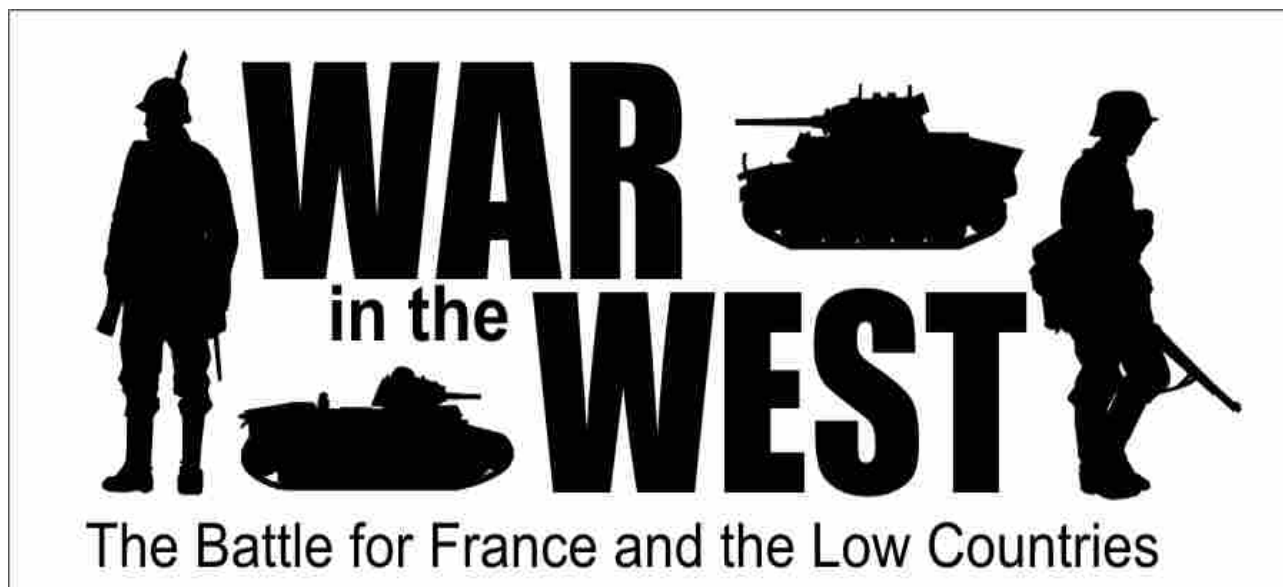# WAR in the WEST

The Battle for France and the Low Countries

CONTROL HANDBOOK

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Megagame Makers

Version 11-04-10

CONTROL HANDBOOK

INTRODUCTION

Welcome to the Control Team.

You are a member of an elite group who will undoubtedly make this megagame a resounding success! Without you we would not have a game! I would like to thank you, in advance, for volunteering - even if you were pressurised into it!

This booklet is for all umpires (or **Control** as we like to call them), and gives some additional information about umpire roles on the day of the game, amplifying much of what is already in the Players' Handbook. You should read that handbook first to give you an overview of the game organisation and the way the system will work. The Political Umpires will get separate additional material on their speciality in due course.

Please do not show this booklet to players - it is not that there is anything especially secret about the contents, its just that it will unnecessarily confuse the issue - players are being encouraged to think of this as a model of reality rather than just a game system. It is important therefore that they remain ignorant of the workings of the rules.

It is important to note that in order to have a 30 minute game turn everyone on the Control Team must operate *as quickly as possible*. The Team Controls and Map Control have to complete the cycle from receiving orders to reporting back inside 15 minutes - so that the players have 15 minutes to finalise their orders for the next turn.

Jim Wallman

THE CONTROL TEAM

The duties of the various control team members are outlined in the Player's Handbook

Game Control
Your main task is to drive forward the game. This means that you circulate around the game and sort out all those problems and the friction that is inevitable in any game of this size.
Your other task is to keep an eye on player movement and intercommunication.
Game Control also supports Team Control, and sorts out any complaints from the players about the reporting. Not all the Team Controllers have long experience in the task, and may need additional guidance on what it is reasonable to report or not report to players.

TEAM CONTROLLER GUIDE

Equipment
Make sure you try to bring a clipboard, some scrap paper and pens etc.

Sequence of Action

1. About 4-5 minutes before the orders are due, go to the player's table and await their orders. On the due time, collect the order sheet, and check it. Check that the form has the right date on it and that it makes sense. You should not question the orders themselves, but should point out impossibilities. Units with no existing orders are assumed to be HOLDING.

Watch out for units - indulging in continuing rail travel or fortification.

- having continuation orders still applying from last turn

2. Return to the Main Map room as quickly as possible. Do not indulge in discussion with the players because if you are late you will delay everyone else in the game.

3. WAIT for the Map Control to ask for the orders from your army. DO NOT offer information until Map Control ask for it.

4. MAP CONTROL may delegate unit movement to you in quiet sectors to save time.

5.   When the Map Control asks (and not before), give a summary of the Army's orders. Be ready to note the results as Map Control describes them. He should not have to repeat the results so PAY ATTENTION. Take notes - do not rely on your memory.

6. DO NOT RETURN TO YOUR TEAM – until everyone has finished. It is very important that all the player teams get their reports all at the same time.

7. When you have all the results for your Army, on your way back to their table DECIDE what you intend to say to your players and how you will 'tell the story' of the combat for that turn. It will make the game better for the players if you can give a narrative of the action that sounds realistic

8. ONLY GIVE FEEDBACK AT THE TEAM'S TABLE. If the players are away from their table wait for them to come to you. However, if this leaves them short of time remind them that the game will not for them.

9. About 4-5 minutes before the next orders are due, start to remind players that the orders are due soon.

Reporting

As a guide to what **to tell** the players, check through this list every turn:

☼   **LOCATION** of their own units. They **must** know where their units have ended up, otherwise they cannot issue meaningful orders for the next turn. Although it is possible to lose units in real life, it helps to make sure players are clear about their own unit locations.

☼   **ACTIVITIES** of their own units and their neighbours. They need to know if their units are in contact with then enemy, have fought or are under attack, even if the outcome was minor. They also need to know if they lose contact (that it a gap opens between them) with a flanking friendly formation, as this is critical information.

☼   **RESULTS** of combat in general terms (including who is winning and the directions of moves and attacks). Never use the outcomes as described in the combat rules, try to create some colour in the description. So if the combat result was "Fall back - 20km " you might say "The unit has been forced out of position by enemy action and is falling back in confusion towards Framcourt"

☼   **CASUALTIES** in general terms (i.e. 'light', 'heavy' etc). NEVER in terms of Status loss. Sometimes its useful to tell the players how effective the unit is – so a unit that as dropped from a status of 8 to a status of 4 might be described as "...at about 50% effectiveness". But...do not be exact, as it wasn't always possible to be this precise in combat.

☼   **ENEMY STRENGTH** in divisions, with some clue as to number of follow up units. It is also **important** to identify **TYPE** of troops – especially when facing unusual troops types such as motorised or armoured troops. Also tell them if they have been subjected to air attacks – this is key information.

☼   **ENEMY IDENTITY**, if you have time, identify the division or army number of immediate facing enemy units. This will allow the players to try and build up an intelligence picture. The longer that units are in contact the more information they have.

Units successfully attacking get more information than units being pushed back.

NEVER to tell the players

☹   STATUS LEVELS – other than in general terms - "the division is half as effective as it was" or the division has taken losses but is still capable of offensive action" The players need to know something, but NEVER "the division has lost x status points"

☹   COMPLETE ENEMY DETAILS. Initial contact should tell players the type of enemy and number of divisions. Sustained contact would often result in at least some of the enemy being identified by division number and/or Army number.

☹   MECHANISMS OF COMBAT (ie. die rolls, pluses and minuses etc).

☹   ENEMY INTENTIONS (they may be obvious to you - but not to the players).

COMBAT RULES

Introduction

The unit resolution is divisional level (or the equivalent). Each move represents 24 hours - and the combat results are to be resolved in about 10 minutes (or less).

The game is played on an un-gridded map and unit movement is measured (we'll have rulers for you on the day.

Sequence of Action

Control Actions:

1.   Team Control takes players orders for the day on standard forms, reads them, clarifies unclear points. They then go to the map and verbally brief the appropriate Map Control.

2.   Map Control moves all counters on main map, and then assesses the results of combat. Team Controllers can help with this is there is space.

3.   Map Control verbally brief Team Control on the outcome of any combat. (This will normally be concurrent with 2. above).

4.   Team Control return to their team and make a detailed report to players.

Ground

The main type of terrain represented on the map are as follows:

Open : Open countryside, containing fields and small woods etc, with the occasional farm or small village. A reasonably dense road-net is assumed. No serious obstacle to movement of all types of troops.

Wooded / Rough : Closer country, forest and or hills. A low-capacity road net and difficult terrain.

Low Country : As open country, but criss-crossed by canals and waterways and marshy or susceptible to flooding. A dense road net, but off-road movement for vehicles is very restricted.

Roads : Only the main roads are marked. These are very good quality and when clear will facilitate rapid movement. There are many minor roads which will not be marked on the map, these are assumed to make little additional difference to the overall movement of units, and are factored into the movement rates used by the umpires.

Rivers : The rivers marked are usually wide, fast-flowing and are often difficult to cross. Not all crossing points have been marked. If a crossing has been marked is is a significant one and can easily support the logistic rear-echelons of an army. Minor (unmarked) crossings are usually of low capacity and will delay movement and are more easily interdicted.

Master Control Map at Breakthrough 1940 – April 2009

Unit Movement

TIMING: IT IS VITALLY IMPORTANT THAT THE CORRECT DELAYS ARE BUILT IN TO THE OPERATIONS OF UNITS. MOST ACTIVITIES TAKE ONE COMPLETE DAY TO COMPLETE.

To **prepare** a division/corps for an attack.	1 day
Attach a division to a new corps/army	1 day
Load/unload a division on a train for strategic movement.	1 day
Move a divisional-sized unit by train anywhere within the national rail network east of Paris	1 day
Unravel a **traffic jam**	*Minimum* 1 day

Players **must** allow for these timings in their orders. If they do not, Combat Umpires must either enforce them, or apply the combat penalty.

EXCEPTION: GERMAN PANZER AND MOTORISED DIVISIONS can attack with no preparation delay – they are always prepared for attack.

The **ABSOLUTE MAXIMUM** movement distance in a day are as follows – actual distance traveled will almost always be much less, especially the road movement rates.

Kilometres per day:

Unit type	Situation	Tactical move	Non-tactical move	River crossing delay
INFANTRY& FRENCH DCR ARMOUR	All terrain	10	30	1 day
FRENCH MOTORISED DLC, DLM & CAVALRY	Main Road	25	75	1/2 day on bridge
	Open	25	60	1 day to bridge using army assets
	Rough	20	45	n.a.
	Low country	15	60	n.a.
BRITISH REGULAR DIVISION & BRITISH ARMOUR	Main Road	40	130	1/2 day on bridge
	Open	30	110	1 day to bridge using army assets
	Rough	20	95	n.a.
	Low country	10	110	n.a.
GERMAN MOTORISED & ARMOURED DIVISION	Main Road	50	200	1/2 day on bridge
	Open / Minor roads	30	160	1 day to bridge using army assets
	Rough no roads	10	130	n.a.
	Low country no roads	10	160	n.a.
HQ	Main Road	75	150	1 Day
	Other terrain	50	120	n.a.

MOVEMENT BY NIGHT ONLY : This enables the units to be proof against air attack. Halve all the above rates.

Road capacity. Armoured and mechanised units rely heavily on roads, especially when moving through difficult terrain – even when moving tactically. All armoured or motorised divisions on the move are assumed to have a traffic 'tail' of 20km on a main road, or 40km

on minor roads. It is important to show the correct spacing of units on the move.
Cross country movement is very slow for these units. Similarly, units crossing each
other's path or units trying to retrace their steps suddenly will create a **traffic jam.**

Traffic jams take at least 1 day to resolve.

Map control may also deem an area subject to a traffic jam where large forces of infantry
cross each other's paths or where armies attempt to overlap their army areas.

COMBAT Obviously, movement is interrupted for combat.
When a unit encounters an enemy unit it halts. If it has spent **half a day or less** moving,
the combat is calculated right away (see below).   Otherwise, players are told that contact
with the enemy has been made, and combat (if ordered) is calculated at the start of the
next turn.

Armoured units which achieve an 'Overrun' combat result, may move after a combat
Divisions lacking an unblocked main road leading to their rear areas (especially those
having just crossed major river line) have a more difficult logistics problem will move more
slowly (up to 50% reduction at umpires discretion).

River Crossing
On the operational map only major river obstacles are marked. There are many minor
obstacles which have been factored into the movement rates.
Some water obstacles are effectively impassable without bridging, assault boats or an
intact major bridge. Each Army has a number of bridge units which can be used for river
crossing – it takes a day to build a bridge, in addition to the time taken to move the bridge
unit into position.

Combat Status
All units have a status profile. For each status loss cross off a status number on the
counter.
This is shown on the counter thus:
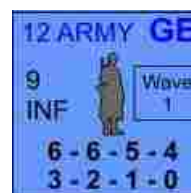
When a unit falls below status 1, it ceases to be effective. It is not removed from play, but
is incapable of withstanding any attack, or even putting up a fight, will retreat if at all
possible. If attacked at status 0 it is a source of numerous prisoners for the enemy.

These levels are NOT strength points, although strength is a consideration, neither are
they solely combat effectiveness, they are an amalgam of the two

Ground Combat

Combat between division is assessed in terms of attacks only – so it is necessary to decide who is the attacker in each combat.

Combat is calculated **immediately only** if:

The units involved have been moving for half a day or less.

Otherwise, contact is reported and battle calculations take place on the **following day.**

In the case of an encounter battle, work out who attacks first, and proceed from there. Normally no more than one major attack per move should be calculated. (except Overrun Attacks below).

Most combats are between single units. **DO NOT ADD UP COMBAT STATUS NUMBERS**. Just because there is an adjacent division in the line does not mean that that division will get involved in the combat, much will depend on the circumstances.

Unit frontage is important – so a thinly-spread division covering 15 km of front, could be attacked by 3 divisions on a frontage of 5km each.

In general divisions will not come out of their position in the line to counter-attack.

'Stacking' of units (that is co-locating 2 or more divisions in the same space) is to be discouraged – packing more than one division per 5km will cause serious congestion and slow down movement of the units involved by half. It probably also reduces combat effectiveness. Team Controls should make sure players understand this.

The Status value is a *qualitative* factor. Where multiple units are involved, use the one with the highest status as 'lead'.

If both sides are attacking at the same time, use the following to determine 'attacker' for the rules in order of priority:

1. Prepared before unprepared
2. Higher status before lower status
3. Larger number of units before lower.
4. Side with most CAS.
5. Germans before others.

So, for example, a prepared French attack will take precedence over an unprepared German attack.

Logistics. Units may not attack if they are not supplied. Supplies are assumed to reach a unit if a route can be traced back to a Major City or (in the case of the BEF) one of the designated supply ports.

Combat Results
Roll 1d6 for attacker in a combat.

ADD THE FOLLOWING FACTORS
+3   Combined arms attack (Armour + CAS Air + Infantry in the same attack)
-2   Opposed river crossing
-1   Attacking a defensive line
-2   Attacking fortified line or fortified city (such as Maastricht)
-4   Attacking Maginot line
+1   if superior status
-1   if inferior status
-3   if attacking when unprepared.
+1   each additional unit if outnumbering/ ambushing/ flanking.
+2   All Out Attack
+1   Per bomber unit on close air support
+1   If any number of Dive Bombers on CAS (in addition to the above)
-2   Non-Panzer unit with an open flank
+1   at the Map Control's discretion.

Final Score	Result for Attacker	Result for Defender
11+	**Total success.** No loss of status. May follow up.	**Badly beaten** 2 status levels lost. Fall back - 20km in open, 10 km others . No attacking next day
7 - 10	**Win.** 1 status lost. May follow up.	**Lose** 1 status lost. Fall back. 15km in open, 8 km others . No attacking next day
4 - 6	**Limited Success.** 1 status lost. May only follow up if higher status than defender.	**Driven back.** 1 status lost. Fall back. 10km in open, 5km others . If prepared, may attack next day.
1 - 3	**Confused Battle.** **Both** lose 1 status land neither side may move tomorrow. NOTE: Reports to players on this combat must also be confused.	
Less than 1	**Attack Driven Off.** 1 status lost. Fall back 5 km or to start line. Armoured units driven off lose 2 status.	**Successful Defence** No loss. If prepared, can counter-attack next day

NOTES:
1. **Units forced to retire** will do so straight back usually or to a specific location to their rear if that is more reasonable - for example into a nearby major town or across a river etc - even if this might mean altering the distance pushed back slightly). Units to their flank might also withdraw to conform to their new position and maintain the line if possible – **maintaining a line is important.**

2. Units ordered to make a **DETERMINED DEFENCE** or holding a vital spot (such as a river line for example) may choose to give up an additional status level and ignore a retreat result.

3. Units in marked city areas or fortresses **do not retreat** on anything less than a 'Total Success' result.

4. Units making an **ALL OUT ATTACK** automatically **lose a status level**, whatever the outcome of the combat (but not an extra level if the result is a status loss).

5. **Line Doctrine.** All **infantry** (Allied and German) must attempt to form a continuous front line. This means that when a unit in the line is pushed back, flanking units must also withdraw. A gap of more than two division frontages (10km) will count as a BREAK in the line and if they are aware of the break, units can move through.

Tank Panic

Any unit with a **status of 3 or less** encountering enemy tanks for the first time in the campaign, either probing them or attacking them, is subject to a Tank Panic Test. Roll 1d6 = score 1 or 2 to panic. The effect of Tank Panic is that the division moves away from th enemy for a day. If attacked while moving the unit is destroyed outright. The test is taken whether or not the victim is attacked and independently of any combat result. Panicking units will not try to maintain a continuous line with neighbouring units.

Ä Overrun Attacks

Where an infantry unit is attacked by an *armoured* or *mechanised* unit of at least **twice** its STATUS, then the attackers can achieve an overrun.
Roll combat in the normal way, if the attackers win on a Total Success they push the losing unit aside (either right or left, leaving a gap equivalent to the losing unit's original frontage. This inflicts an **additional** status loss on the defender.

Fortifications and Defences

Fortified cities are marked on the master map. These have their own intrinsic defensive value. Use the normal combat modifiers BUT:
- Forts **cannot be outnumbered**, and are **always of Superior status** to the attacker.
- Only a TOTAL SUCCESS result has any effect. This causes the fort to fall.
- A fort is only either operational or not - it does not have a status level.
- If a division is deployed around the fort, the division must be defeated first,then the fort can be attacked.

Defensive lines – which represent more modest field defences have a bonus value for units in them when attacked. Defences cannot be subjected to an overrun attack frontally.

The Maginot Line is marked on the master map.

This has is own intrinsic defensive value which is used if it is not covered by deployed troops. Use the normal combat modifiers BUT:

- The Line **cannot be outnumbered**, and is **always of Superior status** to the attacker.
- Air attacks on the Line are halved.
- Only a TOTAL SUCCESS result has any effect. This causes the fort to fall.
- A fort is only either operational or not - it does not have a status level.
- If a division is deployed in the Line, the division must be defeated first (and it gets a bonus for being in the Line) then the Line itself can be attacked.

Air Combat

Orders

Orders for air operations will come from Army Group level, BEF, and the respective Commanders-in-Chief for the Belgians and Dutch.

The vast majority of air operations are flown in direct support of the ground forces so orders are issued in terms of air units supporting particular Armies - or attacks against specific geographical points.

Units

The basic unit is the *Wing* of about 100 aircraft.

An Air Wing is either ACTIVE, DISABLED or DESTROYED.

Disabled reflects pilot exhaustion, mechanical defects and combat losses.
It is possible to recover from Disabled to Active by resting.
It is not possible to recover from destroyed.
Disabled units can be ordered into action, but they are at a big disadvantage.

Ranges

TYPE	Effective Range (kilometres)	For example...
Single-engined Fighter	160	All types plus Stuka
Twin-engined Fighter	560	Me110, Blenheim I, Potez 63
Light Bomber	800	Battle, Blenheim IV, Br693
Twin-engined Medium Bomber	1200	Hampden, Whitley, all German and French
Strategic Bomber	1600	Wellington, Stirling, Condor
Strategic Recce	1600	Ju86P, MB174

TYPICAL AIR COUNTERS

Airbases

Airbases are separately marked on the map. The airbase might represent several actual airfields in the given area. Air units must return to the base they started from.

Unit Types

Fighter – very good at attacking other aircraft, intercepting transport, bombers and ground attack.

Bomber – moderately good at supporting Land Combat attacks. Also good at attacking airfield capacity, logistics, lines of communication and terror bombing civilians.

Ground Attack – includes dive bombers. Particularly good at supporting Land Combat attacks.

Transport – moving troops and logistics from airfield to airfield.

Recce – Good at observing deployments of the enemy and major troop movements.

Mission Types

The types of Mission that can be flown, and the aircraft that can fly them, are as follows:

⦿ Combat Air Patrol (CAP) (Fighters only): Defensive air cover over its **assigned Army's area of operations**. It is tasked with protecting that army from air incursions. CAP does not guarantee to intercept every raid but the more fighters (and raids) the better the chance of doing so. Where CAP is directed to protect a city or key point, then the CAP applies to anything in the same 20km grid square.

◉ Escort (Fighters only): Represents the close escort to accompany a specific mission.

◉ Close Air Support (CAS) (Ground Attack and Bomber only): CAS missions aim to apply a modifier to the ground combat and so orders must specify the Army to be supported. This support should be included in Army orders - and those orders will indicate the Corps and attack to be supported.

◉ Bomb (Ground Attack, Bombers): attacking geographical locations or units beyond the immediate front line.

◉ Transport (Transports): generally of air units to new airfields or small numbers of

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troops from airfield to airfield. It would take about 5 days to transport an infantry division (less its heavy equipment) from one airfield to another.

◉ Recce (Recce): Reconnaissance of specific geographic area, looking for troop movements, concentrations etc. Generally best used behind enemy lines. Typically one recce wing can cover up to 4 map squares (map squares are 20km x 20km).

◉   Move: Wings can be moved from one airbase area to another. This is not easy as an air unit represents a significant number of aircraft and the supporting infrastructure. It therefore takes 4 days during which no combat missions can be flown. (THIS IS A CHANGE FROM THE PLAYER HANDBOOK)

Air Combat : Fighters vs other aircraft (eg. CAP vs Escort)
Count the effective number of units engaged. Disabled units could as half strength. So a force of 2 active units and 2 disabled units would have a fighter strength of 3 units for the table below.
Roll 1d6 for each side and look up how many 'hits'. Score in the table is the score needed to disable one enemy unit / 2 enemy units / 3 enemy units.

So, '3 / 5 / 6', means on rolling 3 - one enemy is disabled, 5 - two enemy disabled, or 6 - three enemy units disabled. 4 / - / - means on rolling4 – 1 enemy is disabled, and no more than one can be disabled.
Disabled units return to base immediately
Disabled units that take a hit are destroyed

Factors:
+1 Fighters against bombers or dive bombers
-1 Fighters against Recce aircraft
-1 Newly formed unit
+1 Experienced unit

		Number of fighter units					
No. of fighter units	VS	1	2	3	4	5	6+
	1	6 / - / -	6 / - / -	- / - / -	- / - / -	- / - / -	- / - / -
	2	5 / - / -	6 / - / -	6 / - / -	6 / - / -	6 / - / -	6 / - / -
	3	4 / - / -	5 / - / -	5 / 6 / -	5 / 6 / -	5 / 6 / -	5 / 6 / -
	4	3 / - / -	4 / 6 / -	4 / 6 / -	5 / 6 / -	5 / 6 / -	5 / 6 / -
	5	2 / - / -	4 / 6 / -	4 / 6 / -	4 / 6 / -	4 / 5 / 6	4 / 5 / 6
	6+	2 / - / -	3 / 5 / -	4 / 5 / 6	4 / 5 / 6	4 / 5 / 6	4 / 5 / 6

Fighters Vs Bombers / CAS / Transports
Step 1: CAP Fighters first engage any Escort Fighters using the table above.
Units disabled return to base.

Step 2 : Surviving CAP fighters engage bombers using table above (bombers are assumed to have no effective air combat capability). Units disabled return to base. Surviving Bombers pass on to target.

Fighters Vs Recce
CAP engages recce units using the table above.   Recce aircraft are assumed to have no effective air combat capability. Disabled units return to base. Survivors conduct recce.

Reporting Air Combat Results
ALL air combat results in losses, it is just that we don't reflect it in the unit counters.

So, when reporting the results of air-air combats all air forces report that they shot down *many* enemy aircraft even if they haven't. LUs can add colour to the reports by making up numbers of aircraft shot down.

Disabled air units are reported as having taken *heavy losses* – never as 'disabled'. When bombing, bombing units that get through will always report optimistically about the effect they are having – reporting *'devastation'* or *'great success'* even (or especially) if they have had no effect in game terms. Use your imagination.

Bombers v Airfields
Bombing attack on airfield capacity of a town can remove capability or damage aircraft on the ground.

Roll 1d6 per raid +1 per per additional unit attacking.

Results on both columns apply, so it is possible to damage aircraft and remove capability

Score	Units Based at Town / City (dice per unit).	Airbase Capability
1-2	No effect	No effect
3	Disabled	-1 Capacity for 1 day
4	Disabled	-2 capacity for 1 day
5-6	Disabled	-2 capacity for 2 days
7+	Destroyed	All capacity destroyed permanently.

Bombers Vs Ground Units
When carrying out bombing attacks on troop concentrations beyond the front line.
Roll 1d6 per target unit (typically a Division) in the bombed area.

	One status loss and immobilised for a day	immobilised for a day	No effect	Air attack driven off by AA fire	Attacking air unit DISABLED
Score	6	4-5	1-3	0	-1

Dive-bombers +1 to their score.
If the defending unit has a status of 6 or more -1

If the defending unit is a German Panzer Division -1

Terror Bombing

It is possible to bomb cities to terrorise the population and reduce morale.
Roll 1d6 per bombing unit for effect.

	Widespread destruction and panic	Damage and despondency	Population Keep Calm and Carry on.
Score	6	4-5	1-3

Air Reconnaissance

An air recce unit can cover 4 grid squares in a day. Provided it isn't intercepted by CAP, roll 1d6 for recce effectiveness in each square:

-1 to die roll if CAP is in the grid square (whether or not it interfered with the recce unit).
-1 if the grid square is heavily wooded or mainly city.

Score	Result
1	Recce failed – poor visibility or other adverse conditions.
2-3	Poor recce – reports enemy concentrations that are not there, or fails to report anything useful.
4-5	Average Recce – 50% of what is there is reported in general terms.
6	Good Recce – good quality information of a range of things visible form the air – troop concentrations, troop movements etc.

If in any doubt about what to report, consult Map Control

AIR CONTROL CHART

To help run the air combats, Air Control will have a deployment chart to show relative CAP etc, and this is on the main map table. This will look something like this:

ARMY	**ARMY**	**ARMY**	**ARMY**
ARMY	**ARMY**	**ARMY**	**ARMY**

Counters are placed on the chart to indicate where bombers, recce and cap are being used. Any CAS / Bomb counters that get through are moved to the map ground combat map.