

1940 Game Design Notes

- The game system will utilise the 'blockspiel' system in previous Czch Mate '38 and Hold the Line '39 games. This involves regimental 5cm cubes on a hex map, using command points to rotate cubes in order to rotate their current posture. The air game is abstracted but allows high command players to plan air-to-air combat, bombing, recce and close air support, depending on capabilities and doctrine.
- Overall player count 25-30, around two-thirds at the map. There will be a planning game on the day, so those who prefer high command will find they're likely to have the most impact and engagement at the start of the day. After evaluating Hold the Line there will be something in the handbook to help players at this level manage time and others effectively.
- Teams for Germany, France, UK, Netherlands and Belgium. The last three teams will be considerably smaller and the Belgian/Netherlands players may find themselves re-purposed as French later in the day, depending on circumstances and political considerations. As the BEF does not retreat and merely retires this is less of an issue.
- A focus on the Low Countries, Ardennes and Northern France. There may be a resource allocation/simple board game for most of the Maginot Line for High Commands. After the Death Ride of the panzers in south-west Poland in September I'm sure some players would relish banging their heads against concrete but I'm confident most wouldn't.
- Some restrictions on Allied high command players to create greater friction and ensure that hindsight can't be applied perfectly in advance. As with Poland, there will be the opportunity to rewrite history, but as a lot of the issues relate to command and control the game should reflect this. You may find yourself isolated and we envisage at least one national commander being on a boat and at the end of the phone intermittently.
- The same core rules at the map, tidied up, with some specific scenario considerations to differentiate nationalities. As with Hold The Line there'll be different dice for different nationalities as players liked them. As with Very British Civil War, I'd like to put together a short (and no doubt basic) video to go through things now we have maps and cubes available.