

Combat Results Table (CRT)

Odds Ratio

Die Roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	Die Roll
1	A1 -	A1 -	A1 -	A1 -	EX -	DR2 Adv 2	DR2 Adv 2	A1/D1 Adv 2	D1 Adv 3	1
2	A1 -	A1 -	A1 -	EX -	A1/DR2 Adv 2	DR2 Adv 2	DRX Adv 2	D1 Adv 3	DR4 Adv 3	2
3	A1 -	A1 -	EX -	A1/DR2 Adv 2	DR2 Adv 2	DRX Adv 2	A1/D1 Adv 2	DR4 Adv 3	DR4 Adv 3	3
4	A1 -	EX -	A1/DR2 Adv 2	DR2 Adv 2	DR2 Adv 2	A1/D1 Adv 2	D1 Adv 3	DR4 Adv 3	DS Adv 4	4
5	EX -	A1/DR2 Adv 2	DR2 Adv 2	DR2 Adv 2	A1/D1 Adv 2	D1 Adv 3	DR4 Adv 3	DS Adv 4	DS Adv 4	5
6	A1/DR2 Adv 2	A1/D1 Adv 2	A1/D1 Adv 2	A1/D1 Adv 2	D1 Adv 3	D1 Adv 3	DS Adv 4	DS Adv 4	DS Adv 4	6

EX, DRX, DS = The opposing player picks the step loss.

Orange box = -1 DRM on DD Table

Red box = Full Retreat, Determined Defense not allowed

DS = DEFENDER SHATTERED: The defender loses one step—the unit selected is determined by the *attacker*. Surviving defenders must Retreat 4 hexes and are marked in Full Retreat (13.3). The attacker may Advance After Combat (14.0).

DR4 = The defenders must Retreat 4 hexes and are marked in Full Retreat (13.3). The attacker may Advance After Combat.

D1 = The defender loses 1 step. Surviving defenders must either conduct a Determined Defense or Retreat 3 hexes and become Disrupted. If the defender retreats the attacker may Advance After Combat.

A1/D1 = Both sides lose one step. Surviving defenders must either conduct a Determined Defense

or Retreat 2 hexes and become Disrupted. If the defender retreats the attacker may Advance After Combat.

DR2 = The defender must either conduct a Determined Defense or Retreat 2 hexes and become Disrupted. If the defender retreats the attacker may Advance After Combat.

A1/DR2 = Same as DR2 except the attacker loses one step.

DRX = Both sides lose one step—the unit selected is determined by the *opposing player*. The defender must either conduct a Determined Defense or retreat 2 hexes and become Disrupted. If the defender retreats the attacker may Advance After Combat.

EX = Exchange: Both sides lose one step—the unit selected is determined by the *opposing player*. No Retreat for the defender. If all defenders are eliminated, then the attacker may enter the vacated hex and stop—a Limited Advance.

A1 = The attacker loses one step. No Retreat or Advance.

Maximum Advance After Combat Rate:

All non-Mech except Cavalry.....	2
Cavalry.....	3
All Mech. units except Hv. Tank.....	4
Heavy Tanks and OOS units.....	2

Determined Defense Table (11.2)

Dice Roll	Clear	Other*	Fortified Hex Incl. Dyle Line	City and Fort Units
2-4	F 0/1	F 0/1	F 0/1	F 0/1
5	F	F	F	F
6	F	F	F	H 0/1
7	F	F	H 0/1	H 0/1
8	F	H 0/1	H 0/1	H 1/1
9	H 0/1	H 0/1	H 1/1	H 0/0
10	H 0/1	H 1/1	H 0/0	H 0/0
11	H 1/1	H 0/0	H 0/0	H 0/0
≥12	H 1/0	H 1/0	H 1/0	H 1/0

*Other = Woods, Marsh, Polder, and Clear hexes with a Town

Die Roll Modifiers (11.2.4):

- +1 Lead Unit's TQ is Elite
- 1 Lead Unit's TQ is Low
- 1 French Collapse (11.2.5)
- +1 DD Air Support (11.2.6)
- 1 The CRT result is orange

(11.3.1) List of Results

- F = Determined Defense fails
- H = Success—the defender Holds
- H = Success, but Dyle Line marker removed
- #/# = Step losses: Attacker/Defender's Lead Unit

Combat Modifiers (9.0)

Shifts favorable to the attacker:

- 1R Tank Shift (9.2)
- 1R Air or HQ Support (9.3, 9.4)
- 1 or 2R TQ advantage (9.5)

Defender is halved (round up):

- Defender Disrupted (13.2)

Shifts favorable to the defender:

- 1L Tank Shift (9.2)
- 1L Air or HQ Support (9.3, 9.4)
- 1 or 2L TQ advantage (9.5)
- 1 or 2L Breakthrough Combat Penalty (15.2.5)
- 1L Fortified Hex or Dyle Line marker (16.2, 21.4)

The attacker is halved when:

- Out of Supply (18.4)
 - Attacking across a Major River (9.6.2), Marsh River hexside (9.6.3), or across a Maginot Line hexside (16.3)
 - Attacking *out of* a Restricted Hex (9.7)
- See TEC for further effects.

Rally Table (13.4.2)

Die Roll	Result
1-4	No change
5-6	Recover one level

DRMs (cumulative):

- +2 unit occupies a City hex or a hex with a Fort Unit
- +1 Unit is Elite
- 1 Unit is Low Quality

Isolation Attrition Table (18.5)

Die Roll	Result
1-4	-1 Step
5-6	No Effect

DRMs:

- +1 Unit's TQ is Elite
- 1 Unit's TQ is Low
- +2 if the unit can trace a LOS of any length to a friendly controlled City hex or a friendly Fort unit.
- +1 if the **Allied** unit does not qualify for the +2 above, but can trace a LOS of any length to a friendly HQ.

Disengagement Table (20.3.3)

Die Roll	Result
1-3	No
4	Yes (-1 step)
5-6	Yes

DRMs (cumulative):

- +1 if the unit/group is Mechanized*
- +1 if the unit/group's TQ is Elite*
- 1 if the unit's TQ (or at least one unit in the group) is Low Quality

**If disengaging as a group, these positive modifiers apply only if all units in the group qualify.*

Extended Movement (7.3)

Non-Mechanized (except Cavalry)	+2 MPs
Cavalry	+3 MPs
Mechanized (except Heavy Tank)*	+4 MPs
Heavy Tank	+2 MPs

**HQs may only use Extended Movement on their used side (17.1.3).*

OOS units can't use Extended Movement (18.4)

Breakthrough Combat (15.0)**PENALTY COLUMN SHIFTS (15.2.5) (one or the other applies):**

- 1L Breakthrough Group spent 2 hexes of its Advance After Combat for the attack.
- 2L Breakthrough Group spent only 1 hex of its Advance After Combat for the attack.

PROCEDURE:

Same as a regular attack except no Air or HQ shifts allowed (including DD Air Support). TQ and Tank Shifts *are* allowed.

RESTRICTIONS (15.2.3):

- Only the Breakthrough Group may attack and Stacking Limits apply.
- Allied Cooperation restrictions apply (8.5).

IF SUCCESSFUL:

The Breakthrough Group may advance into the defender's vacated hex at no additional cost or continue its advance from the hex it attacked from.

Evacuation Table (22.5)

For Dynamo scenario only



Die Roll	Dunkirk	Beach
1	1	(+2)
2	1	(+2)
3	1	1
4	2	1
5	2	1
≥6	2	1

Explanation of Results:

- +2** No evacuation but apply a +2 DRM to the next evacuation attempt die roll for that beach hex. Place an EVAC +2 marker in the hex to indicate this.

- 1 One unit is evacuated.
- 2 Two units are evacuated.

German Harassment Fire: Roll two dice and use the lower of the two results if a German unit is adjacent to the Allied unit being evacuated (22.5.4).

EXPANDED SEQUENCE OF PLAY

A. GERMAN PLAYER TURN

1. German Initial Phase

- The German player flips all Air units from their Used side to their Ready side.
- The German player places his Reinforcements in their Entry Hexes.

Dynamo scenario only:

- Starting on Turn 6 the German player must withdraw the units listed on the Dynamo Turn Record Track.
- Each Panzer division under a Halt! marker and currently in supply receive one replacement step (22.3).

2. German Movement Phase (7.0)

During this phase the German player may conduct any of the activities below in any order:

- Move some, none, or all his units.
- Conduct Auto-DS combat against any defending hex where at least 10-1 odds are obtained. Indicate the units that participate in that attack with Auto DS markers (7.7). Advance After Combat for these units is conducted at the end of the Combat Phase.
- The German Player may place disrupted units in full retreat (13.1.3).

3. German Combat Phase (8.0 - 15.0)

A. The German Player may attack adjacent enemy units or conduct Disengagement Attempts (20.3) in any order. As each attack is resolved apply the step losses, conduct the Retreat, the Determined Defense, and the Advance After Combat before moving to the next combat.

B. After all combats are completed, advance all units with Auto DS Markers (7.7).

4. German Recovery Phase (13.4)

All German units that are Disrupted may recover one level—those that are Disrupted have the marker removed, and those that are in Full Retreat have their marker flipped to the Disrupted side. Units adjacent to enemy units must roll for Recovery (13.4.2).

5. German Supply Phase

A. Check the supply status of all German units (18.0).

B. Roll for Attrition (18.5) of all German units that are:

- marked with a red Out of Supply marker (including those just marked), and
- adjacent to an enemy unit.

6. GQG Phase —*Sickle Cut scenario only*

Any GQG markers scheduled to be removed are removed at this time (21.2.6). The German player places the remaining GQG markers currently in the GQG Marker Holding Box on Allied stacks containing at least one French unit. He then rolls two dice and removes the GQG markers with those numbers (21.2.4).

B. ALLIED PLAYER TURN

1. Allied Initial Phase (depends on the scenario)

Sickle Cut scenario only:

- The Allied player flips all non-Disrupted HQs that can trace a Line of Supply to a W, S, SE or E Entry Hex from their Used side to their Ready side (17.2.1).
- The Allied player draws a number of units from his Reinforcement Draw Cup and places them on a friendly controlled Entry Hex.

Dynamo scenario only:

- The Allied player flips all RAF units to their Ready side (22.6).
- Check to see if Belgium surrenders (22.4.1). Belgium automatically surrenders in the Allied Initial Phase of Turn 5.
- If Turn 4 or later, the Allied player may evacuate units from Dunkirk (22.5).

2. Allied Movement Phase

Identical to the German Combat Phase except switch the term German with Allied. In addition:

- *Sickle Cut scenario only:* The Allied player may use Rail Movement (7.6), and may complete the Dyle Line IP's if still occupied at the end of the Movement Phase of Turn 1.

3. Allied Combat Phase

4. Allied Recovery Phase

Both phases identical to the German Combat and Recovery Phases except switch the term German with Allied.

5. Allied Supply Phase

Identical to the German Combat Phase except switch the term German with Allied. In addition:















- Allied HQs do not roll for Attrition. They are eliminated if they cannot trace a Line of Supply to a friendly Combat unit.
- Do not roll for Attrition of Fort Units until all friendly Combat units stacked with or adjacent to the fort are eliminated.

- *Sickle Cut scenario only:* On or after Turn 5 the Allied player may use the Hitler's Halt Order rule (21.3) to slow German mechanized units.

- *Dynamo scenario only:* In the Allied Supply Phase of Turns 1 and 2 the Allied player takes any Halt markers in the holding display (always either one or two) and places them on a German panzer division and then rolls two dice to remove up to two Halt markers.

C. END PHASE

Record the completion of a Game Turn by advancing the Game Turn marker one box and proceed to the next turn.

Terrain Effects Chart (TEC)						
		Movement Pts.		Armor Shift?	Effects on Combat	Notes
Terrain		Non-Mech	Mech			
	Clear	1	1	–	–	–
	Roads	1	1	–	–	Road bridges negate the cost of crossing rivers (7.5.3).
	Rail Lines	OT	OT	–	–	Railroad bridges reduce the cost of crossing rivers by 1 MP (7.5.3). See also Rail Movement 7.6.
	Town	OT	OT	–	–	–
	City	1	1	No	Defender x2 Ignore rivers that flow through city hexes	Can stop a Retreat after 1 hex (12.4.1). No ZOC bond through a City hex.
	Woods	1	2	No	–	–
	Wooded Rough	2*	P	No	Attacker halved attacking out of (not into) (9.7).	Stops Advance After Combat (14.5)
	Marsh	2*	P	No	Defender x2 Ignore rivers that flow through Marsh hexes	Stops Advance After Combat (14.5) Mech. units can only attack along roads.
	Polder	1	1	No	–	Treat as a Clear hex where Tank Shifts are not possible.
	Major River Hexside	+1‡	+2‡	No	Defender x2** attacker halved attacking across	Units may only cross during the first hex of their advance and must stop after crossing even if a bridge is present.
	Minor River Canal‡‡	+1	+2	No	Defender x2**	Treat minor canals as minor rivers. Marsh terrain adjacent to minor river, upgrades the river to a major river (9.6.3).
	Underground Canal	OT	OT	–	–	-
	Maginot Line Hexside	OT	OT	No	German units halved attacking across	Maginot Hexside feature destroyed once Fort Unit is eliminated.
	Fortified Hex	OT	OT	No	1L (For defending Allied units only)	Can stop a Retreat after 1 hex (12.4.1).

TEC NOTES

OT=Other Terrain in Hex

P = Prohibited. Wooded Rough and Marsh hexes are **Restricted Hexes** (7.5.5).

– = No Effect or Not Applicable





* Units must stop upon entering unless moving along a road.

** Defender is only doubled if **all** attacking units are attacking across a river hexside (major or minor), Marsh River hexside, out of a Restricted Hex or any combination of those three.

‡ Units must start adjacent to an unbridged Major in order to cross, unless utilizing a Pontoon Bridge (7.5.4).

Dynamo Map

These terrain types are found only on the Dynamo map (22.8).

	Marsh River Hexside Upgrades the effects of a Minor River to a Major River hexside.		Ferry Hexside Attacking across prohibited. Crossing costs all MPs.
			Causeway Hex 1 MP. Defender doubled
			Tidal River Bridge Hexside Attacking across prohibited. Crossing cost +1 MP.