

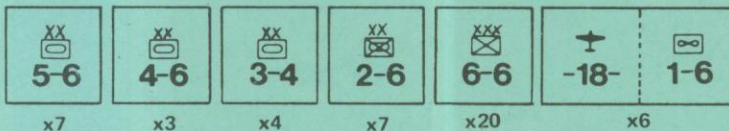
France 1940

ALLIED ORDER OF BATTLE ALTERNATIVE No.1 (Strength Rating: 100)
No Maginot Line, Allied Air units may interdict.

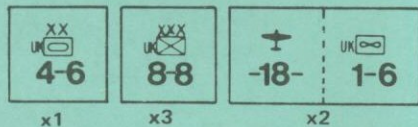
The Allies have developed efficient mobile forces, as well as an efficient air force doctrine (Allied air units may Interdict German units). The Maginot line was not built (treat Maginot Line hexes as clear terrain hexes). The money saved went into building up the armed forces. Also assumed is early re-armament, which makes the Allied forces stronger still. The Dutch army is also enlarged, while the British forces are brought up to strength. The Allied air forces are now equal to the German.

STARTING UNITS

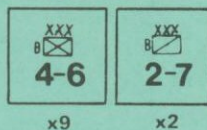
French



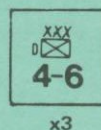
British



Belgians

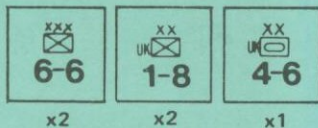


Dutch

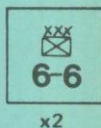


REINFORCEMENTS

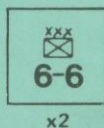
Game Turn- **4**



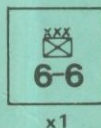
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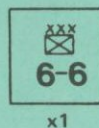
6



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France 1940

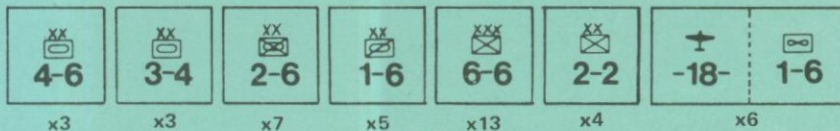
ALLIED ORDER OF BATTLE ALTERNATIVE No.10 (Strength Rating: 69)

Allied Air units may interdict

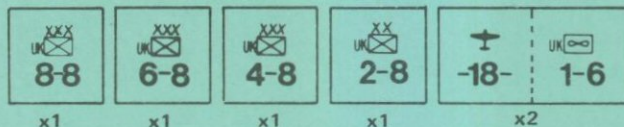
Allies fully develop their air forces. Allied air units may fly interdiction missions. The Allies now have stronger air forces, but are still inferior to the Germans in this respect.

French

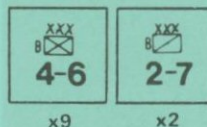
STARTING UNITS



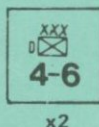
British



Belgians

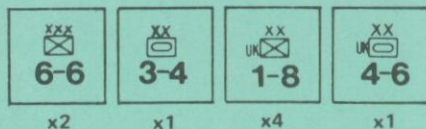


Dutch

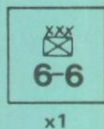


REINFORCEMENTS

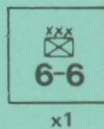
Game Turn- 4



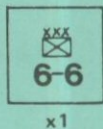
5



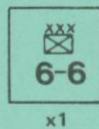
6



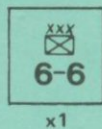
7



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France 1940

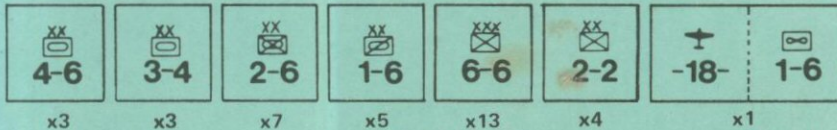
ALLIED ORDER OF BATTLE ALTERNATIVE No.11 (Strength Rating: 61)

Historical Situation

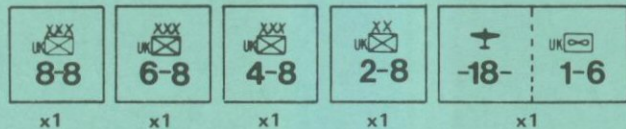
The is the "historical" Allied Order of Battle. It is one of the major reasons why France fell in 1940. It speaks for itself.

French

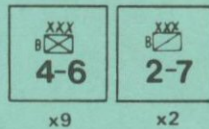
STARTING UNITS



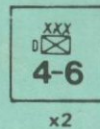
British



Belgians

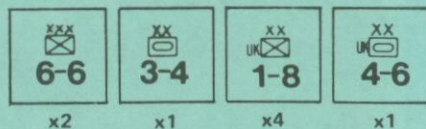


Dutch

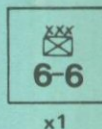


REINFORCEMENTS

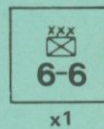
GameTurn- 4



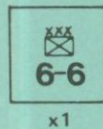
5



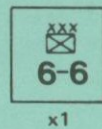
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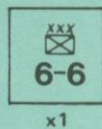
7



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France 1940

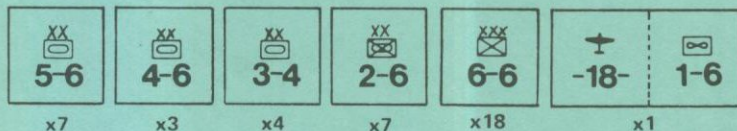
ALLIED ORDER OF BATTLE ALTERNATIVE No.2 (Strength Rating: 98)

No Maginot Line

The Allies have developed efficient mobile forces. Funds for the construction of the Maginot line were used instead for strengthening the army ground forces. The Maginot Line hexes are treated as clear terrain hexes. In any scenario lacking the Maginot Line the Allied player cannot afford to take the easy way out by falling back in front of the Germans while the clock runs out. Without the Maginot Line the front is too long. The Allies have to fight to keep the Germans out of Paris.

STARTING UNITS

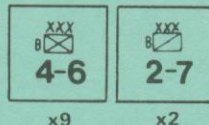
French



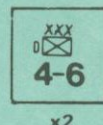
British



Belgians

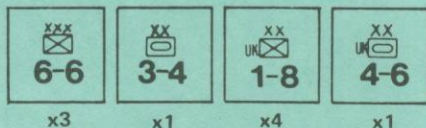


Dutch

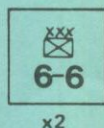


REINFORCEMENTS

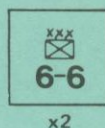
Game Turn - 4



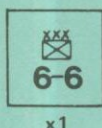
5



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France 1940

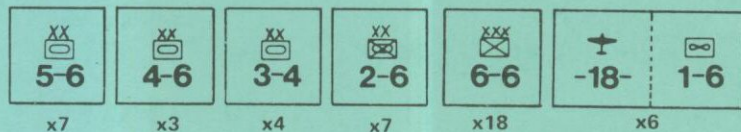
ALLIED ORDER OF BATTLE ALTERNATIVE No.3 (Strength Rating: 92)

No Maginot Line, Allied Air units may interdict.

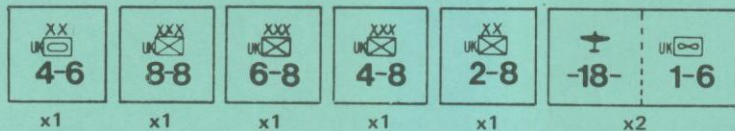
The Allies* have developed efficient mobile forces, as well as an efficient air force doctrine (Allied air units may Interdict German units). The Maginot line was not built (treat Maginot Line hexes as clear terrain hexes). The money saved went into building up the armed forces. The British, Dutch and Belgian forces are unchanged. This OB is more likely than number 1, as France was not likely to re-arm early unless prompted by German moves in that direction.

STARTING UNITS

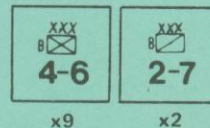
French



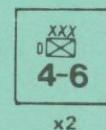
British



Belgians

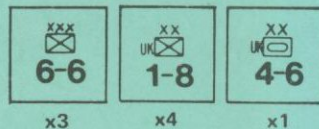


Dutch

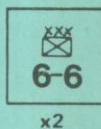


REINFORCEMENTS

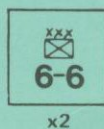
Game Turn- 4



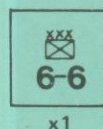
5



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France 1940

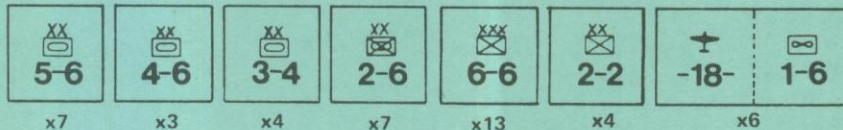
ALLIED ORDER OF BATTLE ALTERNATIVE No.4 (Strength Rating: 91)

Allied Air units may interdict.

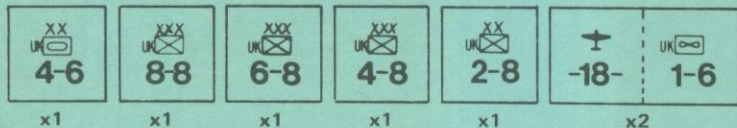
The Allies have developed efficient mobile forces, as well as an efficient air force doctrine (Allied air units may interdict German units). Dutch, Belgian and British units remain the same. This is the strongest Allied OB that does not stress "quantity". The French have their normal inferiority in infantry. To win they must use their strengthened air force and mobile units. Unlike OB's 1 and 3, the Allies cannot afford to let the Germans attack them without hitting back. The Allies don't have enough units to hold the line without counter-attacking.

STARTING UNITS

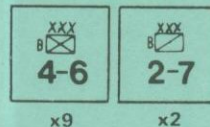
French



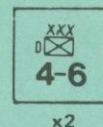
British



Belgians

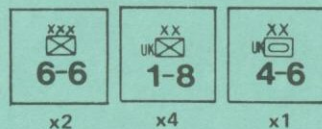


Dutch

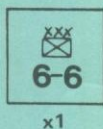


REINFORCEMENTS

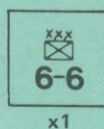
Game Turn - 4



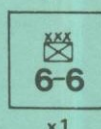
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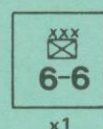
6



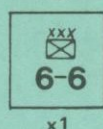
7



8



9



France 1940

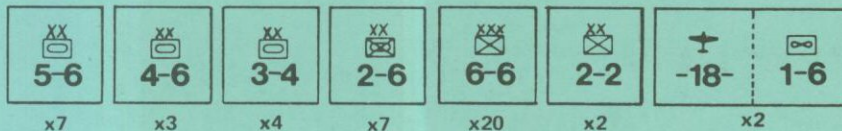
ALLIED ORDER OF BATTLE ALTERNATIVE No.5 (Strength Rating: 90)

No Maginot Line

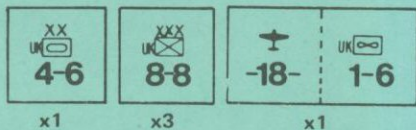
The Allies have developed efficient mobile forces. The Allies also re-arm earlier than they originally did. The Maginot line is not built (treat Maginot Line hexes as clear terrain hexes). This particular OB really puts the pressure on the Allied player. Without the Maginot Line, and without an air force capable of matching the German, the Allied player must move around a lot, and attack, in order to contain the Germans. Belgian forces remain the same. Dutch and British forces are stronger.

STARTING UNITS

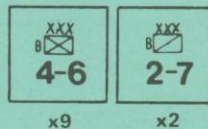
French



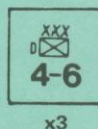
British



Belgians

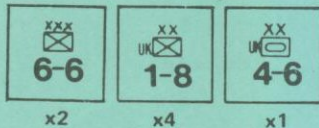


Dutch

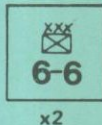


REINFORCEMENTS

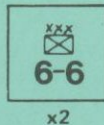
Game Turn - 4



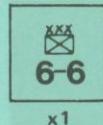
5



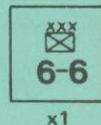
6



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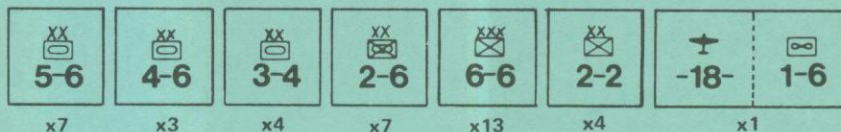
France 1940

ALLIED ORDER OF BATTLE ALTERNATIVE No.6 (Strength Rating: 86)

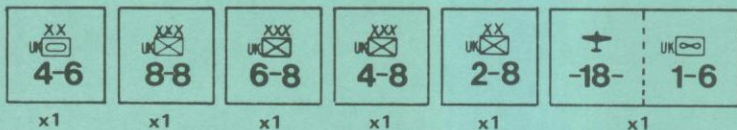
The Allies develop a more efficient mobile force. This gives the Allies nine more armored divisions at the start of the campaign. This does not, however, completely offset the overall German superiority nor does it really diminish the crushing German air superiority at all.

STARTING UNITS

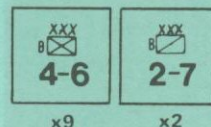
French



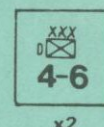
British



Belgians

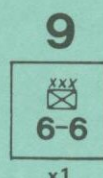
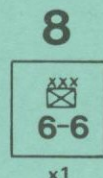
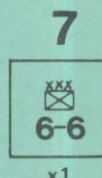
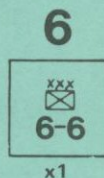
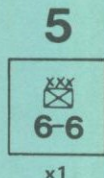
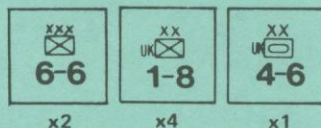


Dutch



REINFORCEMENTS

GameTurn- 4



France 1940

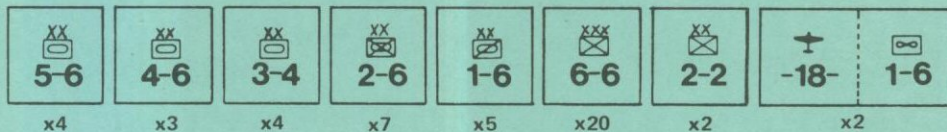
ALLIED ORDER OF BATTLE ALTERNATIVE No.7 (Strength Rating: 80)

No Maginot Line

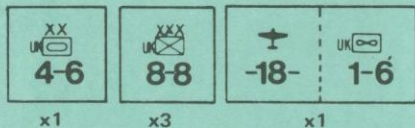
The French re-arm early and do not build the Maginot Line. Treat Maginot Line hexes as clear terrain hexes. The Allies have more infantry here, and a stronger British contingent, but their mobile forces aren't much stronger. Without the Maginot Line they will be hard-pressed to stop the Germans everywhere. In situations like this a mobile battle almost always occurs.

STARTING UNITS

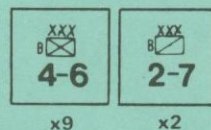
French



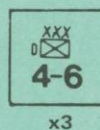
British



Belgians

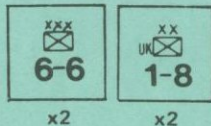


Dutch

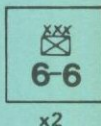


REINFORCEMENTS

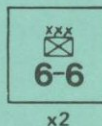
Game Turn- 4



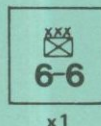
5



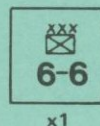
6



7



8



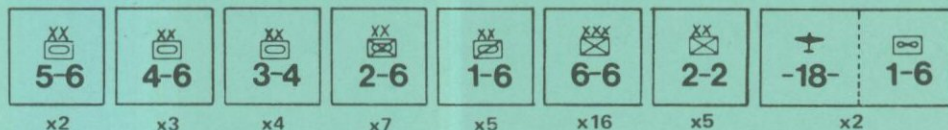
France 1940

ALLIED ORDER OF BATTLE ALTERNATIVE No.8 (Strength Rating: 76)

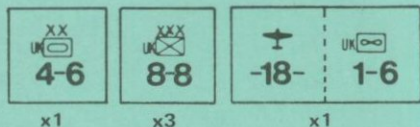
There is early Allied re-armament. This gives the Allies nine more units plus a stronger British contingent.

STARTING UNITS

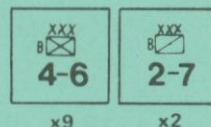
French



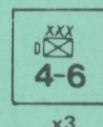
British



Belgians

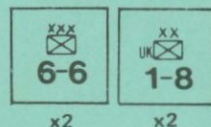


Dutch

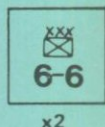


REINFORCEMENTS

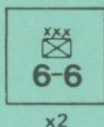
GameTurn- 4



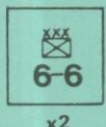
5



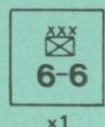
6



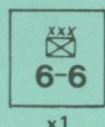
7



8



9



France 1940









ALLIED ORDER OF BATTLE ALTERNATIVE No.9 (Strength Rating: 70)

No Maginot Line






Maginot Line is not built. Instead the funds are used to build up conventional military forces. This gives the French seven more units, mostly infantry. The Germans still have qualitative and quantitative superiority.

STARTING UNITS



French

 5-6	 4-6	 3-4	 2-6	 1-6	 6-6	 -18-	 1-6
x2	x3	x3	x7	x5	x18		x1


British

 8-8	 6-8	 4-8	 2-8	 -18-	 1-6
x1	x1	x1	x1		x1

Belgians





 4-6	 2-7
x9	x2

Dutch


 4-6
x2

REINFORCEMENTS


Game Turn- 4

 6-6	 3-4	 1-8	 4-6
x3	x1	x4	x1


5

 6-6
x2

6

 6-6
x2

7












 6-6
x1

France 1940

GERMAN ORDER OF BATTLE ALTERNATIVE No.1 (Strength Rating: 93)

This assumes that there was no German invasion of Denmark and Norway in the Spring of 1940. It also assumes that the British did not become tempted to invade Norway themselves (a possibility which seems to have existed primarily in German minds). The Allied land forces thus spared were insignificant, thus this OB does not add anything to Allied forces. For the Allies the Norway campaign was primarily a naval one. For the Germans, however, considerable land forces were involved, particularly in occupation duties.

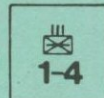
STARTING UNITS

 7-8	 6-8	 5-8	 4-8	 3-8	 2-8	 1-8	 7-6	 10-2	 -20-	 1-6
x1	x3	x1	x5	x2	x4	x4	x26	x2	x8	

Optional Units



x6

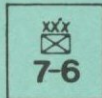


x3

REINFORCEMENTS

Game Turn-

1



7-6

x4

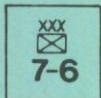
2



7-6

x2

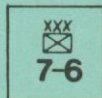
3



7-6

x2

4



7-6

x2












France 1940

GERMAN ORDER OF BATTLE ALTERNATIVE No.2 (Strength Rating: 87)



Historical Situation

This is the "historical" German Order of Battle. It is readily apparent why the Germans won the 1940 campaign when you consider that the historical Allied OB is number 11. Thus it possible to "balance" the game by having the Allied player experimentally use OB's 3 through 10 until an OB is found that gives the game the best "balance" for the two players involved. Quite frankly, between two equal players of good ability the Allies don't stand a chance in the historical situation (German OB 2 vs Allied OB 11).

STARTING UNITS

 7-8	 6-8	 5-8	 4-8	 3-8	 2-8	 1-8	 7-6	 10-2	 -20-	 1-6
x1	x3	x1	x5	x1	x4	x2	x20	x2	x8	

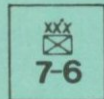
Optional Units

 -
x6
 1-4
x3

REINFORCEMENTS

Game Turn-

1



x4

2



x4



x1

3



x2



x2

4



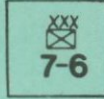
x2

5



x1

6



x1

France

1940














GERMAN ORDER OF BATTLE ALTERNATIVE No.3 (Strength Rating: 84)

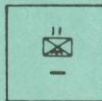
German Air units may NOT interdict

The Germans do not have a fully developed air force doctrine. They may **not** use Interdiction with their air units. Actually, there isn't much difference between OB's 5 and 3. These two OB's have different deficiencies for the German player. How critical the particular deficiency is will depend on the player. Usually, players will be more adept at the use of mobile units. Thus OB 3 will be, for them, stronger than OB 5. However, we feel that in the long run, the loss of air power effectiveness will be more decisive.

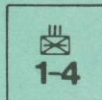
STARTING UNITS

 7-8	 6-8	 5-8	 4-8	 3-8	 2-8	 1-8	 7-6	 10-2	 -20-	 1-6
x1	x3	x1	x5	x1	x4	x2	x20	x2	x8	

Optional Units



x6

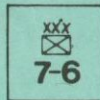


x3

REINFORCEMENTS

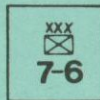
Game Turn -

1

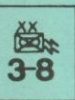


x4

2



x4

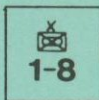


x1

3

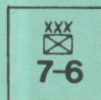


x2



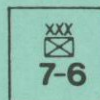
x2

4



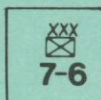
x2

5



x1

6














x1

France 1940

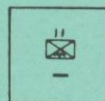
GERMAN ORDER OF BATTLE ALTERNATIVE No.4 (Strength Rating: 81)

The Germans have a weak air force, however, German air units may still interdict. There just aren't that many German air units. This is a considerable handicap for the Germans as the aid provided by air units flying Close Support missions often gives them their decisive edge. For some players who prefer to play a "land" game instead of an "air/land" game, this OB won't prove that much of a disadvantage. But in the long run it is.

STARTING UNITS

 7-8	 6-8	 5-8	 4-8	 3-8	 2-8	 1-8	 7-6	 10-2	 -20-	 1-6
x1	x3	x1	x5	x1	x4	x2	x20	x2		x4

Optional Units



x6

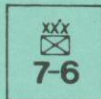


x3

REINFORCEMENTS

Game Turn -

1

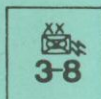


x4

2



x4

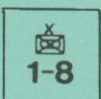


x1

3

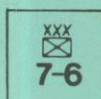


x2



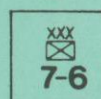
x2

4



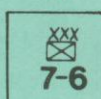
x2

5



x1

6














x1

France 1940

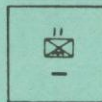
GERMAN ORDER OF BATTLE ALTERNATIVE No.5 (Strength Rating: 79)

This OB is similar to the "historical" OB except that it assumes a less developed mobile force (and doctrine) on the part of the Germans. What this results in is fewer mobile units for the Germans (primarily, armored divisions are lost). You can simulate with further realism the lack of a fully developed mobile forces doctrine by using the following rule: German mobile units (those with two movement phases) must use **four** additional movement points when moving into an enemy Zone of Control. This rule is optional and not a standard part of this OB.

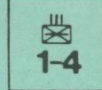
STARTING UNITS

 1-7	 6-8	 5-8	 4-8	 3-8	 2-8	 1-8	 7-6	 10-2	 -20	 1-6
x1	x1	x1	x4	x2	x4	x4	x22	x2	x8	

Optional Units



x6

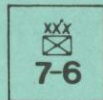


x3

REINFORCEMENTS

Game Turn-

1



7-6

x4

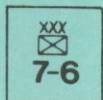
2



7-6

x4

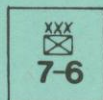
3



7-6

x2

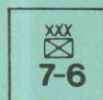
4



7-6

x2

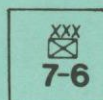
5



7-6

x1

6



7-6

x1












France 1940



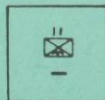
GERMAN ORDER OF BATTLE ALTERNATIVE No.6 (Strength Rating: 74)

This assumes that there was no German/Soviet non-aggression pact. The Germans are thus weakened in all categories. This is an excellent OB to use with OB 11 (Allied "historical"), or one of the Allied OB's marginally stronger than OB 11. The German Player must be extremely careful with this OB, as the effect of each loss of mobile units is magnified considerably. Most of the missing units are in Poland watching the Russians.

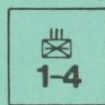
STARTING UNITS

 7-8	 6-8	 5-8	 4-8	 3-8	 2-8	 1-8	 7-6	 10 -2	 -20	 1-6
x1	x3	x1	x3	x2	x2	x2	x20	x2	x6	

Optional Units



x6



x3

REINFORCEMENTS

Game Turn-

3

4

5

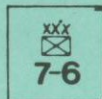
6

7

8

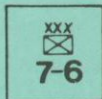
9

10



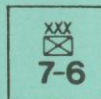
7-6

x1



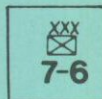
7-6

x1



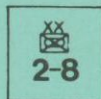
7-6

x1



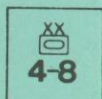
7-6

x1



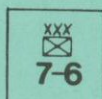
2-8

x1



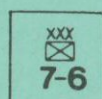
4-8

x1



7-6

x1



7-6

x2



7-6

x2