



Czech Mate '38



An Operational Megagame by Paul Howarth



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TIMETABLE FOR THE DAY

0900-0930	Arrival, Booking In
0930-0945	Plenary Briefing
0945-1100	Planning Game & Military Exercises
1100-1130	Day 1 – 45min turn
1215-1245	Day 2 – 30 min turn Game continues with 30 min turns until:
1615-1645	Debriefing
1645-1715	Clear Up and Leave

We **may** play an additional turn if it would add to the game. Please bear this in mind when arranging

Once begun, the game will move ahead at without pause.

Each turn represents 24 hours of combat.

Within that time players will need to complete their tasks whilst communicating effectively.

THE VENUE

Endcliffe Hall, S10 3EU, an Army Reserve Centre to the west of the centre.

As it's an operational base, we will have someone on the gate to let you in from **9.00am** - **please don't arrive before then as we'll be having a Control briefing**. Tea, coffee and soft drinks will be provided throughout the day and Broomhill shopping arcade is on the way to make sure you have enough sustenance.

CAR - There is car parking available in the grounds. We may have to move cars afterwards, but there is a lot of on free suitable street parking after 5pm.

TRAIN/TAXI - It's about 10 minutes in a taxi from Sheffield Central - anyone who is in that situation, wants to share and in the absence of a copy of the Guardian is advised to carry a copy of the attached sheet by the taxi rank around 9.20am

TRAIN/BUS - A 120 Bus service runs from the bus station/Pond Street across the the train station at 8.53, 9.03, 9.11 and 9.19. You're travelling to Ranmoor, getting off just before Thornbury Hospital and it's about 20 minutes.

DRESSING UP: This is not normally an expectation at megagames and given the venue and subject of this game, I would ask that you leave the uniforms at home for the day. Photos and video will be taken on the day for social media and the Story-living Games website - please let us know if you don't want your photo taking.

Cast List

Control Team: Paul Howarth, Andrew Parkin, Matt Selwood

German High Command: **Tony Morphet** (Grofaz, on the telephone from Berchtesgarden).

Head of OKH Von Brauchitsch – **Phil Gray** CoS Halder – **Mel Wheeler**

2nd Army CO v. Rundstedt – **Frank Tippin** CoS v. Salmuth – **Robert Hetmanski**

8th Army CO Bock – **Adrian Noyce** CoS Felber –

10th Army CO v. Reichenau – **Bill Inglis** CoS Bernard – **Steve Elliott**

12th Army CO v. Leeb - **Matt Tippin** CoS v. Manstein – **Mel Wheeler**

14th Army CO List – **John Sharp** CoS Ruoff – **Simon Earnshaw**

Chief of Army: General of the Army Ludvík Krejčí – **Pete Sizer**

Czech Chief of General Staff: Fiala – **Howard Halliday**

1st Army CO Gen Vojtechovsky – **John Concagh** CoS Kašpárek – **Gary Askham**

2nd Army CO Gen Luža – **Daniel Burkle** CoS Vejmelka –

4th Army CO Gen Lev Prchala – **Tony Concagh** CoS A. Páral – **Jonathan Fulchini**

CO – Commanding Officer

CoS – Chief of Staff

Two armies (8th German, 2nd Czech) are smaller than others, so are likely to only need one player. In the event of additional players they will double with an additional role on the High Command.

Designer's Notes

It's eighty years since the Munich crisis and a war averted for just a year. I've recently been reading alternate histories which feature variants on a full Czech-German war in 1938 and the consequences thereof. Common perceptions of the German armed forces in the Second World War involve a well-oiled machine, running rings around the enemy and overcoming all odds through aggressive exploitation and the combined arms of Blitzkrieg. In recent years various myths along these lines have been addressed, leading to a more realistic appraisal of German capabilities. The game will try to present some of the problems faced by commanders on both sides, in a contest which should be much more even than conventional wisdom suggests.

Operational games are my favourite type of megagame and unfortunately in short supply, so I thought it was about time I designed one myself to mark the anniversary and also try out some new ideas I've been mulling over after working with Rob Cooper to bring 'Not Over By Christmas' up North. It was tempting to try and develop a double blind game, with a completely hidden map, but this usually requires a large number of umpires to adjudicate and feedback, often with significant 'lag' between orders and resolution. For many megagamers this is a feature, not a flaw, but bearing in mind a desire to encourage more people to try operational game, an open map has been chosen for this run. Also, when you spend time and money on a map and playing pieces, I do think it's a shame that players rarely see the fruits of your labours.



Open maps themselves, of course, present their own challenges, including enough familiarity with rules to move turns along quickly, the inability of umpires to adjudicate most likely outcomes rather than fight out every single combat, as well as fog of war, hidden movement and what is known as 'friction' – the difference between what a commander intends happening and what actually happens when plans meet reality. This can be replicated to a degree through using several layers of command.

Blockspiel

The original inspiration for this system came from watching 'A Bridge Too Far' and other films featuring map rooms with great big, painted wooden blocks and national flags on maps, often with some token German for effect and subtitles, e.g. "Wo ist PATTON?!" The visual effect appealed to me as a starting point.

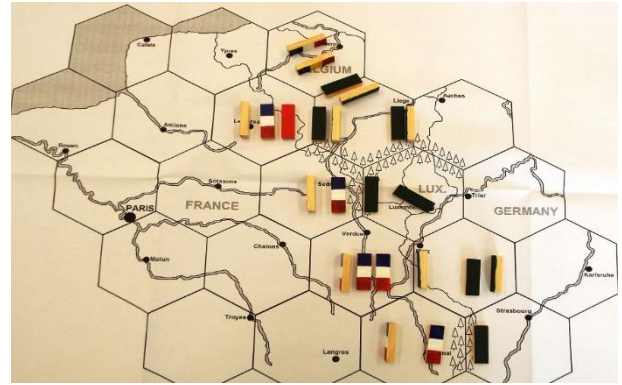


In addition, wooden blocks have become more popular in a number of relatively recent games. Richard Borg used them in the Commands and Colours series with a hex map, usually to fight a full ancient or Napoleonic battle and using stickers to differentiate unit types, with relatively simple rules.

At the smallest skirmish level there are games such as Urban Operations, modelling modern warfare and adding a layer by rotating blocks to show different strengths. I then started to think about using all the sides of a block to try and reduce clutter on the map.



I've also been influenced by games such as Phil Sabin's 1914 (Pictured right, with wooden Jenga pieces from a run by Bob Cordery). Whilst I felt more detail was required for a megagame with corps commanders in it, the idea that tracking individual strength points was 'below their pay grade' and could also speed up play was worth trying. Likewise, combat resolution has been kept deliberately simple, with the assumption that lower-level commanders are doing the best they can. There are a limited number of cards in play which will represent those times when it's not the case.



I'm also aware that the game for the land commanders is often more involved than that of the air commanders, so in this game the respective high command players will take on this latter responsibility once the game begins. As ever, there's a compromise between trying to replicate actual command situations and ensuring players have a good day. For this reason too, political roles will be played by Control, due to the limited role for them within the timeframe of the game. This will also apply to other countries, such as France, Britain, Poland and the Soviet Union. A broad outline of their respective viewpoints at the start of the conflict will be found in briefings.

The main body of the game covers the military operations by both sides in which the outcome is entirely dependent on player decisions. There is no historical baseline against which to measure success and the key for all players is as much about teamwork and good communication as it is about strategic brilliance.

With thanks to Rob Cooper, Tony Morphet, Pete Sizer and Pennine Megagames for advice, playtesting and the regular application of common sense when I get carried away with another new idea.

Paul Howarth

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The Chain of Command

This game focuses on the military decisions as much as possible and therefore in this game you are part of a chain of command which will need to be observed as far as possible. You can disagree with senior commanders but you may not wilfully disobey them without consequence. The game simulates a real military hierarchy and will allow negative consequences for failure or disobedience.

This means that, as in real life, no commander has a completely free hand to do as they like. National political authorities (represented by Control) have the power to replace formation commanders. This might be done by moving a new player into the role from another team, or by swapping roles within the team.

Sacking like this isn't done for being unlucky or losing a battle. It is done for obvious incompetence or blatant insubordination. If you like your role, the best way to hang onto it role is to do a good job.



Czech Mate '38 - Setting the Scene



Hitler needed a war to demonstrate German military might as Goebbels' propaganda machine continued to justify prodigious and unsustainable public spending. Meanwhile, British intelligence had convinced Neville Chamberlain that whilst Western re-armament was only slowly bearing fruit, sacrificing the Sudetenland to Nazi Germany was not the way to buy time. Reports indicated that behind the parades and manoeuvres designed to impress visiting dignitaries and the world press, the Wehrmacht was not the swift, motorised machine of the newsreels. Its infantry generally marched and its guns were pulled by horses.

Czech defences across the Sudetenland could tie down substantial numbers of German troops and the much-vaunted panzers had littered Austrian roads during the Anschluss of 1937 after a rash of breakdowns. Mainly armed with machine guns, they would struggle to cope with the latest Czech armour rolling out of the Skoda factories. It was far better that these excellent tanks should fight Germany than for her. In addition, Czechoslovakia secured Poland's southern border and was an ally of the Soviet Union. Wise heads counselled, 'If Herr Hitler wants Czechoslovakia so much, then make him pay for it.'

The meeting in Munich was later seen as an opportunity for the Czechs to put their house in order whilst Chamberlain hemmed and hawed and Hitler grew increasingly frustrated. Eventually he called a halt to proceedings, declaring that Perfidious Albion was playing at politics once again, interested only in preventing the rights of the German people from being protected. Shortly afterwards, German speakers in the Sudetenland began demonstrating at recent attacks on their families by Bolsheviks. Self defence leagues, or Freikorps, were established, their ranks bolstered by strangers to the area and known colloquially as 'Little grey men'. When the bodies of attackers on a police station were found to be wearing German Army identification discs, Goebbels was quick to respond. Enraged by what was seen as the oppression all along the Sudetenland Strip, German soldiers on leave had spontaneously decided to cross the border and protect those who could not protect themselves. Surely the only sensible option to reduce tensions was for Czech forces to withdraw from the Sudetenland and leave a demilitarized zone?

Hitler never expected these suggestions to be accepted, but uncertainty and excitement provided excellent cover for the gradual mobilisation of German troops to 'guard the border', prevent reprisals on German soil and provide protection for German speakers. Frantic telephone calls were exchanged across Europe as Czech leaders realised that war was coming to their twenty year-old state...At this point, our game begins.

Key Information to bear in mind when planning and playing:

- Each turn represents 24 hours
- Each hex represents 5 miles
- 5cm Cubes (In Red and Grey) represent 1 infantry, cavalry or armour regiment
- 30mm Counters represent artillery (in Red and Grey) or Czech Fortress and Border units (in Brown)
- 1cm Yellow cubes represent command planning capacity and supplies reaching the right place at the right time. The regular supply of these may be disrupted during the game.
- The side which is uppermost on a cube or counter signifies its current posture. It requires command points to change this (except for units which become disordered as a result of combat).

Game Overview and Principles

- Each turn will consist of alternate movement and combat, with initiative (who goes first) decided separately on the map. Each side will have a set number of initiative tokens at the start of the game which they commit to seize the initiative each turn. They do not know how many their opponent has.
- Operational 'momentum' is important. If one side wins the initiative regularly it is likely to continue to do so until momentum is lost. This can be frustrating for the player acting second. Accept this.
- Command and Control are crucial to success on the battlefield. Units without orders will be passive unless an umpire rules otherwise. Commanders will have limited information and capacity in a confused situation. Therefore they will use command tokens to activate and re-order units. The number of tokens will vary between players but there are unlikely to be enough for every unit to be doing something each turn. The planning cycle for attacks in particular will occupy a good number of tokens.
- Supply will be heavily abstracted within the 'command point' mechanism given the time represented in game. A key issue will be fuel for motorised troops and ammunition for attacks and artillery. These will be fed into the game through identified supply routes which have a limited capacity. Commanders must decide which resources to bring in for divisions and how to allocate them.
- As Army and Corps commanders, there will be a minimum of record-keeping relating to regiments and their ability to fight. It is assumed that there is a replacement system in place for units so there is no tracking of 'hits' or 'steps'. Regiments (infantry) and Battalions (armour), as the lowest units represented, are fit to fight or not and can be destroyed as viable units. The main consideration will be their 'stance' (attack/defence/move/exploit) and whether the unit is fit to fight (Disordered or not). Disordered units are weak and vulnerable.
- Commanders must decide for themselves whether divisions are fit for the front-line or need replacing. Reserves are important in this game.
- There will be a limited number of cards in play during the game. If you have assembled your units correctly, secured local superiority and have terrain in your favour, then you should have a very high chance of success.
- 'Zones of Control' are a common feature in many wargames which use hexes, but are not a major feature of Czech Mate. In this game, the commander must decide whether to concentrate his forces for movement or attack, or spread them to cover more ground.
- Air power is not the major factor it becomes over the course of the 20th century with regard to the land battle. Having secured air superiority within a region, the main decision will be whether to focus on bombing lines of communication or urban areas. Close Air Support as we know it is not an effective option, unless there are massed disordered enemy units on the map.
- Although it is a commonly accepted 'rule' that attackers need odds of 3:1 to likely secure victory, the statistics of those such as Trevor Dupuy do not seem to back this up and other issues should be considered. <http://www.dupuyinstitute.org/blog/2016/07/11/trevor-dupuy-and-the-3-1-rule/>
- What will be a crucial factor for commanders is the use of terrain, artillery support in the attack/defence and motorised troops in exploiting breakthroughs.

Czech Mate '38 - The Forces

The main focus for this game is land forces and these are organised as follows:

Germany – 5 armies, each of 1-3 Army Corps Player numbers in brackets, with a high command team responsible for Luftwaffe during the game.

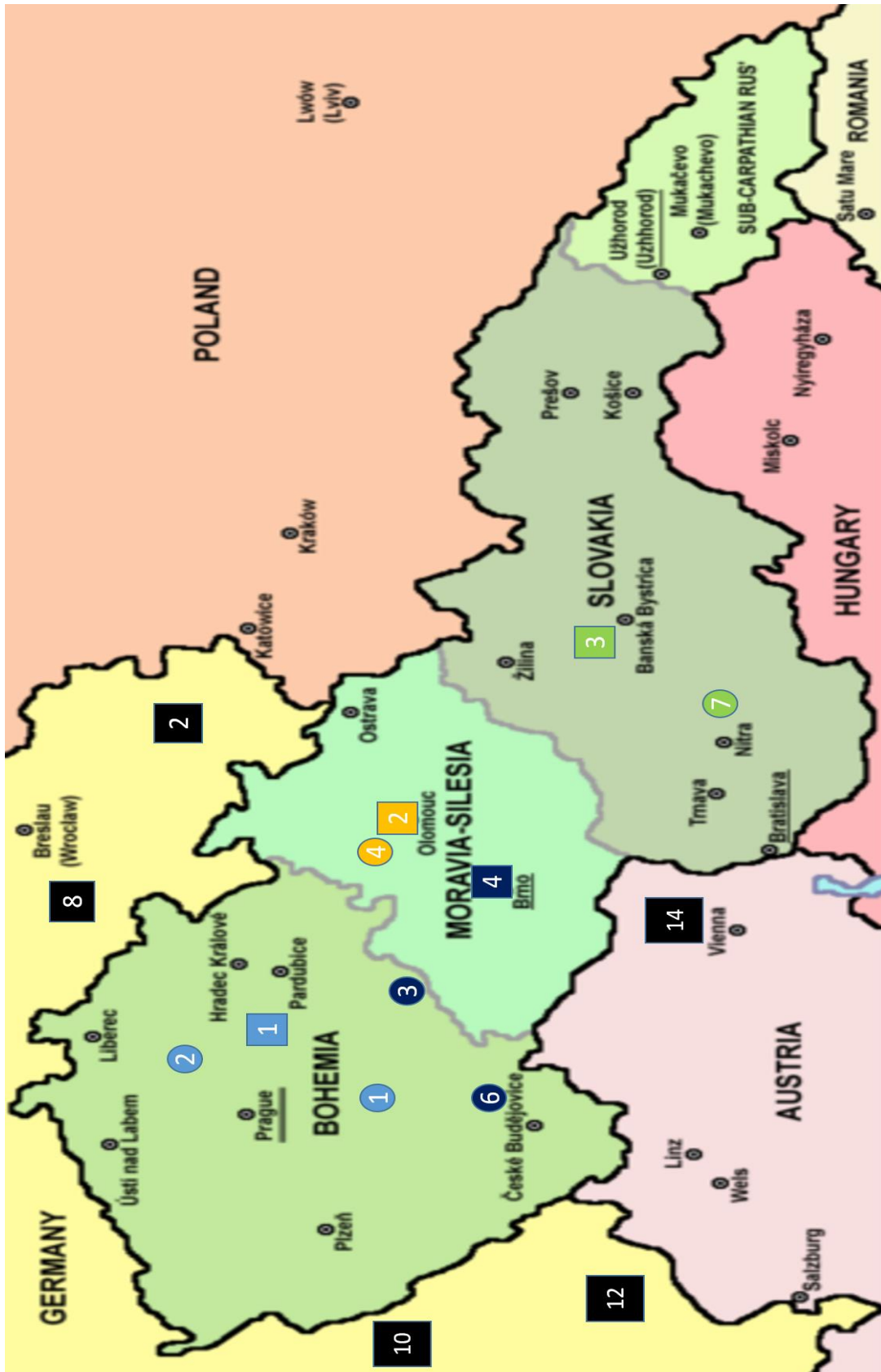
<p>Head of OKH: Generaloberst Walther v. Brauchitsch Chief of Staff: Generaloberst Franz Halder Plus up to 2 staff officers.</p> <p>High Command team to play air game whilst Army Commanders are meeting with their team. Luftwaffe: 3 Luftwaffe Fleets, totalling 7 Air Divisions</p>				
2 Army	8 Army	10 Army	12 Army	14 Army
CO v. Rundstedt CoS v. Salmuth	CO Bock CoS Felber	CO v. Reichenau CoS Bernard	CO v. Leeb CoS v. Manstein	CO List CoS Ruoff
1 Panzer Div. 9 Infantry Div. 3 Landwehr Div. 1 SS Mot. Regt.	1 Mot. Infantry Div. 4 Infantry Div.	1 Panzer Div. 1 Light Div. 2 Mot. Infantry Div. 2 Infantry Div. 1 SS Mot. Regt.	1 Mountain Div. 8 Infantry Div. 1 Landwehr Div.	1 Panzer Div. 1 Light Div. 1 Mot. Infantry Div. 2 Mountain Div. 1 Infantry Div. 1 Reserve Division. 1 SS Mot. Regt.
Location: Silesia	Location: Saxony	Location: Bavaria	Location: Bavaria	Location: Vienna
OKH Reserve: 1 Airlanding, 5 Landwehr, 3 Reserve Divisions.				

Czechoslovakia – 4 armies, each of 1-2 Corps, with local border and fortress units. These will be at varying strengths, depending on how much notice the Czechs have and will also be contending with unrest. There will be a high command team responsible for the Czech Air Force during the game.

<p>• Chief of Army: General of the Army Ludvík Krejčí • Chief of General Staff: Brigadier General Bohuslav Fiala Plus up to 2 staff officers.</p> <p>High Command team to play air game whilst Army Commanders are meeting with their team. Czech Air Force: 6 Air Regiments (3 Mixed, 1 Fighter, 2 Bomber). <i>3rd Army in Slovakia may not be played. It may be less loyal and occupied with watching Hungary</i></p>			
1 st Army "Havlíček"	2 nd Army "Jirásek"	3 rd Army "Štefánik"	4 th Army "Neruda"
CO Gen Sergěj Vojtechovský CoS Ludvík Kašpárek	CO Gen Vojtěch Boris Luža CoS F. Vejmelka	<i>CO Gen Josef Votruba CoS B. Kratochvíl</i>	CO Gen Lev Prchala CoS A. Páral
5 Infantry Divisions 6 Border Commands	2 Infantry Divisions 2 Border Commands	<i>1 Fast Division (Cavalry/Armour) 2 Infantry Divisions 4 Border Commands</i>	2 Fast Divisions 4 Infantry Divisions 3 Border Commands
HQ: Kutná Hora	HQ: Olomouc	HQ: Kremnica	Location: Brno
Army Reserve: 1 Fast Division, 8 Infantry Divisions			

The Map

Armies marked with Squares. Czech Army Corps with circles. German Corps to be confirmed as part of the planning process



Non-Played Countries

These will be adjudicated by Control are as follows:

France – is alarmed by the crisis and has begun to deploy regular troops to the Maginot Line and limited motorised forces.

Russia – has guaranteed Czech sovereignty and is committed to this, but is limited by access to the country. It would require Polish permission to send troops West.

Poland –

Hungary –

There are a number of 'tripwires' and determining foreign responses, which may become

Forces Represented

In this game each 5cm block will represent one regiment, with three regiments usually representing a division (of around 10-14,000 men). Artillery is represented by a barrage marker and the number relates to the number of artillery units in a division. Each corps (group of divisions) will have a container to mark where its headquarters is.

Each division is normally of 3 regimental blocks (See the next page). These include the divisional artillery factored in. Additional resources and forces are represented by counters and are as follows:

Corps Artillery – capable of rolling 1 or 2 dice, indicated on the counter.

Border Command Troops – incapable of movement but can slow the enemy.

Machine Gun Battalions – allocated by corps and capable of supporting operations. Each time they are used though, may be their last.

In some cases units have been folded into one another to make a regimental block

Random Events & Card Play

A lot of megagames do make use of cards to represent the fortunes of war but in this one I want to see how players respond to situations rather than having too much control over them, so at this point umpires will have a random event generator, which will identify events by corps or armies.

Assets, such as artillery and additional units are represented by counters. They are utilised by spending resources, known as Command Points.

Hex Limits

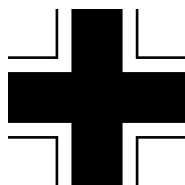
This game uses hexes representing 5 miles to help regulate movement and combat. It also allows representation of some of the issues faced by commanders. Unit refers to a cube or HQ. The latter are considered motorised and in march mode at all time and include artillery and divisional logistics.

2 non-motorised units in March Mode WITH the road bonus (double move)

3 non-motorised units otherwise (no road bonus possible)

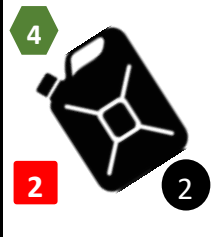




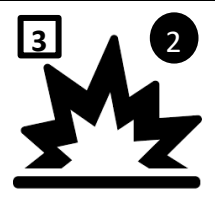

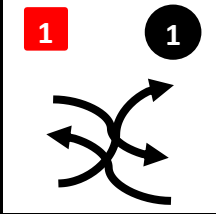
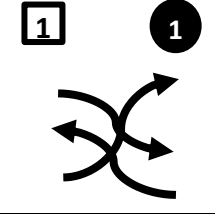
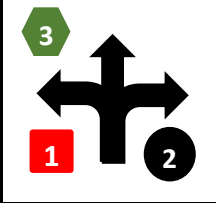
1 motorised unit in March mode (no road bonus) or 2 otherwise (no road bonus)

Blockspiel (because some genius has already taken Cubespiel) is a game system which utilises 5cm cubes to represent most military units, as well as their status, through stickers on each side. The six sides allow for a range of unit postures to be represented by rotating blocks and cut down on the number of markers in play. Each posture may cost Command tokens to enter, **per unit**, but some are free.



National Flag –

These face the enemy most of the time. Combined with colour-coding of the blocks, it should make it easy to distinguish units on the map. And look good.

		<p>Movement mode – motorised or foot/cavalry. Cost is 1 Command Token/motorised unit, otherwise free. Move OR Fight.</p> <p>The hex indicates movement points per turn. The square indicates the number and colour of dice rolled in combat. The circle indicates the number of kills to destroy the unit in one combat.</p>
		<p>Unit Type and Identification - This normally faces its owning player.</p> <p>Units within an army are colour-coded to aid players and usually corps are sub-divided too.</p>
		<p>Prepared attack – It costs 1 Command tokens/unit to prepare an attack. This represents scouting, preparation and planning. Successful attacks allow units to occupy the hex they are attacking.</p>
		<p>Dug In – Only available to infantry regiments who have not fought during the turn. It costs 1 Command tokens/unit to Dig In, in terms of time and resources.</p> <p>Dig in dice bonuses can be used in addition to fortress and terrain bonuses.</p>
		<p>Disordered – Losing units which are hit but not eliminated are disordered. If disordered units are attacked again and lose then they are removed. It costs two Command tokens and a 'success' rolled on one dice to move from disordered to any other posture. Each additional command token (in advance) allows for a further roll.</p>
		<p>Exploit – only an option for armour and cavalry. Move AND FIGHT. This allows units to breakthrough and exploit gaps in the enemy's front line and disrupt their command control by threatening headquarters and rear areas.</p>

The Land Game

Turn Order

- **INITIATIVE:** Each side on a map plays initiative cards face down.
- **COMMAND:** Corps Commanders allocate Command points to hexes. Unallocated points may be placed in Corps pots.
- **INITIATIVE:** Reveal Initiative cards within each region. Previous turn winner wins ties.
- **ACTIONS 1:** Winning Player resolves in this order – Disordered units from last turn attempt to rally - Prepared Attacks – Other Attacks – Exploit
- **ACTIONS 2:** Losing Player – Disordered units from last turn attempt to rally - Prepared Attacks – Prepared Attacks – Other Attacks – Exploit
- **MOVEMENT:** Winning player, then losing player take it in turns to move (this gives the opportunity for counter attacks)
- **POSTURE:** Both players change unit posture, if necessary with command points.

Initiative

Within each region on the map, initiative for actions will fluctuate. To provide some degree of uncertainty, at the start of each turn, both sides will commit initiative cards (numbered playing cards). These will be revealed part-way through the turn, when Command tokens have been issued. You will have an allocation for each region initially, with a strategic reserve.

It is important to remember that choosing to change unit postures normally happens at the end of a turn, so commanders should be planning ahead. It takes time to prepare an attack, dig in effectively or issue movement orders, particularly when the necessary support and logistics units are considered.

Command Points & HQs

This game does not focus too heavily on supply, given the short timescale and distances involved. Czech units will have access to supply depots and there are sufficient German stockpiles for a limited campaign. The main limitations on commanders are represented by Command Points – small cubes in army colours. These represent both staff time and getting supplies to the right place at the right time along routes likely impeded by refugees and traffic heading both to and from the front.

Each Corps will have a small container representing the HQ. Units normally need to be within **three hexes of their HQs** to receive Command tokens from their HQ. (In mountains adjacent).

A supply line is traced to Corps HQs through friendly road networks for the Germans and road/rail network for the Czechs. There will be a set limit on the maximum number of Command tokens per main road/turn for the Germans in particular, marked on the map.

German HQs need to be adjacent to a road or rail hex to be 'in supply' and communications to receive Command tokens from off map each turn. Czech HQs need to be within 2 hexes and Fortress and Border units are always in supply unless an event rules otherwise.

Note: if the Corps HQ has an enemy unit move adjacent with sufficient movement to enter its hex it must retreat one hex and all its disordered units deduct one from the dice when rolling next turn.

There is a limit to the number of Command Points available per army at any one time and unused ones can be kept with the Corps HQ to represent dumps and depots.

Actions - Disorder and Attacks

Disordered Units from Last Turn – Rallying disordered units. Each unit has a number which must be rolled equal to or higher. Players may commit a single Command Point before rolling to add one to the roll.

Prepared Attacks – **1 Command token per hex**, plus any additional tokens for artillery support (1 dice per token, limit is given on the artillery counter). **Sequential attacks from multiple hexes are the default.** If you wish to attack from **two hexes simultaneously** (the maximum), this costs an **additional 2 tokens for the staffwork and briefings**. After a successful attack which forces the enemy to retreat, then all units involved in the attack may occupy that hex, even if disordered. If there are units in movement mode in the attacking hex, then they may move forward to dig in at the end of the turn. Note that they may be counter-attacked whilst in movement mode.

*NOTE: Dug in Troops can gain up to two extra white dice **per hex when attacked**, by giving them extra Command Tokens (1/dice) at the **start** of the turn.*

Other Attacks – Units in Movement mode but **who are not moving** may choose to attack an adjacent hex at a cost of **1 Command token per unit**. These attacks cannot be combined with a prepared attack, but artillery may be committed as above. After a successful attack which forces the enemy to retreat, then all units involved in the attack may occupy that hex. They may not move again this turn.

Combat

Feedback suggests that many players like to roll dice, even if the enemy has the initiative, so in this game there will be opposed dice rolls to determine the outcome of battles, with a small number of modifiers.

To speed up the process white and red dice are used for different effects. Most infantry and cavalry use the white dice. Artillery and other units in limited cases use the red dice. On each face of a unit cube it says which dice they use and how many in that posture.

White Dice – 5+ is normally a success. 6 is normally a success and a hit.

Red Dice – 4 is normally a success. 5+ is normally a success and a hit.

All dice in a combat are rolled together. Results are applied to both sides simultaneously.

Combat Modifiers (per unit involved)

- **Artillery** - 1 white (divisional) or red (corps) dice per Command Point spent, up to the limit on the artillery counter. An additional red dice if supporting prepared attacks or dug in troops (pre-registered targets/comms). Each counter may only support one hex/phase.
- **Combat across a minor river, in a town/light defences/forest/hills** – 1 dice fewer for each armoured unit attacking, +1 Red dice to the defender. These are all cumulative factors.
- **Combat across a major river/heavy defences/hill** – 2 dice fewer for each armoured unit, +1 Red dice to the defender and ignore withdrawal if you choose. These are all cumulative factors. There are a certain number of fort hexes which generate an additional 'free' red dice. These are marked on the map.

Combat Results

More successes than your opponent – you win. They take 1 hit. This will disorder one unit or destroy a disordered unit involved in the combat of your choice. The front stabilises.

Double the successes of your opponent – you win. They take 1 hit and must withdraw one hex unless in defences.

THEN, in addition to the successes (and even if a draw), total the number of 'hits'. If there are enough explosions to destroy one or more units **involved in the combat (check the black circle)** they are removed immediately. **BOTH** sides can lose units due to explosions and the player inflicting hits chooses.

Exploit

Armour and Cavalry in Exploit mode may move through friendly units to contact enemy HQs and **disordered** units. This does not count towards a hex limit but the unit must either force the enemy to retreat (automatic vs HQs) and occupy that hex or return to the nearest available hex to laager.

Movement

Movement – 1 Command token per motorised unit. **Infantry & cavalry NONE** All uncommitted units in movement mode may now move without fighting and gain the road bonus if appropriate. The bonus is as much for the ability of support units and logistics to keep pace with combat troops.

Normal Terrain – 1 Movement Point per hex

Forests – 2 Movement points per hex non-motorised.

Mountains/Forests – **no motorised units** unless on roads and only one non-mountain unit per hex, unless in fortresses.

Road Bonus – any movement along a road adds one hex per unit.

Czech Fortress & Border troops do not move when in place and are always classed as dug in.

Postures

Players spend the Command Points remaining with units to change their postures. This may no longer be possible, depending on what has happened during the turn and represents interrupted activity. **Units involved in combat this turn may not dig in or prepare an attack.**

The Air Game

This is heavily abstracted, partly because it is just one task for the High Command each turn. Whilst the Luftwaffe has played a part in the Spanish Civil War, the air-ground cooperation which becomes a feature of 20th century warfare is still very difficult to manage. Accordingly the impact of air combat (beyond establishing superiority) will be to focus on the bombing of supplies, rear areas and troop movements. There will also be some dummy blocks available in the game, so air reconnaissance can be useful.

Aircraft are represented by a counter, colour-coded for modern or older types

Small Circle – Fighter, Large Circle – Bomber/Reconnaissance

Counters are colour coded on the rear by nationality. Given the size of the regions it is possible to transfer groups/regiments between regions, but it takes a full turn to despatch them and they start one Rear Area Box lower to account for unfamiliarity and relocating staff.

There are four target choice for bombers – there will be boxes on the map showing the precise impact of their activities, but in essence:

- Lines of Communication (limits Command tokens for land players and possibly Initiative)
- Cities (Germans only, but will have political consequences)
- Airfields (Makes it harder to repair withdrawn aircraft)
- Recce (Enables land players to identify enemy unknown enemy units)

The Board

There will be two air zones, each with two mirror image boards, so that the two sides can play head to head. The diagram below shows the German bottom half of an air zone board.

Attrition																
Modern Fighters FAST & FRESH				Any Fighters FRESH				All Fighters WORN				All Fighters SPENT				RECOVERY CHECK No combat possible All units which enter roll 1d6 1-3 Broken Up 4-6 To Rear Area Box 1.
Hit on a 4, 5, 6				Hit on a 5 or 6				Hit on a 6				Hit on a 6				
Modern Bombers FAST & FRESH AA - Damaged on a 6				All Bombers FRESH AA – Damaged on a 5+				All Bombers WORN AA – Damaged on a 4+				All Bombers SPENT AA – Destroyed on a 4+				
LOC	Cities	Airfields	Recce	LOC	Cities	Airfields	Recce	LOC	Cities	Airfields	Recce	LOC	Cities	Airfields	Recce	
Rear Area Box 5				Rear Area Box 4				Rear Area Box 3				Rear Area Box 2				Rear Area Box 1
Recovery																

Air Game Instructions

These processes are resolved by both sides simultaneously and aircraft travel in a clockwise direction as they suffer from attrition and recover

- **RECOVER:** Move rear area boxes (out of combat units) to left. Start with Rear Area Box 1 to 2. Finish with WITHDRAWN to Rear Area Box 1. Don't forget, only Modern Fighters and Bombers can move into Rear Area Box 5.
- **ROTATE:** Place any units you wish to rest in the Rest Box behind them and bring out replacements. Simultaneous, column by column. Players use boxes to keep spare units in.
- **COMBAT:** Roll for fighters first, counter by counter, column by column. Total number of hits inflicted as you go.
- **AIR LOSSES:** For each hit you score you have damaged one enemy unit. This results in them moving to the next attrition box along, e.g. from FRESH to WORN. You choose fighter or bomber. If there are no enemy units in either row, you may go onto the next column.

NOTE: Start taking casualties from the All Fighters/Bombers FRESH box first, i.e. you need to inflict up to three casualties (if all boxes are filled) before you can start to take FAST & FRESH modern fighters/bombers down.

- **AA LOSSES & BOMBING:** These are rolled before bombing counts. Hit bombers move straight to the next box. Note where you wish to commit them within your area. They will impact on the next turn.
- **ATTRITION:** Move ALL engaged units one column to the RIGHT due to regular attrition. Start with SPENT to WITHDRAWN box, then work left to avoid confusion.

Notes to Players

- Counters represent aircraft having an impact on the war. They do not necessarily represent a specific unit, nor every aircraft sortieing on that day. Your air force is active, but the game represents its impact.
- It is very tempting to pile all your aircraft into an early offensive but you will only be able to manage this for a few days and then suffer significant lag whilst units recover. This is a combination of losses, crew fatigue and limited supplies/spare parts.
- It is far better to try and hold some reserves back so that you can contest the skies and maintain a steady bombing campaign to keep disrupting the enemy.
- You can protect your modern aircraft as much as possible by rotating them into the recovery box after a couple of days and making sure you fill all the boxes, although this will mean that attrition will automatically force SPENT aircraft to check for recovery at the end of the turn.