE ONE: The German Black MA unit in hex D has been attacked, and must retreat. This unit cannot retreat through hex E because an Allied unit projects a ZOC into that hex. Its only possible route of retreat will be through the adjacent German unit. If the adjacent German unit were an Allied unit instead, the German unit in hex D would be eliminated.



EXAMPLE TWO: The Allied yellow MA units in hex H have been attacked, and must retreat to hex F. The only possible route of retreat will be through vacant hex G, and German units project their ZOCs into the hex. Yellow MA units cannot retreat through ZOCs of enemy units with equal or greater TRs. Both German units have TR of 3. Only the French unit with TR 4 can retreat through hex G to safety in hex F. The French TR 3 unit is unable to retreat and is eliminated.

DESIGN NOTE: Enemy ZOCs represent a gauntlet of fire, primarily artillery, that retreating units must pass through to escape. Friendly ZOCs projected into the same hex can do little to stop this enemy fire. yellow MA units possess the speed and tactical training to quickly pass through such curtains of fire with minimal loss. Black MA units, on the other hand, are far less suited. Red box motorized units such as the French DCRs or the German ARKO are very slow movers. Half of each French DLC is horsed cavalry, making them vulnerable. Infantry units move more slowly, and in 1940 the great majority of artillery, service and supply units are horse drawn. Horses have never reacted well to artillery fire.

- e. Units Advancing after Combat ignore enemy ZOCs.

by the German player. Entering the Overrun hex costs both panzer divisions 2 MPs, leaving both two more available MPs.

d. Ignoring enemy ZOCs: Any unit with a yellow MA in a red box may ignore enemy ZOCs for Movement and Retreat if all the units exerting a ZOC into the hex(es) in question have a lower effective Tactical Rating (taking into account Disruption and OOS markers on the units) [9.5d]. Yellow MA motorized units must still trace normally for LOS and Attack Supply.

10.4 Road Movement

a. All units pay 1 MP regardless of other terrain moving from one contiguous road hex to another.

b. Motorized type units may only move into or out of Forest hexes along roads. (This includes advances and retreats.) Such units must move individually, not as stacks. They must pay one additional MP to enter a road in a Forest hex containing any other motorized type unit.

EXAMPLE: An Attack Supply Unit occupies a Forest road hex. For a panzer division to enter this hex through a road hexside would require two MPs to enter a hex with another red box motorized unit, and should require sufficient MPs to exit the hex (overstacking is allowed during movement, but if the panzer division ends movement on the Attack Supply Unit the overstacking has to be corrected by eliminating either the panzer division or the Attack Supply Unit).

c. Roads do not negate the MP cost of Rivers.

10.5 Allied Rail Movement

DESIGN NOTE: One of the few bright spots for the Allies was the heroic performance of the French railways. During the course of the campaign, no fewer than 25 divisions were moved by rail despite widespread German rail bombing. That bombing did force the troops to detrain further from the front lines.

a. In scenarios 1, 2 and 3 the Allied player will be able to move units by rail. The start turn for rail movement will be given in each scenario.

b. During any Allied Move Action Round when Rail Movement is allowed, the Allied player picks up on map or reinforcement units, declares they are moving by rail, and places them back on the map. Once placed, they may move no further in the current Allied Move Action Round.

c. Limitations. Each scenario will specify how many Allied units may use rail movement per Allied Move Action Round, and minimum distances from German units for start, transit and end Rail Movement hexes.

10.6 Rivers and River Crossings

a. It costs one additional MP to cross any River or River Crossing hexside. *Exception:* River Crossings over Minor Rivers (only) do not cost an additional MP if a player already controls the hex on the opposite bank of the Crossing being entered. Generally control is obvious, but use a Control marker as needed to clarify hex control. Note that once one unit moves through a Minor River Crossing hexside into an enemy controlled hex, that hex immediately becomes friendly.

b. Lines of Supply may only be traced across rivers at friendly-controlled River Crossing hexsides.

c. The German ARKO and all Attack Supply Units may only cross rivers at River Crossing hexsides.

DESIGN NOTE: Virtually all river hexsides on the map contain bridges or could be quickly bridged by engineers, but at this scale only those hexsides with bridges substantial enough to bear very heavy vehicles and high traffic volume are marked as River Crossing hexsides. Gaining control of them and keeping them uninterdicted is important for the German player.

10.7 Crossing Interdiction

a. The Allied player only may attempt to place Crossing Interdiction markers at River Crossing hexsides.

b. Crossing Interdiction markers affect German units only.

c. A Crossing Interdiction marker may be placed by scenario instructions or by Allied Air Assets during the Air Phase, rolling on the Crossing Interdiction Table [5.1c]. If an Interdiction Attack is successful, place a Crossing Interdiction marker in a German controlled hex adjacent to all interdicted River Crossing hexsides.

d. No German unit can trace a Line of Supply through any interdicted River Crossing hexside until the Crossing Interdiction marker is removed at the start of the Crossing Interdiction Segment of the next Air Assets Phase.

e. German units crossing any interdicted river hexside must pay one additional movement point in addition to normal river crossing terrain costs.

f. Motorized units cannot attack through an interdicted Major River Crossing hexside, and no unit can attack through an interdicted Rhein River Crossing hexside.

10.8 Bridgeheads

a. Only the German player may form Bridgeheads. These represent small combat groups holding an area around a Crossing site on the enemy controlled side of a river.

b. Bridgeheads may not be formed in any hex containing undestroyed Eben Emael or Fortified Line terrain.

c. Bridgeheads may be formed in four ways:

- **After Movement or Advance After Combat Ends.** Whenever one or more German yellow MA units ends movement or advance after combat adjacent to a vacant enemy controlled hex (including a vacant hex containing Defensive Works) with any type of intervening river hexside, the German player may make one attempt to place a Bridgehead. Roll one die on the Bridgehead Creation Table. If successful, place the Bridgehead marker in the vacant hex. During the End Phase, German yellow MA units may advance one hex across the river into the vacant enemy controlled hex that contains the Bridgehead marker. Treat this movement as advance after combat. Allied ZOCs are ignored.

DESIGN NOTE: Any Bridgehead remaining in the End Phase has “won” its fight against Allied forces, allowing the yellow MA units to cross and occupy the Bridgehead hex.

- **Prior To Combat in a Move Action Round.** Whenever one or more yellow MA units start or move adjacent to an enemy occupied hex with any type of intervening river hexside, the German player may attempt to form a bridgehead. One of the moving units must have one unused MP available to spend for the Bridgehead attempt. The enemy occupied hex may also contain a Defensive Work. Roll one die on the Bridgehead Creation Table. If success-



Examples of Bridgeheads:

EXAMPLE ONE: The final Action Round of the Action Phase is a German Move Action Round. The 8th Panzer Div ends its movement adjacent to a vacant Allied controlled hex across a river hexside. The German player rolls on the Bridgehead Creation Table and succeeds in placing a bridgehead in the vacant hex. The 9th Panzer Division also ends its movement adjacent to the vacant hex. Had the 8th Panzer attempt failed, the 9th Panzer could not roll for a second attempt because only one Bridgehead attempt per hex per Action Round is allowed. Since there are no Allied Move Action Rounds remaining, no Allied unit is able to enter the vacant hex and remove the Bridgehead marker. During the turn End Phase, both panzer divisions move one hex into the vacant hex and the Bridgehead marker is removed. This movement is allowed even though both are advancing into a hex between Allied units projecting ZOCs. Note that since there are no crossing hexsides into the hex now occupied by the German panzer divisions, they will be unable to trace Supply in the next turn's Supply Determination Phase and they will receive Out of Supply markers.

EXAMPLE TWO: It is a German Combat Action Round and the German Yellow MA units start adjacent to the French units on the far side of the Meuse. The German player first attacks the French unit in hex 2124, and prior to the attack, makes a Bridgehead creation die roll that is successful. A Bridgehead marker is placed on hex 2124. The terrain shift for the river hexside is negated in the upcoming combat. The Bridgehead creation die roll for hex 2423 fails, leaving the attacking panzers to deal with a river hexside DRM in addition to the broken terrain and Defensive Works DRMs.

EXAMPLE THREE: The parachute unit has successfully landed in a clear hex with Defensive Works. The successful landing destroys the Defensive Works and a Defensive Works destroyed marker is also placed in the hex. The parachute unit projects Bridgeheads over both adjacent river hexsides. The only way for the Allied player to remove these Bridgeheads is to eliminate or force the retreat of the parachute unit, an uncertain proposition, that just might work if additional Dutch units can be assembled and attack before German reinforcements arrive.

ful, place the Bridgehead marker on the defending Allied unit(s). The Bridgehead marker negates the Allied defensive river shift in the ensuing movement combat.

- **Prior to Combat in a Combat Action Round.** Whenever one or more yellow MA units attack an enemy occupied hex with any type of intervening river hexside, the German player may attempt to form a bridgehead. The enemy occupied hex may also contain a Defensive Work. Roll one die on the Bridgehead Creation Table. If successful, place the Bridgehead marker on the defending Allied unit(s). The Bridgehead marker negates the Allied defensive river shift in the ensuing combat.

DESIGN NOTE: This procedure allows the German player to attempt to form bridgeheads off the march as was done historically. The most noteworthy example was the Meuse River crossing at Sedan by the Infantry Regiment (Mot) Grossdeutschland and Schutzenregiment 1 of the 1st Panzer Division to form bridgeheads that allowed the 1st and 2nd Panzer Divisions to cross expeditiously and begin the German breakout.

- **German FJ Bridgeheads.** Any hex containing a German FJ unit automatically contains a Bridgehead across all adjacent River Crossing hexsides. No Bridgehead markers are needed; the FJ unit Bridgeheads do not count against the Bridgehead marker limit. If the FJ unit is eliminated for any reason, so are the Bridgeheads.

d. Bridgehead markers are removed when a German combat crosses the Bridgehead River Crossing hexside, when an Allied unit enters a vacant hex containing the Bridgehead marker prior to the End Phase, or at any time the German player chooses.

e. The number of Bridgehead markers is a design limit.

f. Combat Action Rounds: Only one bridgehead attempt per cross-river defender hex can be made prior to any combat regardless of the number of attacking German Yellow MA units. Move Action Rounds: Only one bridgehead attempt per adjacent cross-river hex can be made regardless of the number of German Yellow MA units moving adjacent to the river hexsides.. A bridgehead marker placed during the first round of an Engaged combat remains for all rounds

of the Engaged combat.

10.9 Fortified Lines and Defensive Works

a. All Fortified Line hexes and Eben Emael have an intrinsic fort garrison Combat Strength that can be used on defense only. This Combat Strength cannot be reduced, and can only be eliminated by a DE combat result. No other results, including Engaged, have any effect. Once the garrison is eliminated, the Fortified Line hex is destroyed, and can be entered by enemy units.

b. Defensive Works are less formidable. In unoccupied hexes, they may be destroyed by German units during movement at a cost of +1 MP or by a successful paratroop.

c. After combat, Defensive Works are also destroyed by any advancing German unit entering the hex as the first or second hex of advance (if allowed for German yellow MA units).

d. All undestroyed Dutch and Belgian fortifications are treated as destroyed when the respective countries surrender.

10.10 Allied National Restrictions

a. Dutch units may never leave The Netherlands, and are eliminated if forced to retreat outside of The Netherlands.

b. Belgian units cannot move or retreat into The Netherlands. Up to two Belgian units may move or retreat outside of Belgium into France.

10.11 Refugees

Allied units entering a hex with a Refugee marker or a hex adjacent to a Refugee marker in a City on its Retreat Compass side, must pay an additional MP to enter the hex. Cities that are Terror Bombed are treated as Refugee hexes, as are ALL adjacent hexes.

11.0 COMBAT

11.1 General

a. During a Combat Action the Active player attacks with all, some, or none of his eligible units adjacent to enemy units or Fortified Lines. First, resolve all current Engaged Results.

b. Then conduct and resolve each individual combat (including Retreats and Advances) in the order desired by the Active player (this order does not have to be decided in advance).

c. Victorious yellow MA units may advance up to two hexes during an Advance After Combat during a German Combat Action Round.

d. Limited Combat may also take place at the end of all Movement in a Move Action Round (see Engaged Combat [11.9] and Motorized Unit Combat [11.6]).

11.2 Organizing Combats

Each combat consists of friendly units in one or more hexes attacking one and only one hex containing enemy defending units. Attacks may be conducted from multiple hexes, providing all units involved are eligible. A defending hex may only be attacked once per Combat Action Round. All units in that defending hex must defend together, and none may be withheld from the combat.

a. Conditions: The following conditions apply to all combats:

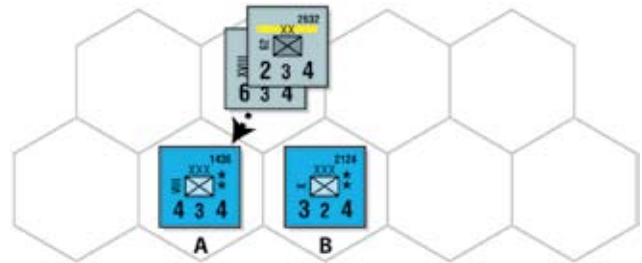
- All units in an attacking hex do not have to attack together—some may attack a different hex, or not attack at all.
- No attacking unit may attack more than once per Combat Action

Round.

- No defending unit may be attacked more than once per Combat Action Round.
- No single attacking unit may have its combat strength divided and applied to more than one battle.

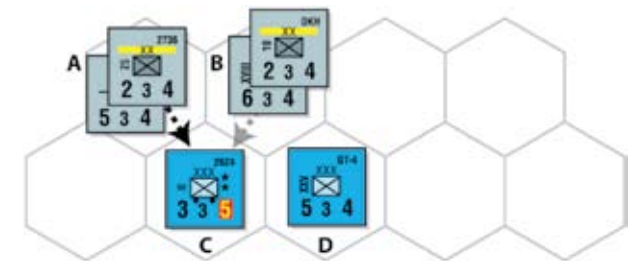
b. No limits: Aside from the restrictions noted above, there is no limit on the number of attacks each player may initiate during his Combat Round. The attacker need not declare all attacks beforehand, and he may resolve them in any order he wishes, as long as the resolution of one is completed before the next is begun. *Exception:* Engaged combats are always resolved first.

c. Attacking units in a *single hex* may attack a defender hex regardless of other adjacent defender units that project ZOCs into the attacker hex.



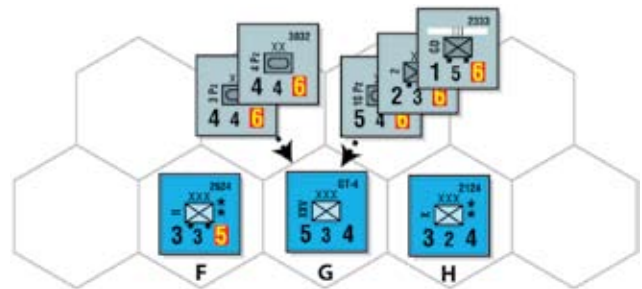
The single German stack does not have to attack hex B.

d. Friendly units attacking a defender hex from two or more hexes must also attack any other adjacent enemy hexes projecting ZOC.



A multi-hex attack on hex C is only allowed if one of the units in hex B attacks hex D.

e. Exception: German two hex attacks where both hexes contain only yellow MA units may ignore the ZOCs of adjacent defender units as in the example below.



DESIGN NOTE: As mentioned in section 9.0 (ZOCs), the Germans had a tremendous advantage in the ability of their motorized forces to concentrate and attack before the Allied chain of command could react effectively.

11.3 Combat Procedure

Each combat is conducted using the following procedure:

a. Determine Strengths. Each player totals up the combat strength of friendly units engaged in the combat and translates it into an expression of Combat Odds (Attacker vs. Defender). Fractions are ignored. (So 12 attacking 7 is 1-1.) Find the odds in one of the columns of the Assault Combat Table. Initial odds for an attack must be at least 1-3 before applying combat shifts. Attacks at odds of 1-4 or less after applying combat shifts result in automatic AE. Final net odds greater than 6-1 are treated as 6-1.

b. Compute Combat Shifts. Final odds may be resolved on a different odds column than the initial column determined by the attack odds. Each attacker shift moves the odds one or two columns to the right. Each defender shift moves the odds one column to the left. **Important:** The final shift result may not be a net shift of more than two columns from the original odds level on the Combat Results Table in the German player's favor, or more than one net shift from the original odds level in the Allied player's favor.

c. Possible Column Shifts.

1 or more Left—Terrain: Only the defender receives terrain shifts, and they are cumulative.

1 Left—One or more attacking units are Out of Supply or Out of Attack Supply at the moment of combat (maximum 1 column shift even if both conditions apply to the attacker).

1 or more left or right—Air Assets: The attacker must commit Air Assets first. There is no limit to the number of available, unused Air

Assets that can be committed to a combat. Allied Air Assets may not provide ground support for any combat involving only Dutch or Belgian units. Allied Air Assets are not available during *Operation Dynamo* [13.6].

1 Right*—Allied attacker has one or more armored type divisions and defender has no panzer divisions.

1 Right*—British 1st Tank Brigade (Matildas) attacks any defending German hex. 1st Tank Brigade must take any step loss even if other Allied armor type units participate. Can be used in addition to Allied Armor shift above.

1 Right*—For each *attacking* German panzer division. Reduce by one column shift if any Allied armor units are defending. After taking in the affect of defending Allied armor, the maximum number of shifts from attacking panzer divisions is 2.

EXAMPLE: Four panzer divisions attack a defender hex containing an Allied armored type unit. The initial German shift is 4 columns right. This is reduced to 3 columns right by the defending Allied armored type unit, and finally to 2 columns right as the maximum net 2 column right shift applies.

1 Right—German ARKO provides one shift to a German attack against an in-range City, Fort or Defensive Works hex.

1 Right—One or more defending units are Out of Supply.

** Tank/Armor shifts are not allowed attacking into or out of City, Marsh or Flooded hexes. No armor shifts when attacking into undestroyed Fortified Line hexes. In all other cases, these shifts are mandatory. Attacker and defender cannot forego taking these shifts to prevent possible step loss to the units involved.*

d. Roll Die. The attacking player then rolls a die on the indicated column of the CRT, taking into account all attacker and defender shifts, which are cumulative. The results are explained under the Combat Results Table.

Note: A TR difference between the attacker and defender (always use the highest TR in the combat) may change the Combat Result, but THAT result may not then be changed by the resulting TR differential.

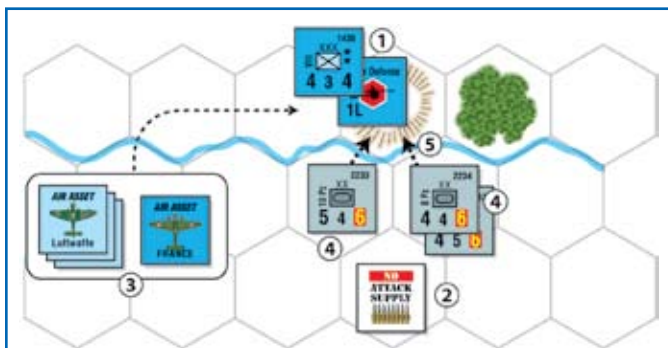
e. Step Loss Determination: Follow these guidelines when one or both sides take a one-step loss (AL1, ENG, BL1 or DL1):

- One Allied Armored type unit (full strength or reduced), generating a column shift or canceling out a German column shift must take the step loss (owning player choice).

Note: if British 1st Tank Brigade participates in an attack where the result is AL1, BL1 or ENG, it must take the Allied step loss.

- One German Panzer Division (full strength or reduced) generating a column shift or canceling out an Allied column shift, must take the step loss (owning player choice).
- Defender hex contains Marsh, Flooded, undestroyed Fortified Line or City terrain: attacking armor (if present) must take first step loss.
- If any of the preceding conditions do not apply, then lose one step from any unit involved in the combat (owning player choice).

f. DE: All brigades and regiments in the defender's hex are eliminated. Non-regiment/brigade units in the defender's hex suffer two step losses. The selection of those step losses must abide by the following restrictions:



EXAMPLE: The three panzer divisions attack across a minor river the French corps defending in Hill Terrain with Defensive Works. The original odds are 13 to 4 = 3:1. The column shifts are itemized below:

1. Defender Terrain = 2 Left (Hill and Better Defense marker—the Minor River does not provide a shift due to the Successful Bridgehead Attempt noted in #5 below).

2. No Attack Supply = 1 Left

3. Air Assets (3 Right for the 3 Stukas and 1 Left for the Allied Air Unit) = Net 2 Right

4. Three Attacking Panzer Divisions = 2 Right

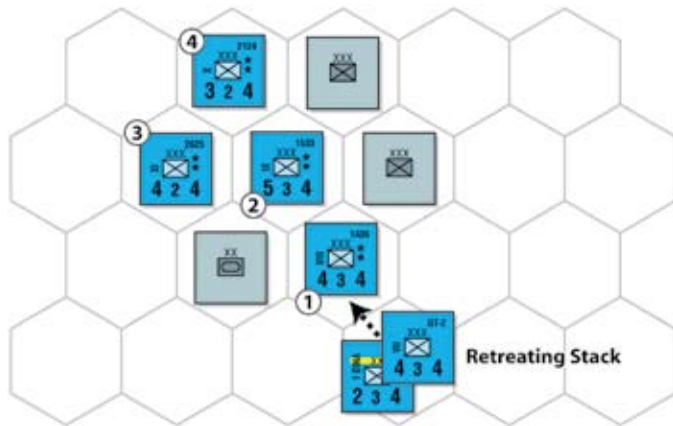
5. Successful Bridgehead Attempt = Negates Minor River Shift.

Final Odds = 4:1 (the net effect of 3 shifts Left and 4 shifts Right). Note, if one additional Stuka Air Asset had been committed the net shifts right would have been 2, which is the maximum column shift allowed for a German attack.

- No more than one step can be applied to corps size units. If only corps are involved, then ignore the second step loss.
 - The attacker may select the first step loss, the defender selects the second (if any).
 - Any surviving units receive Disrupted markers and are retreated two hexes.
- g. AE:** Attacker Lose two steps. If only one corps involved, then lose only one corps step. Attacker choice on step losses. Surviving attacker units receive a Disrupted marker.
- h.** Retreat surviving defender units and conduct advances [see 11.4 and 11.5 below].
- i.** Repeat until all desired combats are resolved.

11.4 Retreats

- a.** Only defending units retreat. The owning player conducts the retreats.
- b.** Defending units that receive a DR or DE result must retreat two hexes.
- They must retreat in the directions marked by the Allied or German Retreat Compass if at all possible, but are not eliminated for failure to do so if not able to do so.
 - They may only retreat across allowed River hexsides [refer to TEC].
 - They may not enter enemy occupied hexes.
 - They may not enter a hex already entered during the retreat, exit the map, or end their move adjacent to the hex they started in.
 - They may retreat through friendly occupied hexes (even in enemy ZOCs), but the owning player must resolve any overstacking if the retreat ends in a friendly occupied hex. Any overstacked retreating units may retreat one additional hex, but if still overstacked, are eliminated.



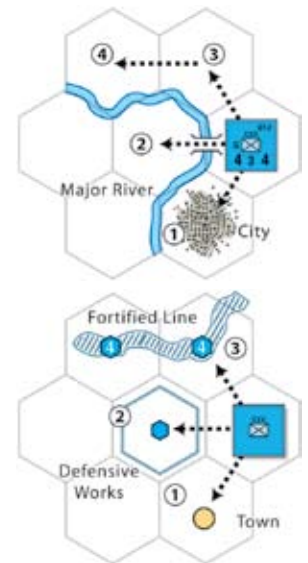
EXAMPLE: The French corps and division have received a DR result and must retreat two hexes. The only available retreat path is through hexes 1 and 2 (allowed because of the presence of friendly units). An overstack occurs in hex 2 where the retreat ends. The retreating division can legally stack with the corps already in the hex, but the retreating corps is overstacked and must retreat one additional hex. Unfortunately hexes 3 and 4, the only possible retreat hexes, already contain corps. Since overstacking would now exist in the third hex, the retreating corps is eliminated.

DESIGN NOTE: Combat units operate at maximum efficiency when frontline units, reserves and essential rear area services such as supply and transport are undisrupted. The longer the retreat, the

greater the disruption to not only the retreating unit, but also to all the units it retreats through. The chaos effects all of the units. In the example above an entire corps was eliminated. Certainly parts of that retreating corps would have survived, but its elimination, though arbitrary, was a reasonable approximation of the total damage to all units involved.

- They may not move into or through enemy ZOCs in vacant hexes. *Exception:* Any yellow MA unit may retreat without loss into or through vacant hexes in enemy ZOCs if its TR exceeds the TRs of all enemy units projecting those ZOCs.
 - Dutch units cannot retreat outside of The Netherlands. Belgian units cannot retreat into The Netherlands. Belgian units can retreat into France so long as there are less than two Belgian units already in France.
 - Any defending unit unable to meet these conditions is eliminated and removed from play.
- c.** The retreating player may elect to cancel the second hex of the retreat if the first hex of the retreat crosses any allowed river hexside or enters a town, City or undestroyed Defensive Work or Fortified Line hex (including Eben Emael and Metz hexes for Allies).

EXAMPLE ONE: The unit has received a DR result that normally requires a two hex retreat. If the unit retreats into either hex 1 or 2 (enters a City hex or crosses an allowable river hexside) the Allied player may elect to cancel the second hex of the retreat. If the unit retreats into clear hex 3, it must retreat the required second hex.



EXAMPLE TWO: The unit has received a DR result, but the Allied player elects to cancel the second hex of retreat because any of the first hexes of the retreat (hexes 1, 2 or 3) contain terrain allowing a two hex retreat to end in the first hex entered.

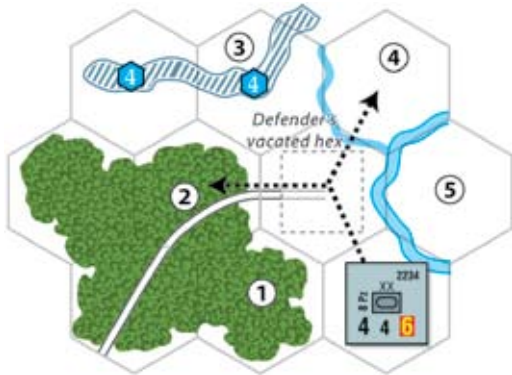
d. Defending units forced to retreat one hex due to several combat results:

- Must retreat only in the directions marked by the Allied or German Retreat Compass if at all possible, but are not eliminated for failure to do so if not able to do so.
 - May only retreat across allowed River hexsides [refer to TEC].
 - May not enter enemy occupied hexes or exit the map.
 - May retreat into friendly occupied hexes in enemy ZOC, but the owning player must resolve any overstacking if the retreat ends in a friendly occupied hex. Any overstacked retreating units may retreat one additional hex, but if still overstacked, are eliminated [refer to Overstacked Example following 11.4b].
 - May not move into enemy ZOCs in vacant hexes. *Exception:* Any unit with a red Motorized Box and a yellow MA may retreat into vacant hexes in enemy ZOCs if its TR exceeds the TRs of all enemy units projecting those ZOCs.
 - Any defending unit unable to meet these conditions is eliminated and removed from play.
- e.** Units defending in Fortified Lines disregard all retreat results if the Fortified Line hex is not destroyed in the combat.

11.5 Advances

- a. Attacking combat units may advance one hex after combat into the defender hex if the defender hex is cleared of enemy units. *Exception:* If the combat result is Engaged, attacking units cannot advance into the hex.
- b. Advances must be made immediately after the resolution of that combat.
- c. Units do not expend MPs in order to advance.
- d. All advances ignore enemy ZOCs.
- e. All advances are subject to Stacking Limits at the end of the advance.
- f. **Special German Advance.** German yellow MA units advancing after combat during a German Combat Round (only) may advance into a second hex, terrain allowing. The second hex may be any allowed vacant hex—the yellow MA units do not have to follow the defender's path of retreat.

Note: Second hex advances are not possible into Fortified line, Flooded and Forest (except on roads) hexes; not possible through Major River or Rhein River hexsides except at un-interdicted River Crossings.



In this example the panzer division has successfully completed an attack during a Combat Action Round. The second hex of the advance does not have to conform to defender retreat. In this example there are five possible second hexes of advance:

- Hex 1: Forest hex without road—advance prohibited.
- Hex 2: Forest hex with road hexside—advance allowed because the road allows movement through a Forest.
- Hex 3: Undestroyed Fortified Line—advance prohibited.
- Hex 4: Minor River hexside—advance allowed across any minor river hexside (with or without a crossing).
- Hex 5: Major River hexside—advance not allowed across a non-crossing hexside.

11.6 Motorized Combat During Move Action Rounds

- a. At the end of an Allied Move Action Round the Allied player may roll one die. The number rolled is the number of tank/armored/DCR/DLM and motorized Allied units that may now attack adjacent German units not in Fortified Line hexes (terrain permitting). All normal combat rules apply.
- b. At the end of a German Move Action Round all German yellow MA units may attack adjacent Allied units not in Fortified Line hexes (terrain permitting). All normal combat rules apply. No advance can be more than one hex in length for yellow MA units.

11.7 Fortified Lines

- a. Belgian, French and German Fortified Lines have a built-in garrison. Fortified Line garrison strengths are printed on map Fortified Line hexes.
- b. Fortified Lines don't have a Tactical Rating, and Tactical Ratings have no effect in attacks on those hexes. Fortified Line garrisons do not count for stacking, and may never attack, but do defend, either alone or in conjunction with friendly combat units stacked in the same hex.
- c. Units stacked in undestroyed Fortified Line hexes ignore DR results.
- d. Fortified Lines are only affected by DE results. When a DE result is obtained, place a Fortified Line Destroyed marker in the hex prior to assessing defender unit loss. The Fortified Line garrison is destroyed. Enemy units can now enter the hex normally. LOC and LOS can be traced through the hex [7.2d].

- e. Defending units in a fortified line hex with a Fortified Line Destroyed marker must retreat in addition to taking any DE step losses.

11.8 ARKO Unit

- a. When Attack Supplied [7.8a,b and c], the German Artillery (ARKO) counter may add its strength to any attack on a Fortified Line, City, or Defensive Works hex (only) within two hexes (one hex intervening) of the ARKO unit.
- b. It provides one shift to the German attacker combat die roll when participating. It defends normally without any shift.

11.9 Engaged Results

An Engaged result represents prolonged fighting caused by a determined defense.

- a. If the opposing units have equal Tactical Rating both sides lose one Step [11.3e]. If TRs are not equal, only the lower rated side suffers a one Step Loss [11.3e]. Step losses are applied immediately. There are no Retreats or Advances (even if the defending unit were eliminated by the step loss).
- b. If there are surviving defenders, then mark the defender hex and all attacker hexes with Engaged markers. The combat will continue in the next Action Round, regardless of whether it is Allied or German, Movement or Combat. Units marked with Engaged markers cannot move away from the Engaged combat, and must participate in the Engaged combat in the next Action Round. When the combat is continued, odds are recomputed and a die is rolled on the CRT like any other combat. The attacking player in the original combat remains the attacking player in the next Action Round. Available Air Assets may be added at either player's choice.
- c. If the next Action Round is a Move Action Round, the moving player may move units into any friendly engaged hexes subject to stacking limits.

- Newly entered units may change the combat odds and their Tactical Ratings may change how the Engaged Result is resolved.
- Any Engaged combats are resolved immediately after all movement ceases, and before any motorized combat takes place.

Note: Engaged non-motorized units are still allowed to participate in the engaged combat regardless if the next round is a Combat or Move Action Round.

d. If the next Action Round is a Combat Round, no new units are able to enter the combat. Any Engaged combats are resolved before any other combat takes place and advancing German yellow MA units may take a two hex advance.

12.0 END PHASE

12.1 General

The End Phase is an important part of each turn. Not all actions that take place in this phase occur each turn, but all are listed here in the order in which they occur.

12.2 Disruption Removal Segment

Disruption markers are simultaneously removed by both players from all units without OOS markers, and by the Allied player from the Operation Dynamo Port.

12.3 Bridgehead Crossing

a. During the End Phase, German yellow MA units may advance one hex across any river into the vacant enemy controlled hex that contains the Bridgehead marker [10.8c]. Treat this movement as advance after combat. Allied ZOCs are ignored.

b. Yellow MA units advancing across non-crossing river hexsides have a high probability of being judged Out of Supply on the following turn [7.2b].

12.4 Terror Bombing Segment

During the End Phase of any game turn, the German player may Terror Bomb any one Allied City except for Paris.



Procedure:

- If the Terror Bomb marker is on map, remove it.
- If a non-Paris City hex is designated for Terror Bombing, place the Terror Bomb marker on that City hex. Placement is automatic. No German Air Assets are used. Remove any City Refugee marker.
- If one or more Allied units occupy the hex, one step is removed (Allied player choice).
- The Terror Bomb hex, and all six hexes adjacent to the Terror Bomb marker qualify as Refugee hexes for Allied movement cost calculations [12.6c].
- A Terror Bombed Dutch city counts toward Dutch Surrender [12.5a].

12.5 Surrender of The Netherlands and Belgium

a. The Netherlands surrenders during any End Phase that the Germans control six Netherlands cities. Note that any three Netherlands towns count as one city for this purpose. If any Netherlands city has been Terror Bombed in the current End Phase, that city counts as one German controlled city toward the total of six German controlled cities needed (And no, you may not Terror Bomb cities under German control!).

- When the Netherlands surrenders, remove all remaining on-map Netherlands units immediately.
- All Dutch Defensive Works are considered destroyed and no longer affect German movement. Defensive Works Destroyed markers can be removed.
- After The Netherlands surrenders German units do not pay the

+1 MP to use MINOR River Crossings in that country if the hex they enter when crossing is free of enemy ZOCs.

- The German player consults scenario VP conditions, where applicable, to determine VPs gained.
- b. Belgium Surrenders during the End Phase of any turn that the Germans control Antwerpen, Bruxelles, Ghent and Oostende, or the German player has eliminated all Belgian units.
- When Belgium surrenders, remove all remaining on-map Belgian units immediately.
 - All Belgian Defensive Works are considered destroyed and no longer affect German movement. Defensive Works Destroyed markers can be removed.
 - After Belgium surrenders German units do not pay the +1 MP to use MINOR River Crossings in that country if the hex they enter when crossing is free of enemy ZOCs.
 - The German player consults scenario VP conditions, where applicable, to determine VPs gained.

12.6 Refugees

a. **Placing Refugees.** Refugee Counters have two sides. The side with a Retreat Compass represents the exodus of Refugees from Allied cities. Orient the marker's retreat compass to match the Allied retreat compass on the map. The side without a Retreat Compass represents the exodus from towns.

b. Allied units entering a hex with a Refugee marker or a hex adjacent to a Refugee marker in a City on its Retreat Compass side, must pay an additional MP to enter the hex. The number of Refugee markers are a design limit—if more cities/town are eligible than there are Refugee markers, the German player chooses which to place. Refugee markers remain until a German unit enters the town or City, or the German player chooses to remove them (probably for placement elsewhere) during the End Phase.

c. Cities that are Terror Bombed are treated as Refugee hexes, as are ALL adjacent hexes to the Terror Bomb marker.

d. During the End Phase, the German player may place any off map refugee markers in Allied controlled cities and towns according to scenario instructions. The German player may also opt to remove any on-map Refugee markers and also place them in Allied controlled cities and towns according to scenario instructions.

12.7 Declaring Paris an Open City

Starting with the End Phase of Turn 5, the Allied player may declare Paris an Open City. All Allied units in Paris are immediately retreated two hexes from the city. No Allied unit may remain in, enter, retreat into or end its move within two hexes of any Paris hex for the rest of the scenario. Open City Declaration cannot be made if one or more Paris hexes are German occupied.



12.8 Victory Determination Segment

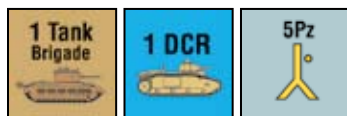
a. Victory in Scenarios 1 and 2 is determined by relative VP totals. Victory in Scenarios 3 and 4 is determined by fulfilling victory conditions. Refer to scenario victory conditions.

b. **Scenarios 1 and 2:** Check to see if any new VPs need to be recorded (German player, then Allied player). Roll on the Variable VP Table as needed to determine any VPs gained.

c. Once gained, VPs are never lost.

d. If it is the end of the scenario subtract the Allied VP total from the German VP total (Scenarios 1 and 2) to determine victory, or confirm that the stated victory conditions have (or have not) been met to determine the winner in Scenarios 3 or 4.

12.9 Armor Attrition



COMMENTARY: Strike up a conversation with a “tanker” and sooner or later the talk will center on thrown tracks, blown engines and other mechanical maladies. For all of their brute power, tanks remain vulnerable to mechanical breakdown, and the tanks of 1940 were truly accidents waiting to happen. The long road marches and off-road maneuvering caused far more tank losses than did actual combat. Both players will have to cope with the evaporation of their powerful, but fragile armored formations. Full strength armored type units entering the End Phase may start the next turn at reduced strength, and reduced strength units may no longer be on map.

a. Scenarios 1, 2 and 3 have Armor Attrition. Scenario instructions will specify which Attrition chits are placed at start in opaque cups for the Allied and German players.

b. Starting on Turn 1, during each End Phase, the German and Allied players will randomly draw Attrition chits from their respective opaque cups.

c. Each chit represents one of the armored type units in the scenario. Reduce the corresponding on-map unit by one step for the attrition caused by mechanical breakdown.

d. If the step loss eliminates the unit, remove it from the map.

e. The Allied player does not gain any VPs for a panzer division eliminated by attrition unless the panzer division bears an OOS marker.

f. Any supplied panzer division removed by attrition is set aside for possible return during Panzer Refit [12.12].

g. Each turn the Allied player continues drawing Attrition chits until two armor type steps are lost (there will be situations where one or more chits are drawn for units already eliminated). The Allied player draws Attrition chits every turn until all chits in the cup are removed.

EXAMPLE: During the End Phase of Turn 3, the Allied player draws Attrition chits in the following sequence:

1. French 3rd DLM—the unit is on map and suffers a step loss.
2. French 1st DCR—unit already eliminated. Draw again.
3. French 2nd DCR—unit already eliminated. Draw again.
4. British 1st Tank Brigade—the unit is on map and suffers a step loss. Two step losses have been taken. Drawing ceases.

h. Each turn the German player continues drawing Attrition chits until two armor type steps are lost (there may be situations where one or more chits are drawn for units already eliminated). The German player draws chits every turn until all chits in the cup are removed, or until Panzer Refit is declared, whichever occurs first. If chits remain in the cup at the time Panzer Refit is declared, remove them, but do not reduce those units corresponding to the chits drawn.

EXAMPLE: During the End Phase of Turn 4, the German player declares Panzer Refit. There are two Attrition chits remaining in the German opaque cup. They are removed and the units on those chits do not lose armor attrition steps.

i. All drawn chits for both sides are set aside and not returned to the opaque cup.

j. On the turn following the completion of Panzer Refit [12.12] Armor Attrition begins again. Consult scenario instructions.

DESIGN NOTE: The French 1, 2 and 3 DCR divisions each have two Attrition chits. Though the French B1 and B1bis tanks were perhaps the most powerful main battle tanks in this campaign, they were complicated mechanically, prone to breakdown, and consumed fuel at such a prodigious rate that many intact machines were lost when they ran out of fuel and were left behind. It is possible that a French DCR may be eliminated solely by Armor Attrition. Historically this was the fate of the 2nd DCR when much of the division scattered beyond effective command and control to avoid the German advance on Maubeuge, and the rest was unwisely dispersed into small canal crossing guard detachments. It required almost two weeks to reconcentrate what remained of the division. The French 4 DCR has but one chit, not because the mechanical attrition was less severe (it wasn't), but because the commander, Col Charles DeGaulle, was a first-class empire builder, ultimately amassing enough components to build two pre-war DCRs. As a result, the 4 DCR remained relatively strong until Fall Rot began.

12.10 Replacement Segment

a. Replacements are available in Scenarios 1, 2 and 3. Scenario instructions will specify game turns when replacements can be taken and how many replacement steps are available.

b. When the first turn for taking replacements arrives, both players will place their Replacements markers on their respective Replacement Tracks for the number of scenario replacements indicated. The Allied player will place both an Armor and Infantry Replacement marker. The German player will place an Infantry Replacement marker only (German armor losses are replaced through a separate Panzer Refit process [12.12]).

c. Each German and Allied infantry replacement step will replace:

- One step in a reduced or eliminated corps
- One eliminated one-step infantry, DLC or cavalry division
- One step in a reduced or eliminated two-step division

Note: The German player may also use an infantry replacement step to replace an eliminated motorized regiment or brigade.

d. Each Allied armor replacement step will replace one step in a reduced or eliminated DCR, DLM, Armor or Tank unit.

e. Reduced on map units receiving a replacement step are turned to their full strength sides. Eliminated units receiving a replacement step are placed on their reduced sides on the next turn of the Turn Record Track for entry per scenario reinforcement rules.

f. Units in enemy ZOCs can receive replacements.

g. Units can receive replacements only if they can trace supply at the moment of replacement.

12.11 Allied Better Defense Marker Placement Segment



Untried armies learn their lessons under fire. The Allies began to implement as best they could the principles of mutually supported anti-tank strongpoints arranged to defend in depth. When the Germans initiated the second phase of the campaign, Fall Rot (Case Red), in many places they encountered fierce resistance. Better Defense markers represent all of the Allied improvements—additional AT weapons, mines and barbed wire, entrenchments and using the lessons learned from combat.

a. Better Defense markers give several advantages to defending units:

- They offer one terrain shift left cumulative with other terrain shifts (think of them as defensive works for Allied units that appear where needed).
- They provide a –1 DRM on the Stuka Dive Bombing Table.
- They provide a –1 DRM on the German Bridgehead Creation Table.
- In Scenario 3 only, they increase the TR of units in the hex against German movement and attack by one.

b. Better Defense markers are two sided. The front side is only used in Scenarios 1 and 2 and is marked 1L for the terrain shift benefit. The reverse side is used in Scenario 3. In addition to 1L for the terrain shift, it is also coded +1 TR indicating units in the hex have their TR increased by one against moving or attacking German units.

EXAMPLE: A supplied French corps with TR of 3 occupies a clear terrain hex. A Better Defense marker is placed on this unit. The effective TR for this unit is now 4 (on defense only), vastly increasing its ability to withstand attacks from German infantry, and making it impossible for German yellow MA units with TRs of 4 or less to ignore its ZOC. During the next turn's Air Phase the German player executes a successful Stuka dive-bombing attack on this hex, placing a Disrupted marker on the corps. The Corps' defensive TR is reduced back to 2, again allowing many yellow MA units to ignore its ZOC and making it vulnerable on defense.

c. Scenario instructions will specify how many Better Defense markers are available and the turns when they are received.

d. Markers are placed only in the Better Defense marker Placement Segment. Markers can only be placed on Allied units able to trace LOC to an Allied controlled south or west map edge at the instant of placement. They cannot be placed on vacant hexes. Markers are either newly received [refer to scenario instructions] or have been removed for re-use during the current turn [12.11e].

e. Removal. Better Defense markers are removed for re-use when:

- All units under a Better defense marker vacate the placement hex during a Move Action Round. So long as one unit remains in the hex, the marker may remain even if various units enter and exit the hex (subject to stacking restrictions).
- The placement hex is vacated as a result of combat, but one or more of the units in the hex remain on map after successfully retreating.
- The Allied player removes a marker at the start of the Better Defense Marker Placement Segment for re-use in another qualifying hex. There are no distance limitations on removal and replacement.

In the three cases above, the placement hex must be able to trace a LOS at the instant of removal. If unable to trace, the marker is eliminated if the placement hex is vacated [12.11f].

f. Elimination. Better Defense markers are removed for the remainder of the scenario and may not be re-used when:

- The placement hex is vacated as a result of combat, and all units occupying the hex are either eliminated by the combat result or are eliminated because they cannot successfully retreat.
- The placement hex cannot trace LOS and is vacated for any reason.

12.12 Panzer Refit

Much has been written about the tactical superiority of the German panzers over Allied armor. Widespread use of radios and the seasoning that only comes with actual combat experience did give the Germans a big edge in tank vs tank combat. In Case Yellow you see this superiority reflected in the higher German TRs and the ability of the German yellow MA units to advance two hexes after combat in a Combat Action Round. Still there is another element that needs to be emphasized. The Germans had become proficient at tank recovery and tank repair. Given time, most tanks can be repaired—if they can be recovered. The Germans used the interlude between the halt at Dunkirk and the start of Fall Rot to repair and return enough tanks to the panzer divisions to give them an insurmountable armored advantage.

a. For Scenarios 1, 2 and 3 the German player is obligated to declare a Panzer Refit.

b. The Panzer Refit must be declared during the End Phase of Turn 4, 5 or 6.

c. When Panzer Refit is declared, remove all German panzer divisions able to trace supply at the instant of removal (including Engaged panzer divisions) at their current strength levels. Any panzer divisions previously removed from the map where the last step lost was due to Panzer Attrition are added in with them but turned 90 degrees to indicate they have lost both steps.

d. German panzer divisions eliminated by combat loss, Out of Supply attrition or Armor Attrition when bearing Out of Supply markers cannot be returned to play by any means including using German Panzer Refit.

Note: These divisions certainly would be rebuilt, but not within the time frame of this game.

e. The Panzer Refit Ends marker is placed three turns ahead on the Turn Record Track (two turns ahead in Scenario Three).

EXAMPLE: If Panzer Refit is declared on Turn 4, the Panzer Refit marker is placed in the Turn 7 box on the TRT.

f. The German player now refits his panzer divisions. For each Refit Point expended move the Refit marker one box closer to the 0 box. One Refit Point adds one step to one panzer division (an eligible eliminated panzer division becomes a one step reduced strength division, while a reduced strength panzer division would become a full strength two-step division). The German player is free to allocate the Refit Points as he sees fit.

g. All full and reduced strength Panzer units are now returned to the map in any German controlled hexes in general supply subject to stacking limits. They may be placed in Allied ZOCs.

h. The Panzer Refit Ends marker is turned over to its Fall Rot side and placed on the next turn box of the TRT.

DESIGN NOTE: One of Germany's crucial advantages in the campaign was their ability to repair and replace tanks, brought about by their experiences in the Polish campaign where mechanical losses verged upon catastrophic. The Germans entered the campaign with several hundred tanks in reserve. The French had virtually none. As French tanks came off the assembly lines, they were used to form new units. One of the unsung German super weapons in the 1940 campaign was the profusion of vehicle maintenance companies at division and corps levels. Each panzer regiment had an organic tank maintenance company. Each panzer and motorized division had two organic general vehicle maintenance companies. Within limits, these companies had the mechanics, recovery vehicles and spare parts needed to repair enough vehicles to keep units combat effective. The Allies, lacking combat experience, placed most of their maintenance assets at Corps level and higher. The French DLMs had but one organic maintenance company for the entire division; the French DCRs—none at all.

13.0 OPERATION DYNAMO

Operation Dynamo was the code name for the Allied naval evacuation at Dunkirk. The multi-national flotilla of ships, both large and small, brought about the "Miracle of Dunkirk," the evacuation of over 300,000 Allied troops.

13.1 Declaration

Declaring Operation Dynamo is optional (but highly recommended—check where you receive VPs). It can be declared on Turns 3 or 4 only in Scenarios 1 or 2. It cannot be declared in Scenario 3.

a. Operation Dynamo can commence during either Declaration Turn when the Allied Move Action chit is drawn.

b. When the Allied Move Action chit is drawn from the cup and the declaration is made, the unused Allied Move Action chit that was not placed in the opaque cup at the start of the turn is now placed in the opaque cup to draw randomly later in the turn.

c. The Allied player also has the option to declare Dynamo immediately after the first German Action Round of Turn 3 without waiting for drawing the Allied Move Action chit. If declared, the Allied player takes the unused Allied Move Round chit not in the cup, places it on the Action Round Track in the 2 box, and declares Dynamo. The German player gets 3 VPs for this action. The Allied player conducts Round 2 as a Move Action round. At the end of round, chit draws from the cup resume for the remainder of the turn.s.

13.2 Effects

a. The Allied player earns VPs for evacuating units.

b. The Allied player receives the Dynamo Air Asset, but loses all other air units.

c. Starting with the turn after declaration, for the next three turns or until the turn after the Germans capture the Dynamo Evacuation Port, whichever occurs first, the Allied player becomes the initiative player.

EXAMPLE: On Turn 3 the Allied player declares Operation Dynamo. The End Dynamo marker is placed on the Turn 6 box of the TRT. On Turns 4 and 5 the Allied player is the Initiative player, but on Turn 5, the German player captures the Evacuation Port.

The End Dynamo marker is removed from the TRT. On Turn 6, the German player is once again the Initiative player.

d. On each turn where the Allied player starts as the initiative player, he receives three Action Round chits (two Move and one Combat). One is chosen to be placed in Box 1 of the Record Track; the other two are placed in the opaque cup along with the three German Action Round chits. On the turn after Operation Dynamo ends, the Allied player reverts to the normal two Action Round chits (one Move and one Combat) per turn.

13.3 Declaration Procedure

Declaration interrupts the normal turn sequence. Perform the following steps immediately and then continue with normal turn sequence:

a. End Dynamo Marker. Place the End Dynamo marker on the TRT three turns ahead of the current turn. Remove the End Dynamo marker at the instant of German capture of the Dynamo Port or at the end of the third turn after Dynamo declaration.

b. Dynamo Port Marker. The Allied player names the evacuation port and places the Dynamo Port marker on one of these eligible Evacuation Port hexes: Oostende, Dunkerque, Calais or Boulogne.

c. Dynamo Air Marker. Place the Operation Dynamo air marker adjacent to the Dynamo Port. The Operation Dynamo air marker is restricted to providing air cover in the Dynamo Evacuation Port hex. It can perform no other mission.

d. Remove Other Allied Air Assets. Immediately remove all other used, unused and eliminated Allied Air Assets markers. No Allied air asset other than the Operation Dynamo air marker can be used during any turn the Allied player has the initiative for Operation Dynamo. Only the French Air Assets marker returns to play the turn after Dynamo concludes.

e. Special Stuka Dive Bomb Attack Option. Prior to Allied movement after Dynamo declaration, the German player has the option to conduct Stuka Dive Bomb attacks on the Dynamo Evacuation Port hex with any unused Stuka Air Assets [5.10d1].

DESIGN NOTE: The Allied player does not get the opportunity to evacuate with impunity because the evacuation begins after the Stuka Dive Bombing Segment in the Air Phase (Historically the Luftwaffe began to heavily bomb Dunkirk as soon as troops began concentrating there). If the German player has wisely saved some of his Stuka Air Assets for this contingency, he may dive bomb the Dynamo Port to reduce evacuation capacity during the declaration turn. On following turns, the dive-bombing will take place normally during the Air Phase

13.4 Evacuation Procedure

a. Stuka Dive Bombing Attacks. The German player has the opportunity to reduce the number of steps the Allied player can evacuate. During the Declaration turn, the chance comes immediately after the declaration, and in each subsequent Dynamo turn during the normal Stuka Dive Bombing Segment of the Air Phase. For each Disruption marker successfully placed, reduce the number of steps that can be evacuated in each Allied Move Action Round during the current turn by one. In some instances one Allied step in the Dynamo port may be eliminated [refer to Stuka Dive Bombing Table]. A minimum of four steps may be evacuated per Allied Movement Round regardless of the number of Disruption markers placed. Any reductions in Dynamo Port capacity last until the end phase when Disruption markers are

removed. Allied units stacked in the Dynamo Port are not disrupted by port disruptions. Their TRs and MAs are not reduced.

DESIGN NOTE: To the very end of the evacuation the perimeter defense verged on the fanatical despite the bombing and evacuation chaos, nor did the bombing of the port and beaches stop embarkation onto the ships. Thus Disruption markers placed on the Evacuation Port hex do not have their normal effect of reducing the TRs and MAs of any units in the hex.

2) Allied evacuation may begin in the Move Action Round when Operation Dynamo is declared. A maximum of six steps can be evacuated per Allied Move Action Round. This number can be reduced by Stuka Dive Bombing attacks [5.10d1]. Allied reinforcements cannot be evacuated the turn they are placed on map.

3) The Allied player removes Allied steps already stacked in the Dynamo port, moves steps into the Dynamo port and removes them if they have one or more MPs remaining, or uses a combination of the two methods up to the number of steps allowed for evacuation in the current Move Action Round.

4) Disruption markers on the Dynamo Port hex have no effect on the MAs of Allied units entering the Evacuation Port hex, but a Refugee marker does.

DESIGN NOTE: View Refugee markers not so much as civilian populace, but rather as the traffic jams caused by the immense number of troops crowding into the limited space available.

5) **Victory Points.** The Allied player scores 1 VP per evacuated step. Evacuated steps do not return to play for the remainder of the scenario. Set them aside.

13.5 Allied Stacking in Dynamo Port

1) British and French units may stack together in the Dynamo port hex and any hex adjacent to the Dynamo port hex.

2) Any two-step Allied unit entering the Dynamo port hex is flipped to its reverse side (simulating losing freedom of movement around the crowded port, and casting off equipment prior to evacuation). Disrupted units ending movement in the Dynamo port have their Disrupted markers removed.

3) Overstacking is allowed in the Dynamo port hex. If the Dynamo port hex is attacked by German ground units, the Allied player cannot defend with more units than could stack normally [8.3] regardless of the number of units present. The Allied player may choose the units to defend. Non-chosen overtaken units cannot defend. If the result is elimination or retreat, all units, including the overstacked units, are eliminated (The overstacked units represent the vulnerable concentrations of troops awaiting evacuation. If forced away from the port, the likelihood of reforming into coherent military units was nil).

4) British and French stacking limits adjacent to the Dynamo Port remain unchanged.

13.6 Attacking the Dynamo Port

German ground attacks on the Dynamo Port hex are conducted normally except that it requires two Stuka Air Assets to provide one right shift on the CRT (the Operation Dynamo air asset makes it more difficult to penetrate the air cover over the Dynamo Port, requiring higher than normal commitment of air assets to achieve normal results).

Note: If the Dynamo Evacuation Port has one or more Disruption

CREDITS

Game Design: Ted Raicer

Development: Tony Curtis

Playtesting: Ted Raicer, Allan Rothberg, John Buck, Thom Sobczak, Mark Simonitch, Martin Scott, Tony Curtis

Art Director, Cover Art & Package Design: Rodger B. MacGowan

Map & Layout: Mark Simonitch

Counters: Martin Scott and Mark Simonitch

GMT Proofreading: Hans Korting

Production Coordination: Tony Curtis

Producers: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley and Mark Simonitch

Developer acknowledgments: Many thanks to Ted Raicer for an excellent design system. Thanks to Martin Scott for the playtest graphics, and to Mark Simonitch not only for bringing the game to life graphically, but also for curbing my impulses to become too detailed. Thanks to all playtesters for their insights and inputs.

A word about the combatants: At the divisional and corps level in Case Yellow, valor on the part of individual soldiers cannot be represented. Case Yellow does accurately replicate the realities of 1940—no European army was prepared to fight the blitzkrieg type of war the Germans were waging. The French army, in particular, has been vilified because of the swiftness and magnitude of its defeat. It is worth remembering that as devoted as the individual soldiers were to their fellow soldiers and their units, they were poorly served by their governments and their military leadership. Armies that train and equip to fight the last war are doomed to lose against an adversary ready to fight the next war. So it was with the Allies in 1940.

markers, the TRs of any defending Allied units are not reduced by two.

INDEX

- Action Phase/Rounds 4.1c, 7.9c, 10.1
- Advances 11.5
- Air Phase 5.1
- Allied Rail Movement 10.5
- Allied National Restrictions 10.10
- ARKO Unit 11.8
- Armor Attrition 12.9
- Armor/Tank Shift 11.3c
- Attack Supply 7.6
- Attack Supply Units 7.9
- Attack Supply Sources 7.7, 7.8
- Better Defense Markers 12.11
- Black MA Units (and ZOCs) 9.2
- Bridgeheads 10.8
- Bridgehead Crossing 12.3
- Column Shifts 11.3c
- Combat 11.0
- Crossing Interdiction: See River Crossing Interdiction
- Defensive Works 10.9
- Disruption 6.0
- Disruption Effects 6.2
- Disruption of Dynamo Evacuation Port 6.3
- Disruption Removal 6.4, 12.2
- Eben Emael 5.1d, 10.8b, 10.9a
- End Phase 12.0
- Engaged Results 11.9
- Evacuation Capacity 5.1e
- Evacuation Port 5.1e, 6.3, 13.4
- Fortified Lines 10.9, 11.7
- Ground Support 5.2, 11.3c
- Interdicted River Crossing 2.4i, 10.7
- and Advances 11.5f
- and Attack Supply Units 7.9d
- and Combat 10.7f
- and Line of Supply 7.2b, 10.7d
- and ZOCs 9.4a
- marker placement 5.1c
- Line of Communication 2.4h, 9.6
- Line of Supply 2.4i, 7.2, 9.7
- Major Rivers (and the Rhein) 5.1c, 9.4a, 10.7f, 11.5f
- Movement 10.0
- Motorized Unit Movement 10.3
- Motorized Combat During Move Action Rounds 11.6
- Nationality Restrictions (Allied) 10.10
- One Hex Movement 10.1c
- Operation Dynamo 13.0
- Declaration Procedure 13.3
- Effects 13.2
- Evacuation Procedure 13.4
- Evacuation Port Disruption 6.3
- Out of Supply Effects 7.5
- Overrun 10.3c
- Overstacking 8.4
- Panzer Refit 12.12
- Paradrop Segment (German) 5.1d
- Paris (Declaring an Open City) 12.7
- Rail Movement (Allied) 10.5
- Refugees 10.11, 12.6
- Rhein River: See Major Rivers
- Reinforcement Placement 10.2
- Replacement Segment 12.10
- Retreats 11.4
- River Crossings 10.6
- Road Movement 10.4
- Stacking Limits 8.3
- Stacking and Nationalities 8.6
- Stacking and Stacks 8.0
- Stuka Air Assets 2.2a, 5.1e, 13.3e
- Supply 7.0
- Supply Phase 4.1b
- Supply Sources
- Allied 7.3
- German 7.4
- Surrender of The Netherlands and Belgium 12.5
- Tactical Ratings (TR) 10.3d
- and Better Defense markers 12.11b
- and Ignoring Enemy ZOCs in Movement 9.3
- and Retreating through Enemy ZOCs 9.5d, 11.4b
- and Engaged Results 11.9a
- Terror Bombing 5.3, 12.4, 12.6c
- Victory 3.0
- Victory Determination Segment 12.8
- Yellow MA Units
- and Advance 11.1c, 11.5f
- and Bridgehead Creation 10.8c
- and bridgehead Crossing 12.3a
- and Combat in a Move Action Round 11.6b
- and Multi-hex Combat 11.2e
- and Retreats through EZOCs 9.5d, 10.3d
- and ZOCs 9.3, 10.3d
- Zones of Control 9.0
- and Combat 9.5
- and Terrain 9.4
- and Line of Supply 9.7

GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308

www.GMTGames.com

© 2011 GMT Games, LLC