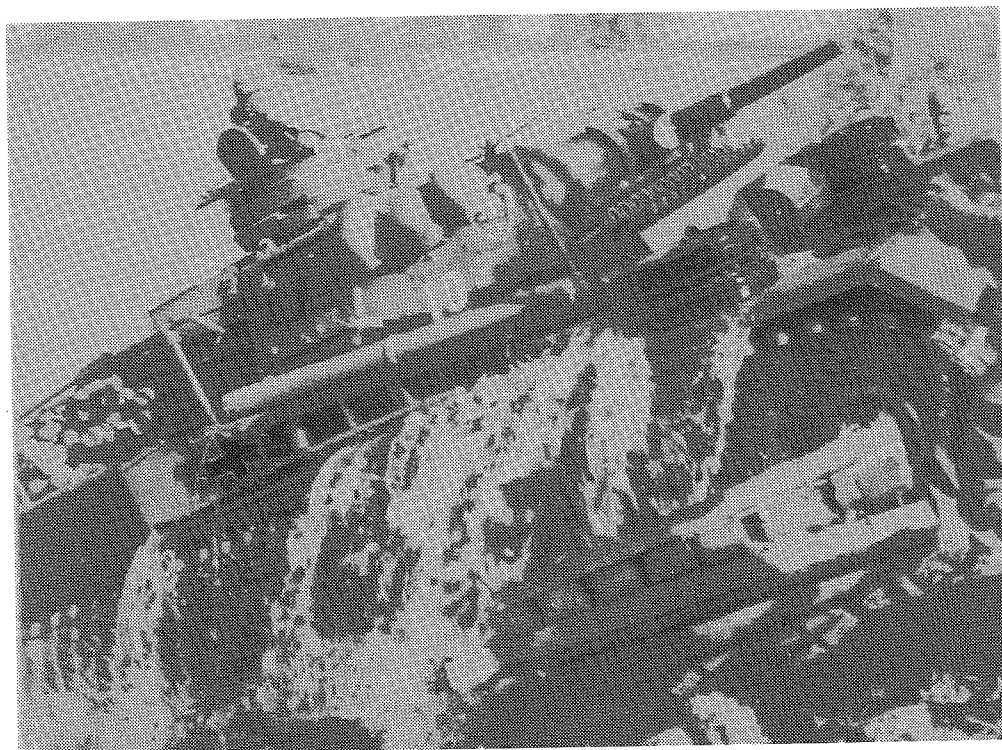


CASE GREEN:

THE WAR FOR CZECHOSLOVAKIA, 1938

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Design: John Desch
Development: John Kisner
Counters: Rick Pavek
Map: Mark Simonitch
Rules Layout: Callie Cummins,
Christine Lockwood
Playtesting: Robert Atwood,
Dusty Brown, Kelly Eggers, Ken
Kurtz, Joe Moore, Tony Salyer,
Jay Schamus, Keith Schlesinger,
George Tselekis.



1.0 INTRODUCTION

Case Green is a simulation of the war that might have resulted if Hitler had not won a political victory at Munich in 1938. This is a game of intermediate complexity in which the two players command the forces of Germany and Czechoslovakia. The German Player must conquer Czechoslovakia within a certain period of time. The Czech Player must prevent this from happening.

Game Scale: Each hex is 7.5 miles across. Most ground units are divisions or regiments. Each air unit represents approximately 150 sorties. Each game turn is two days of time.

2.0 GAME COMPONENTS

A complete game of **Case Green** consists of one 34" x 22" mapsheet, 200 die-cut counters, and the rules booklet you are now reading. Two 6-sided dice are also needed to play the game.

The rules are organized by topic to assist you in looking up specific cases. Familiarize yourself with the organization of the rules and read them through once before playing.

The map is a depiction of the section of Czechoslovakia that could have seen major action in 1938. A numbered hex grid has been superimposed to regulate the movement and positioning of units. A turn record track, victory point tracks, and holding boxes for air units, reserves, and destroyed units are also printed on the map.

The game counters should be carefully punched out and sorted by nationality before play. Most of the pieces in the game represent combat units, the rest are markers. There are two general types of combat units: air and ground.

Unit counters display a great deal of the information needed to play the game. Refer to the sample ground and air units found in the "Unit Organization" section of the Player Aid sheet below while reading through the following alphabetized definitions.

Air Factor (AF) is used when Air Superiority combat occurs between opposing air units.

Army organization is shown by the color of the unit type symbol. See the Player Aid sheet for details.

Combat Factor (CF) is a unit's fighting ability, expressed in Strength Points (SPs). If the CF is enclosed in parenthesis, it means the unit does not have a regular combat factor. See Special Units (7.9).

Ground Attack Factor (GAF) is used to influence a ground combat in which a surviving air unit is involved.

Movement Allowance (MA) is the maximum speed a unit is able to move across the hexagonal grid each turn in clear terrain, expressed in Movement Points (MPs). Terrain features that cost a certain number of MPs to enter or cross will raise or lower a unit's actual range of movement.

Nationality of a unit is shown through the use of color. All Czech units have a red background. Most German units have a gray background, except for SS (black) and Luftwaffe (blue).

Steps indicate the staying power of ground combat units. All units have a "full strength" side. Units with information printed on the flip side of the counter have a "reduced strength" side. Each step loss requires that a full-strength unit to be flipped over to its reduced-strength side (if the unit has one) or eliminated (if it does not). A unit already on its reduced-strength side is always eliminated if it takes a step loss.

Unit Designations are used when setting up certain units and when handling German Panzer Divisions. Abbreviations are listed on the Player Aid sheet. Panzer Division Headquarters (HQ) markers have been provided to alleviate stacking problems on the map. Mechanized units with the same unit designation number that are stacked in the same hex can be replaced with the appropriate HQ marker. The units are removed from the hex grid and kept in specially labelled Panzer Division holding boxes on the mapsheet.

Unit Type is usually indicated by a symbol enclosed within a rectangle, and lets players know the general kind of unit represented. This allows players to distinguish between their mechanized and non-mechanized ground forces. Mechanized units are able to conduct Mobile Assaults and move in the Exploitation Phase. All Tank, Light, and Motorized Infantry units are Mechanized. All other ground units are called Non-Mechanized. Cavalry units are the only non-mechanized units allowed to move in the Exploitation Phase.

3.0 SEQUENCE OF PLAY

In **Case Green**, all actions during each game turn take place within the framework of two player turns. A player is allowed to move, attack, and undertake other activities with his units only during his own player turn. Each of these player turns is further subdivided into smaller segments

called phases. Each phase must be performed in its proper sequence, as indicated in the "Turn Sequence" section of the Player Aid sheet.

4.0 STACKING

Placing more than one unit in the same hex is called stacking.

(4.1) Ground units

A player is allowed to stack up to *three friendly divisions* (or their equivalent) in a single hex. Brigades and regiments count as *one-half* of a division. Tank battalions stack for free. See the "Unit Size" summary on the Player Aid sheet.

Stacking limits for both sides need only be observed at the end of each enemy or friendly Movement, Combat, and Exploitation Phase. Excess units are eliminated at the end of each of these phases; the owning player chooses which units to remove to satisfy stacking limits.

There are no restrictions on the number of friendly units that may pass through a given hex during any phase. **EXCEPTION:** Mechanized and Non-Mechanized units may NOT move together in a single stack. They may still begin and end a phase in the same hex, subject to normal stacking limits.

[Design Note: This prevents unrealistic use of armor-infantry combinations in "Mobile Assault" overruns. The rules for Mobile Assault (9.0) strongly discourage such behavior in any case, but a simple prohibition spares players from learning merely technical rules that would hardly ever be used in practice.]

Ground units from opposing sides are not allowed to occupy the same hex. **EXCEPTION:** Airborne Assault; see optional rule (17.2)

(4.2) Air units

Aircraft from both sides may fly Ground Support missions during each enemy or friendly Combat Phase. Up to two friendly air units may be used to attack (or defend) a single hex during a regular attack. Only one air unit from each side can provide support during a Mobile Assault.

5.0 ENGAGEMENT ZONES

Certain units exert Engagement Zones (EZs) that normally cover the six hexes surrounding a unit's position. Note to experienced players: another name for EZs are "Zones of Control" (ZOCs).

(5.1) Limitations on EZs

Only the following types of units exert EZs:

- a unit with a division symbol (XX)
- a motorized infantry regiment stacked with at least one tank battalion of the same panzer division.

An EZ never extends into terrain that a unit is unable to enter. Thus a mechanized unit does not have an EZ in an adjacent Rough hex, unless it is connected to the hex the unit occupies by a Road. If at least one unit in a hex is able to exert an EZ into an adjacent hex, then all EZ effects (5.2) apply.

A hex occupied by a friendly unit negates the effects of an enemy EZ for purposes of retreat (8.0) and supply (10.0), but never for movement (6.0).

(5.2) EZ Effects

Movement: Ground units must stop moving when they enter an enemy EZ. Units that begin their movement in an enemy EZ are free to exit the EZ without penalty, but can never move directly from one enemy EZ hex to another.

Retreat: If a retreating unit or stack enters a vacant hex containing an enemy EZ, it must take all the step losses called for by the combat result. There are no other penalties. Czech units ignore German EZs that extend into Fortification hexes, even when vacant. See Retreats (8.0) for further details.

Supply: Neither a Tactical Path nor a Strategic Path can be traced into an enemy EZ, unless the hex is occupied by a friendly unit. See (10.0).

6.0 GROUND UNIT MOVEMENT

All friendly ground units can move during a player's Movement Phase. Only friendly Mechanized units plus Cavalry can move during a player's Exploitation Phase. See the "Unit Type" section of the Player Aid sheet for details. All normal movement rules apply during both phases. A player can move as many or as few eligible units as desired. Units are never required to move.

An eligible unit may expend a number of Movement Points (MPs) equal to its printed Movement Allowance (MA) during a particular phase. MPs cannot be transferred or saved in any way.

Only one unit or stack is moved at a time. A unit or stack must complete its movement for the phase before another unit or stack begins to move. If units decide to move as a stack, usually for the purpose of conducting one or more Mobile Assaults (9.0), the stack can drop off units but can never pick up additional units.

(6.1) Movement Costs

A unit moves from hex to adjacent hex in any direction or combination of directions. A unit expends MPs to enter each hex. See the Terrain Effects Chart on the mapsheet for the various costs of entering hexes and crossing hexsides.

When a unit runs out of MPs, does not have enough MPs remaining to enter the next hex, or enters an enemy unit's EZ, it must cease movement for the phase. A unit can never move into a hex if it does not have enough remaining MPs, even if the unit has not moved at all during the current phase.

(6.2) Movement Prohibitions

Enemy units: No friendly unit can enter a hex containing enemy units. **EXCEPTION:** Optional Airborne Assault (17.2)

Enemy EZs: No friendly unit can move directly from one hex to another if both contain an enemy EZ.

Rough terrain: Mechanized units cannot enter, except while moving along a Road.

(6.3) Roads

A unit that moves from one hex to another while following an unbroken path of Road symbols is said to be "moving along a Road."

Units moving along a Road pay only the 1/2 MP cost listed on the Terrain Effects Chart for entering a Road hex, ignoring any other terrain in the hexside crossed and the hex entered.

(6.4) German Off-Map Movement

During their Movement and Exploitation Phases, German units are allowed to exit the map from any hex leading off the north, west, or south map edge. The units are then allowed to continue moving along a row of imaginary hexes on these map edges, paying the Road movement cost of 1/2 MP per "hex" entered. Units may remain "off map" for as long as they desire, continuing to mark their location on the map edge. They are allowed to re-enter the map during the same or a later phase, paying the cost of the first hex entered normally. Czech EZs do not extend off map, nor do off-map German units exert EZs onto the map. (See Off-Map Movement example on Player Aid Sheet).

7.0 GROUND COMBAT

During a player's Combat Phase, friendly ground units can attack enemy ground units in adjacent hexes. Ground units are never forced to attack simply because they are next to enemy units; launching an attack is a voluntary action. When attacked, all units in the hex must defend.

An attack can only be made against a single enemy-occupied hex. Any and all friendly units adjacent to the hex being attacked may add their combat factors (CFs) to the same battle.

A player is free to make as many or as few attacks as desired in a single friendly Combat Phase, so long as no unit attacks or defends more than once during the phase. No attacking or defending unit's CF may be split between different battles.

(7.1) Combat Sequence

Attacks are announced and resolved in any order the attacking player desires, one at a time. A player need not announce all attacks before beginning to resolve battles. Any given battle must be completely resolved before the next one is begun. See the "Combat Sequence" section of the Player Aid sheet for details.

(7.2) Combat Results

Each result on the Combat Results Table (CRT) consists of numbers and characters separated by a slash. Those to the LEFT of the slash affect the attackers; those to the RIGHT affect the defenders. Each player applies combat results to his own units.

Numerical results represent "step losses" that must be divided among the ground units involved in the battle. Each step loss point will cause one unit to be flipped to its reduced side, or if already reduced (or lacking a reduced side) eliminated and placed in the appropriate Dead Pile. Retreat (8.0) may reduce the number of step losses a defender must suffer.

If all the defending units are destroyed or retreated, the attacking player may advance any or all of his surviving units into the vacated hex, subject to stacking limits (4.1).

A special symbol (*) on the CRT shows when an air unit or tank battalion must be eliminated in addition to any other result. The ENEMY player gets to choose which type of unit (air unit or tank battalion) must be lost. The friendly player then eliminates a specific unit of that type.

(7.3) Terrain Effects on Combat

The terrain in the attacker's hex does not influence the battle. The only terrain that affects combat is that located in the defender's hex and along any hexside(s) between the attacker and the defender. Terrain often provides CRT shifts in the defender's favor. When a hex contains several types of advantageous terrain, such as Rough plus Medium Fort, all are counted together cumulatively. See the Terrain Effects Chart and CRT for details.

Roads are ignored when determining terrain effects during combat.

(7.4) Off-Map Units

Ground units cannot attack units using Off-Map Movement (6.4), nor can off-map units attack onto the map. Air units may perform Interdiction missions against units using Off-Map Movement.

(7.5) Army Integrity

An attack or defense involving friendly units with differently-colored unit-type symbols is penalized one combat column shift for each "extra" army in the battle. Example: if units from three German armies (the 2nd, 10th, and 14th) join together to make an attack on a defending hex, the odds would be shifted two to the LEFT. If these same units were defending together in the same hex, the odds column would be shifted two to the RIGHT.

Note that independent forces never count as an "extra" army, and may always join an attack or defense without the usual column shift penalty to the friendly side. Independent units are identified with WHITE unit-type boxes, or BLACK tank unit symbols.

(7.6) Concentric Attacks

A Concentric Attack occurs when the defending hex is completely surrounded by attacking units OR their Engagement Zones (EZs). Friendly units do NOT negate enemy EZs when determining whether a Concentric Attack is possible.

A Concentric Attack shifts the combat odds column one to the RIGHT.

(7.7) Intensive Attacks

Only the attacker has the option of declaring an Intensive Attack. This decision must be made BEFORE each side declares air support for the battle. All units making an Intensive Attack must be in supply.

An Intensive Attack DOUBLES the value of the numerical step loss result received on the CRT for BOTH sides.

(7.8) Tank Battalions

The presence of tank battalions in a battle shifts the CRT odds column to the LEFT when defending and to the RIGHT when attacking.

For each attacking hex that contains one or more tank battalions, shift the CRT odds column ONE to the RIGHT. If the defending hex contains one or more tank battalions, shift the odds column ONE to the LEFT.

EXCEPTION: If all five units constituting a complete German Panzer Division are stacked in the same hex, shift TWO columns to the right (if the entire division is attacking) or to the left (if the division is defending).

Tank battalions are treated as "special units" (7.9) for all other purposes.

(7.9) Special Units

Tank battalions and all other units with a Combat Factor (CF) of one printed in parentheses "(1)" are considered Special Units.

Special Units may never add their CF to an attack. Special units stacked with any friendly unit with a regular CF (i.e. not parenthesized) do not contribute their parenthesized CF to the defense. EXCEPTION: tank battalions (7.8) can aid a friendly attack or defense under certain conditions.

If a hex contains only special units, then the maximum CF for the entire hex when attacking is ZERO and when defending is ONE, regardless of the number of special units in the hex.

8.0 RETREATS

The defending player (NEVER THE ATTACKER) is given the option to retreat after a battle.

(8.1) Procedure

Retreats involve moving all the defending units one or two hexes, as the owning player wishes. A unit's MA has no impact on its ability to retreat—even slow-moving garrison units can retreat two full hexes. For each hex retreated, the numerical step loss result on the CRT against the defending force is reduced by ONE. Entering enemy EZs (8.2) will negate this benefit. The loss of a tank or airplane due to the asterisk result is never reduced by a retreat.

All units in a defending hex must join in the retreat, and they must all remain together during the entire retreat.

If no step loss result is received, a defending stack

can still retreat but may suffer step losses if enemy Engagement Zones are entered (8.2).

The path of retreat is determined by the owning player, but units are not allowed to retreat:

- into enemy-occupied hexes
- off the map
- into terrain they could not normally move through

(8.2) Retreating Into Enemy EZs

A unit or stack may retreat into a vacant hex containing an enemy EZ if no other retreat path exists. When this occurs to a unit/stack that suffered a step loss result on the CRT, NO STEP LOSS REDUCTION OCCURS. The printed result is applied in full at the conclusion of the retreat. If no printed step loss result was received, then the unit/stack loses ONE STEP for each enemy EZ entered during the retreat.

Remember that friendly units negate enemy EZs in the hexes they occupy for retreat purposes. Fortification hexes also negate German EZs for retreat purposes.

(8.3) Retreating Into Friendly-Occupied Hexes

If a unit or stack ends its retreat in a hex already containing friendly units, rotate the retreating units 180 degrees. If the hex is attacked later in the same Combat Phase, the following special rules apply:

- The rotated units do not add their CFs to the stack's defense strength.
- No units in the hex are allowed to retreat for any reason.

9.0 MOBILE ASSAULT

Certain units are allowed to conduct a special kind of combat known as a Mobile Assault (MOBA). All friendly MOBAs take place during friendly Movement and Exploitation phases. Only Mechanized units that begin the phase stacked together and in supply may make a MOBA. Mechanized and Non-Mechanized units may NOT move together in a stack (4.1).

(9.1) Attack Procedure

A moving unit or stack must spend the normal number of MPs to enter a hex adjacent to an enemy-occupied hex. Then the moving unit/stack must spend the number of MPs it would take to cross over and enter into the enemy's hex, PLUS ONE additional MP. If the unit/stack has the necessary number of MPs, it expends them, interrupts its movement, and performs a Mobile Assault. Otherwise, it cannot perform a MOBA, but it can continue to move if it did not enter an enemy EZ. Players should note down the number of MPs the moving unit/stack has expended during the phase, in case it decides to resume movement or attempt another MOBA later on.

Immediately resolve each MOBA after it is declared, using regular combat procedures except as noted below:

• Only moving Mechanized units are allowed to attack; no other units in the same or adjacent hexes can "help out."

• Cannot be made across a River hexside unless crossed by a Road

• The attack can never be Intensive or Concentric.

• Each side may use only one air unit for Ground Support.

• Shift the combat odds column one to the LEFT after all other adjustments.

• There are no retreats.

(9.2) Aftermath

If the Mobile Assault clears the enemy hex of defenders, the moving stack advances into the vacated hex. If this hex is in an enemy EZ, the moving stack must cease movement unless it immediately launches another MOBA. If the hex is not in an enemy EZ, the stack is free to keep moving with its remaining MPs. The units may remain together, split up into smaller stacks, or move individually as the owning player desires.

If the Mobile Assault does NOT clear the enemy hex of defenders, the moving stack must cease movement for the phase unless it immediately launches another MOBA. A stack launching another MOBA against the same hex must pay a number of MPs equal to those that would be needed to cross over and enter into the enemy hex, PLUS one additional MP.

10.0 SUPPLY

Ground units require supply to operate at full speed and strength. Units with an unobstructed Supply Line are "in supply," and move and fight normally. Otherwise, units are considered "unsupplied."

(10.1) Supply Determination

Supply is judged for a unit at the following moments of a game turn:

- Friendly Replacement Phase—just before a reduced unit receives a replacement
- Friendly Movement Phase—right before a unit/stack begins to move
- Friendly Combat Phase—right before friendly unit(s) attack in a battle
- Friendly Exploitation Phase—right before a unit/stack begins to move
- Enemy Combat Phase—just before a friendly unit/stack defends in a battle.

(10.2) Supply Lines

A Supply Line is a series of contiguous (connected) hexes running from a ground unit to a Supply Source (10.4). A Supply Line is always composed of a part known as the "Tactical Path," and may also include a part termed the "Strategic Path."

The **Tactical Path** always begins in the ground unit's hex, and has a maximum length (measured in hexes) equal to the unit's printed Movement Allowance. Thus, a unit with an MA of 6 could

trace a Tactical Path of no more than six hexes. The purpose of a Tactical Path is to reach a friendly Supply Source, or failing that to a Road hex from which a Strategic Path to a Supply Source can be traced. When calculating the Tactical Path, count the Supply Source or Road hex but NOT the unit's own hex.

The **Strategic Path** begins in the last hex traced along the Tactical Path. The Strategic Path can be any number of hexes in length, but it must be composed entirely of hexes connected together by Roads that lead to a friendly Supply Source.

Neither type of path can be traced into an enemy-occupied hex, or a vacant hex containing an enemy EZ. (Note: German EZs do not extend into vacant Czech Fort hexes, but vacant fort hexes are NOT considered Czech-occupied.) Mechanized units can never trace a path into a Rough terrain hex, except along a Road. Non-Mechanized units can only trace the first THREE hexes of their Tactical Path through Rough terrain hexes that do not contain a Road.

Units that cannot trace a proper Tactical Path and a proper Strategic Path (if one is needed) are considered unsupplied. Remember that the presence of a friendly unit in a hex negates the effects of an enemy EZ in that hex. (See the Supply Example on the Player Aid sheet.)

(10.3) Effects of Being Unsupplied

- HALVE Movement Allowance
- HALVE Combat Factor

Round any fractions UP to the nearest whole number, after adding together all CFs in a hex involved in a combat. Always round up MAs.

(10.4) Supply Sources

German: any map edge hex located in Germany or Austria.

Czech: any Czech city or Fort hex not currently occupied by a German unit.

NOTE: hex 1031 in Czechoslovakia may serve as a German Supply Source, because the German hexes immediately adjacent to the hex are not shown on the map.

11.0 AIR POWER

Air units may be used to perform two different types of missions: Ground Support and Interdiction. Each air unit may be used twice each turn, once during the friendly Player Turn and once during the enemy Player Turn. Air units can "fly" missions to any hex on the map; there are no range restrictions, antiaircraft fire, or the like. Enemy EZs and enemy-occupied hexes have no effect on air unit placement.

(11.1) Holding Boxes

There are no airfields on the map at which players base their planes. Instead, air units are kept in a friendly holding box until they are needed. Each holding box is divided into "Available" and "Flown" compartments.

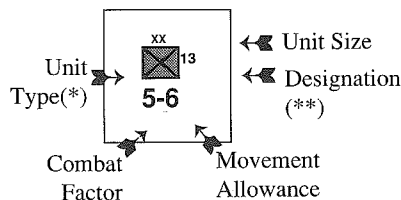
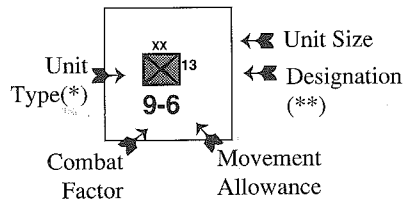
UNIT ORGANIZATION

Ground Units

FRONT (full strength)

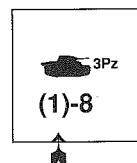
BACK (reduced strength)
[if blank, unit has no reduced-strength]

German Reserve (18.1)



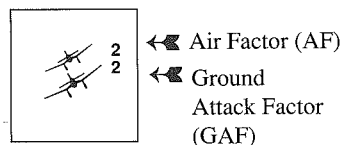
(*) Color of Unit Type indicates Army Organization, or Independent status
(**) Affects initial set-up of some units and use of German Panzer Division HQs

Special Units



Special Combat Factor (Max. defense strength of "1" if hex contains only special units)

Air Units



Army Organization

(refer to color of Unit Type symbol on each counter)

German

2nd Army = red
8th Army = green
10th Army = orange
12th Army = blue
14th Army = yellow
Independent units = white

Czech

1st Army = blue
2nd Army = yellow
4th Army = green
Independent tank battalions = black
All other Independent units = white

Unit Types

Non-Mechanized

Infantry	
Mountain	
Parachute	
Cavalry(*)	
Border	
Fortress	
Garrison	

Mechanized

Tank	
Light	
Motorized Infantry	
Panzer HQ	

(*) Can move along with Mechanized units in Exploitation Phase, but cannot perform Mobile Assault.

Unit Sizes and Stacking Value

Division	XX	[1 Division]
Brigade	X	[1/2 Division]
Regiment	III	[1/2 Division]
Battalion		[0 Division; no stacking value]

Unit Designation Abbreviations

Bt = Bratislava
Brn = Brno
HK = Hradec Kralove
LAH = Leibstandarte Adolf Hitler
Ost = Ostrava
Pil = Pilsen
Pr = Praha (Prague)
V = Vienna garrison (German)

COMBAT RESULTS TABLE (7.2)

Odds Column (round in favor of Defender)

Dice Roll	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	Dice Roll	?
2	1/1	0/1	0/1	1/2	0/2	1/3	0/3	0/4	2	0/4
3	1/0	1/1	0/1	0/1	1/2	0/2	1/3	0/3	3	0/3
4	1/0	1/1	0/1	0/1	1/2	0/2	1/3	0/3	4	1/3
5	*1/1	*0/1	*0/1	*1/2	*0/2	*1/3	*0/3	*0/4	5	*0/2
6	1/0	1/0	1/1	0/1	0/1	1/2	0/2	1/3	6	1/2
7	?	?	?	?	?	?	?	?	7	*0/0*
8	2/0	1/0	1/0	1/1	0/1	0/1	1/2	0/2	8	1/1
9	3/0*	2/0*	2/0*	1/0*	1/0*	1/1*	0/1*	0/1*	9	2/0*
10	2/0	2/0	1/0	1/0	1/1	0/1	0/1	1/2	10	2/1
11	2/0	2/0	1/0	1/0	1/1	0/1	0/1	1/2	11	3/1
12	3/0	2/0	2/0	1/0	1/0	1/1	0/1	0/1	12	3/0

[attacker loss] / [defender loss]

* = lose one air unit or tank battalion; enemy player chooses which type, owning player selects the exact unit

? = roll again on the "?" column

Combat Factor Modifiers

Effect	Attacker strength	Defender strength
Unsupplied	1/2	1/2
Minor River	1/2 (+)	-
Major River	1/3 (+)	-
Medium Fort	-	x 2(*)
Heavy Fort	-	x 3(*)

(*) Czech defenders only

(+) Applies only to units in hexes separated from defender by a River.

DEFENDER Column Shifts (SHIFT LEFT the indicated number of columns):

Defender occupies

Woods (1)

Rough (2)

Town (1)

City (2)

Light Fort (1)

Medium Fort (2)] Czech

Heavy Fort (3)] defenders

only

Attacked by Mobile Assault (1)

Friendly Air Unit: per GAF (1)

Army Integrity: per "extra" attacking army involved in a battle (1)

Any Tank Battalions defending (1)

Any Full German Panzer Divisions defending (2)

ATTACKER Column Shifts (SHIFT RIGHT the indicated number of columns):

Concentric Attack (1)

Army Integrity: per "extra" defending army involved in a battle (1)

Friendly Air Unit: per GAF (1)

Tank Battalions attacking (1 per qualifying hex*)

Full German Panzer Divisions attacking

hex (2 per qualifying hex*)

*See rule (7.8).

MOBILE ASSAULT SUMMARY (9.0)

1. Only moving unit/stack allowed to attack; no adjacent stacks can help.
2. Defender gets one extra column shift LEFT after all other CRT shifts made.
3. Each side may use only one air unit for Ground Support.
4. Not across River hexside except where crossed by Roads.
5. No Intensive or Concentric combat modifiers allowed.
6. No retreats allowed.

COMBAT SEQUENCE (7.1)

1. Check supply status of attacking and defending units involved in a particular battle.
2. Calculate the combat strength of the attacking and defending units, including supply and terrain effects. Each side adds together the modified combat factors of all participating friendly units in a particular hex. Any remaining fractions should be rounded up.
3. Determine combat odds: This is a ratio obtained by dividing the attacker's total combat strength by the defender's, rounding fractions in favor of the defender. For example, 22 strength points (SPs) versus 6 defending SPs results in 3.67, rounded down to 3:1. Six attacking SPs versus 22 would be 1:3.67, or 1:4 (rounding up in favor of the defender).
4. Odds greater than 6:1 at this stage of the sequence are reduced to 6:1. If the odds are less than 1:3, the attack cannot be attempted, thus ending this sequence.
5. The attacker can now declare the attack "Intensive" if all of units involved are in supply. Step losses for both sides DOUBLED.
6. Attacker can add up to two air units for Ground Support, followed by up to two for the Defender. If both players fly air units into the battle, Air Superiority combat is resolved.
7. Attacker adds up total number of CRT odds column shifts to RIGHT, Defender adds up shifts to LEFT. Subtract the smaller from the larger number, and apply the difference in favor of the side with the larger number. Any shifts that would move the odds above 6:1 or below 1:3 are ignored.
8. Roll two dice and add them together. Cross index this die roll with the odds column to resolve the attack on the CRT. Whenever a "7" is rolled, a second roll must be made, reading the result from the "?" column of the CRT.
9. Apply the result given on the CRT. Defender can retreat and Attacker can advance after combat.

REPLACEMENT RATES (14.1)

RPs received per friendly Replacement Phase

	Mechanized	Non-Mechanized	Tank Battalion	Air Unit
German:	2	3	2	1
Czech:	1	2	1	1

SEQUENCE OF PLAY (3.0)

I. German Player Turn

German is "Friendly," Czech is "Enemy."

A. Replacement Phase

- Air units of both players placed in Available side of Holding Boxes (11.1)
- Replacement Points used to rebuild dead or reduced units. Units that receive replacements move and fight normally (14.0)
- Check supply to see if on-map unit eligible to receive an RP (10.1)
- Enemy player receives VPs for friendly RPs spent and for friendly units still in the Dead Pile at the end of the phase (15.1)

B. Ground Movement Phase

- Conduct air drops [OPTIONAL] (17.0)
- Check supply for each unit before it begins movement (10.0).
- Move any and all friendly ground units (6.0)
- Enemy Air Interdiction takes effect as units move (11.4)
- Mobile Assaults may be conducted during movement (9.0)
- Any enemy Air units still on the map at the end of the Phase are placed in the "Flown" section of holding box (11.4)

C. Combat Phase

- Attacks by friendly Player are declared and resolved one at a time (7.0).
- Check supply of all units involved in each combat prior to resolution (10.0)
- Air units fly Ground Support (11.2)
- Enemy Player may retreat defending units to reduce step losses (8.0).
- See "Combat Procedure" on Player Aid sheet for more details

D. Exploitation Phase

- Check supply for each unit before it begins movement (10.0).
- Only friendly Mechanized and Cavalry units may move (6.0)
- Mobile Assaults may be conducted during movement (9.0).
- Fly friendly Air Interdiction missions at the end of the phase (11.4).

II. Czech Player Turn

Repeat steps A-D as above, with Czech being "friendly" player and German being "enemy" player.

III. Turn End Segment

- Random Event marker drawn from the cup; skip this step during the last turn. [OPTIONAL] (16.0)
- Advance the game turn marker one space, and move on to the next turn unless the game has ended.

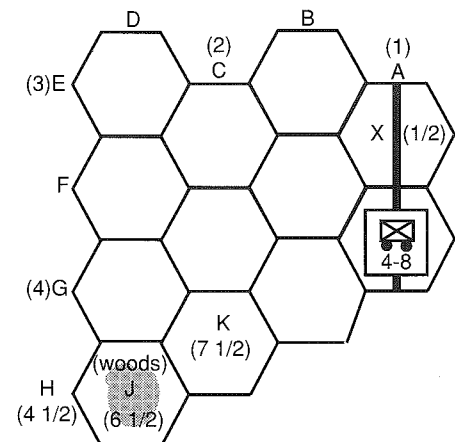
VICTORY POINT CHART (15.1)

VPs	Reason
1	per enemy unit remaining in Dead Pile(*)
1	per enemy Replacement Point expended (*)
(variable)	per "Victory Point City" physically occupied at the end of the game
	20 = Praha (Prague)
	12 = Vienna
	9 = Pilzen
	7 = Glatz
	6 = Brno
(*) Record at the end of each enemy Replacement Phase	

EXAMPLES OF PLAY

Off-Map Movement

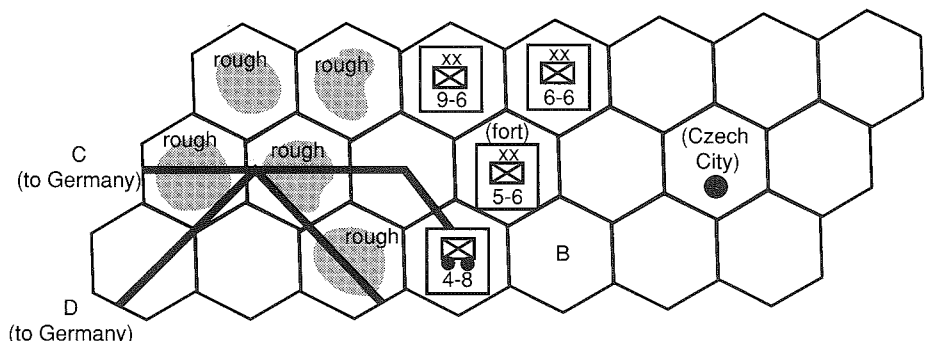
German 4-8 motorized infantry regiment moves from its location along the Road to hex X, expending 1/2 movement point (MP). It then begins off-map movement by exiting hex X and entering off-map position A, expending another 1/2 MP. It then moves along the outer edge of the map, expending 1/2 MP for each off-map position entered (B through H). Note that the each off-map position is directly adjacent to an on-map hex, but costs only 1/2 MP to enter. Upon reaching hex H, the unit has 3 1/2 MPs remaining in its movement allowance. It decides to enter hex J, which costs 2 MPs for a mechanized unit to enter. The unit finishes its movement in hex K, having expended 7 1/2 MPs.



Supply

All units are located inside Czechoslovakian territory. The Czech 5-6 infantry division can trace a Tactical Path up to 6 hexes in length, enough to reach the Czech city. (The German 4-8 motorized regiment does not exert an EZ so the 5-6 can use hex B as part of its Tactical Path.) If the German 4-8 was stacked with a division-sized unit, or with a tank battalion belonging to the same Panzer Division, then hex B would contain an enemy EZ and the 5-6 unit would not be able to trace supply out of the hex it occupies. The unit could still draw supply from the Fort in its hex, but it could not receive any replacements unless a supply line to a Czech city existed during a friendly Replacement Phase.

The German 4-8 motorized unit cannot trace a Tactical Path into hex A because it contains Rough terrain prohibited to motorized units. (If there was a Road leading from the 4-8's hex to hex A, then the Tactical Path could be traced in that direction.) Nor can the 4-8 trace a path along the road into the adjacent hex because of the Czech 5-6 unit's EZ, so the 4-8 is unsupplied. With hex A enemy-occupied, the 9-6 infantry division could still avoid enemy EZs by tracing a Tactical Path through three Rough hexes to road C, and then a Strategic Path to Germany. The 6-6 infantry division could begin tracing a Tactical Path through the hex occupied by the friendly 9-6 to negate an enemy EZ, but then it would be forced to avoid the enemy EZs in hex A by tracing through three consecutive Rough hexes. Since only the first three hexes of a Tactical Path may contain Rough terrain without Roads, the 6-6 unit would be considered unsupplied the instant it tried to trace the fourth hex of its Tactical Path through a Rough hex lacking a Road.



RANDOM EVENTS EXPLANATIONS (Optional Rule 16.0)

(Number in parentheses indicates the number of event chits of this type in counter mix)

Allies (1). The French and British, despite their military unpreparedness, may decide to come across the border. Roll two dice; if the total is higher than the number of divisions currently in the Reserve Box PLUS the number of Victory Point cities occupied or last entered by German forces, the Allies intervene. See Victory Point Chart for a listing of VP cities.

Effects of Intervention:

- German Player must remove four infantry divisions, one panzer division, and three air units from play in order to counter the threat.
- All units withdrawn must be in supply and (if possible) at full strength. They are simply picked up and removed from the map, Reserve Box, and/or the Dead Pile.
- The Germans must spend Replacement Points to bring reduced or eliminated units up to strength after withdrawing them.

Benes (2). Wait until the beginning of the next Czech Movement Phase, then roll one die and refer to the following list of outcomes:

(1-2) The Czech Player can roll any single attack during his next Combat Phase on the "?" column of the CRT.

(3-4) No Event

(5-6) Stand fast: No Czech unit in a Fort is allowed to move for the rest of the turn.

CZ +1 (1). The Czech Player must immediately stack this marker under any one tank battalion. Any battle involving the unit now has the combat odds shifted one additional column RIGHT when attacking, LEFT when defending. If the tank battalion is eliminated in combat, so is the elite marker.

5th Column (1). The German Player must immediately place the "5th Column" unit in any unoccupied hex in Czechoslovakia that is within five hexes of the German border. The unit has no ZOC and cannot move or attack. If eliminated in battle, it is permanently removed from play.

Foul Weather (4). No aircraft may fly during the next game turn. Place all air units in the Flown box.

GE +1 (1). The German Player must immediately stack this marker under any one tank battalion. (See CZ +1 for effects.)

Hitler (2). Roll one die and refer to the following list of outcomes:

(1-2) Hitler's first gamble: The German Player can roll any single attack during his next Combat Phase on the "?" column of the CRT.

(3-4) Hitler goes for broke: All infantry divisions in the Reserve Box must enter the map as reinforcements next turn.

(5-6) Hitler rests the panzers: German mechanized units are not allowed to move or attack during the next game turn.

Nazi (1). Nazi uprising in the Sudetenland—During the next Czech Movement Phase, all Czech units within five hexes of the German border suffer all the effects associated with normal Air Interdiction.

No Event (9). Nothing happens.

Partisan (1). The Czech Player must immediately place the "Partisan" unit in any unoccupied

hex in Czechoslovakia. The unit has no EZ and cannot move or attack. If eliminated in battle, it is permanently removed from play.

Poland (1). Old animosities between Poland and Czechoslovakia threaten to erupt in war. Roll one die; if the result is greater than the number of Victory Point cities Czech forces currently occupy or were the last to pass through, tension along the Czech-Polish border increases.

Effects of Polish Tension:

• The Czech player must remove from play two infantry divisions, one tank battalion, and one air unit.

• All units withdrawn must be in supply and (if possible) at full strength. They are simply picked up and removed from the map, the Dead Pile or both.

• The Czechs must spend Replacement Points to bring reduced or eliminated units up to strength after withdrawing them.

Russia (1). The USSR may decide that the time is right for intervention in the Czech Affair. Roll two dice; if the total is higher than the number of divisions currently in the Reserve Box PLUS the number of Victory Point cities occupied or last entered by German forces, then the USSR intervenes. See Victory Point Chart for a listing of VP cities.

Effects of USSR Intervention:

• German Player must remove four infantry divisions, one panzer division, and three air units from play in order to counter the threat.

• All units withdrawn must be in supply and (if possible) at full strength. They are simply picked up and removed from the map, Reserve Box, and/or the Dead Pile.

• The Germans must spend Replacement Points to bring reduced or eliminated units up to strength after withdrawing them.

Slovak (1). Check for strikes and violence in the Slovak portion of the country. Roll one die. If the die roll is the same or less than the number of victory point cities Czech forces currently occupy or were the last to pass through, the Czechs receive only one Non-Mechanized Replacement Point (instead of two) per turn for the remainder of the game. If the result is greater Slovakia moves toward civil war.

Effects of Slovak Civil War:

• The Czech player must remove from play two infantry divisions, one tank battalion, and one air unit.

• All units withdrawn must be in supply and (if possible) at full strength. They are simply picked up and removed from the map, the Dead Pile or both.

• The Czechs must spend Replacement Points to bring reduced or eliminated units up to strength after withdrawing them.

During each Replacement Phase, all air units belonging to both sides are placed in the Available compartment, which shows that they are able to fly missions. After an air unit completes a mission, it is placed in the Flown compartment, indicating that it will not be available to fly another mission until it is once again placed on the Available side during the Replacement Phase of the next Player Turn.

(11.2) Ground Support Missions

When indicated in the "Combat Sequence" on the Player Aid sheet, the attacker must decide whether to fly any air units into a battle as Ground Support, followed by the defender. Each side is allowed to use up to TWO air units per battle during the Combat Phase, and ONE air unit per Mobile Assault (MOBA) during the Movement or Exploitation Phase. After resolving the battle or MOBA, all surviving air units are returned to the "Flown" compartment of their friendly Holding Box.

Each surviving air unit shifts the odds column to the RIGHT when attacking and to the LEFT when defending. The number of shifts in either case is equal to the air unit's Ground Attack Factor (GAF).

(11.3) Air Superiority Combat

When both players fly air units to perform Ground Support in the same battle, air superiority combat occurs prior to ground combat resolution. Air superiority combat is simultaneous; each air unit on both sides gets to fire before any air units are actually eliminated from play.

Roll one die for each friendly air unit. If the roll is the same or less than the firing air unit's Air Factor (AF), one enemy air unit is shot down (eliminated). The owning player chooses which air unit is lost if there are two units in the hex.

Destroyed air units are placed in the Dead Pile at the end of Air Superiority combat, and do not provide Ground Support.

(11.4) Air Interdiction Missions

These missions may only be flown during a friendly Exploitation Phase. Only air units with a Ground Attack Factor of one or more may fly Interdiction missions. The enemy player cannot "intercept" or otherwise prevent the execution of Air Interdiction. An air unit performing Interdicting is simply taken from the Available compartment of its holding box and placed in any enemy-occupied hex.

Any unit that begins a friendly Movement Phase with an enemy air unit occupying its hex has its Movement Allowance HALVED, rounding any fractions UP to the nearest whole number. This adjustment occurs after any reduction in MA due to being unsupplied. Units merely passing through the hex are not affected by Interdiction. The instant the last unit that began the Movement Phase in an interdicted hex leaves the hex, remove the air unit and place it in the "Flown" compartment of its holding box.

12.0 CZECH FORTIFICATIONS

There are three types of Czech fortifications (Forts):

- Heavy: Maginot-style concrete fortresses;
- Medium: belts of concrete pillboxes;
- Light: reinforced field works.

Forts provide defensive benefits to Czech units in the form of Combat Factor modification and leftward CRT column shifts. These benefits are summarized on the Terrain Effects Chart and the CRT.

Forts provide benefits regardless of the direction of the enemy attack. Forts are never destroyed. German units never gain defensive benefits from Forts they occupy.

There are two other special benefits of fortifications:

- Czech units are allowed to retreat and trace supply through Fort hexes that are in enemy EZs without any penalty, just as if they were occupied by friendly units.
- Czech units are always in supply when in fortified hexes, but cannot receive replacements until a supply line to a Czech city is established.

13.0 GERMAN RESERVES

The only reinforcements in the game are independent German units that can be released from the Reserve Box during the game.

During each friendly Movement Phase the German Player rolls one die. On a result of "1" or "2" the player has the option to enter ONE division (only) from the Reserve Box as a reinforcement.

Reinforcements enter play in any hex of Germany or Austria along the north, south, or west map edge during the German Movement Phase, and pay normal movement costs for the first hex entered.

14.0 REPLACEMENTS

Replacement Points (RPs) are given to both players each turn. Each RP can be used to:

- return ONE unit to the map from the Dead Pile; OR
- restore ONE unit on its reduced side to full strength

No unit can receive more than one RP per turn. Thus, a division-sized unit returned to play from the Dead Pile will remain at reduced strength for the current turn.

German ground units cannot receive replacements if they are out of supply.

Czech ground units cannot receive replacements when out of supply, or when located in a Fort but unable to trace a supply line to a Czech city.

(14.1) Replacement Rates

Players receive varying numbers and types of Replacement Points each turn during the friendly

Replacement Phase. See "Replacement Rates" on the Player Aid sheet for specifics.

Mechanized RPs can always be used to replace or restore Non-Mechanized units, if the owning player desires it. All other varieties of RPs (Non-Mech, Tank Battalion, Air Unit) can only be used on the indicated unit type.

(14.2) Dead Pile Units

When a unit returns to the map from the Dead Pile, it may be placed in any hex on the map within BOTH of the following restrictions:

- The hex cannot be in an enemy EZ;
- The hex must be in supply.

The hex chosen must also meet ONE of the following requirements:

- The hex is adjacent to a friendly unit with the same color symbol. (White or black "independent" units must also follow this requirement.)
- The hex is a city in the unit's home country not occupied by an enemy unit.

15.0 VICTORY

Victory Points (VPs) are awarded for enemy Dead Pile units, the enemy's use of Replacement Points, and occupying specified cities. Players must keep a running tally of VPs by using the Victory Point Track on the mapsheet and the appropriate markers provided.

(15.1) Victory Point Awards

See the Victory Point Chart on the Player Aid card for details.

[Play Note: units that remain in the Dead Pile will count as ENEMY VPs during EVERY TURN they remain out of play. This sort of thing can mount up quickly, so players are advised to use their Replacement Points wisely and well.]

(15.2) Levels of Victory

At the end of the game, players compare their final VP totals to determine which side wins. Divide the VP larger total by the smaller total and round fractions DOWN to determine a "victory ratio," much as you would figure combat odds. For example, 80 German VPs divided by 50 Czech VPs equals "1.6 to 1," rounded down to 1.5 to 1. Use the following scale to determine the magnitude of victory.

3 to 1: Strategic Victory

A German victory at this level results in a continuation of WWII as it actually happened. German units are more experienced for their next round of campaigns, and the upcoming invasion of Poland will likely be a smashing success.

A Czech victory at this level causes nothing less than the overthrow of the Nazi regime by dissatisfied German Army officers. The Second World War, at least for the time being, is averted.

2 to 1: Operational Victory

From the German point of view, an operational victory means the campaign did not proceed as

smoothly as expected, but the Wehrmacht acquitted itself well. Several infantry divisions will have to be completely reconstituted. The invasion of Poland will be delayed until a self-appraisal is completed.

An operational Czech victory results from a bloody German repulse. After a lengthy negotiation, Czechoslovakia concedes a small, strategically insignificant tract of land to Hitler. The Allies and the Poles will now be better prepared to resist Hitler, who will have to delay his plans for several years.

1.5 to 1: Tactical Victory

One more victory of this sort, and Germany will be ruined. Hitler is forced to reconsider the direction of his plans.

The Czechs keep their country intact, at least for the time being.

1 to 1: Draw

An armistice is signed and the frontier is fortified along the existing front lines. The war remains unfinished, and will resume within the next few years.

16.0 OPTIONAL RANDOM EVENTS

Players may agree to use Random Events to add more uncertainty to play. Be forewarned that some of these events can swing the game dramatically in favor of one side or the other.

Place all the Random Event markers in an opaque container. One Random Event marker is blindly drawn from the cup during each Turn End Segment. The effects of each are described in the "Random Events" section of the Player Aid sheet.

Some effects are immediate, while others can or must be delayed. Once an event has taken effect and is completed, it cannot occur again during the game. Place used markers off to one side.

17.0 OPTIONAL AIR DROPS

The two German parachute regiments begin play in the Reserve Box when this rule is used. Unlike other units in the Reserve Box, one or both can be brought into the game when an Air Drop is conducted, with no die roll being needed to release the units from reserve status. Until an Air Drop is conducted, the parachute regiments may not enter play. Once brought on the map, they may not make another Air Drop or return to the Reserve Box.

The German Player can conduct an Air Drop during any friendly Movement or Exploitation Phase. Only the two parachute units are allowed to Air Drop.

(17.1) Planning and Executing Air Drops

Prior to Czech set up, the German is given the option to plan an Air Drop for turns one, two, or both. After this, the German Player must plan his

drops during the friendly Replacement Phase, and a drop must be scheduled to occur THREE turns later. For example, a drop planned on turn 3 would occur during the Movement Phase on game turn 6. Record the exact hex in which each unit will be landing. The landing hex cannot contain any Town, City, Woods, or Rough terrain.

Should the "Foul Weather" random event be in effect for the game turn of the scheduled Air Drop, the German Player must either cancel the drop or reschedule it for the next game turn. Otherwise, once an Air Drop has been planned it may not be canceled or modified.

To perform an Air Drop, simply place one or both parachute units in the recorded hex(es). There is no "scatter" procedure, due to the relatively large scale of the map. Parachute units pay normal terrain costs for the hex in which they land, and then are free to continue moving normally subject to normal movement and stacking rules.

(17.2) Airborne Assault

Parachute units must land, even if the target hex is enemy-occupied. In such cases the landing unit(s) must perform an Airborne Assault. Resolve each Airborne Assault as follows:

- Each parachute unit rolls once on the "?" line of the CRT;
- Each surviving defender rolls once on the "?" line;
- Die rolling alternates between attacking parachute unit(s) and defending units in the landing hex until all units on one side or the other are eliminated.

Results are applied the instant they are received; combat is not "simultaneous" the way it is for air units. No air units can be used by either side. The units defending against the assault may exercise the retreat option, if they wish.

If any parachute units survive, they may continue moving. Calculate the MP cost of the landing hex, add one MP, and subtract the total from the survivor's Movement Allowance. The difference is the unit's remaining MPs; a negative result is treated as zero.

(17.3) Combat Effects

Any German attack during the friendly Combat Phase involving an airborne unit on the turn it dropped is given one column shift to the RIGHT.

18.0 SCENARIOS

There are two different versions of the game, differing only with regard to how much flexibility is granted each player in the initial set up of his forces. Further variation results when players agree to use the Optional Random Event rules.

The Germans always set up first. Skip the German Replacement Phase on the first turn.

The game normally lasts ten turns. At the end of the game, players should compare victory point totals to determine the winner.

A complete game involving players familiar with the rules will last around five hours. Players desiring a faster game can play five turns and then determine victory. If this variation is chosen, shift victory one level in favor of the Germans. Thus, 1 to 1 becomes a German Tactical Victory, 1.5 to 1 becomes an Operational Victory, and 2 to 1 or greater becomes a Strategic Victory. Czech victory levels remain normal.

(18.1) Historical Scenario

This scenario reflects the actual German and Czech plans.

German Set Up

Ground units belonging to a specific army must be set up in the army sectors that are shown on the map. Within these sectors, units of an army may be freely deployed just so long as they are placed in German territory and in accordance with normal stacking limits. Units may NOT be placed in Border hexes.

Independent forces with the white unit-type boxes are deployed as follows:

Five infantry divisions to the Reserve Box.

Vienna (V) garrison unit in Vienna (4118).

All other independent forces may be deployed in one or more Army sectors, as the player sees fit.

Air Units: place all air units in the Available side of the German Air Units box.

Czech Set Up

All units must deploy inside Czechoslovakia, and can be placed on Border hexes. Use the Army Organization color guide on the Player Aid sheet. When determining the hex range from a particular geographical location, count the deployment hex but not the specified location. Example: If a unit must be placed within 5 hexes of a city, count the unit's proposed placement hex but not the city to determine if the unit is properly deployed.

1st Army: Set up within 17 hexes of Praha [Prague] (2029).

2nd Army: Set up within 8 hexes of Olomouc (2510).

4th Army: Set up within 7 hexes of Breclav (3515).

Independent units:

Garrisons (G) deploy as follows:

Unit Designation	City (hex location)
Bt	Bratislava (4213)
Brn	Brno (2816)
HK	Hradec Kralove (1920)
Ost	Ostrava (2405)
Pil	Pilsen (2235)
Pr	Praha [Prague] (2029)

• Border (BDR) regiments and Mountain brigades set up 5 or fewer hexes from any hex containing a Border.

• Fortress (F) units are placed in any hex containing a Medium Fort or Heavy Fort.

•GHQ Reserve: All remaining units with a white unit type box, and all tank battalions with a black symbol, are considered the "GHQ Reserve."

Place all GHQ Reserve units in any hex 6 or more hexes away from any hex containing a Border.

Air Units: Roll one die, and place a number of air units equal to the result in the Flown side of the Czech Air Unit box. The rest are placed in the Available side. [Design Note: This procedure simulates the effect of German surprise attacks on Czech air fields.]

(18.2) Free Deployment Scenario

All Garrison (G) units and Air units for both sides are deployed as in the Historical Scenario (18.1). The remaining units on both sides may be set up anywhere within the home country of each player. Only Czech units may set up in hexes containing a Border. Players should keep in mind the provisions of Army Integrity (7.5) when setting up the various army organizations.

19.0 DESIGNER'S NOTES

The most difficult aspect of designing this game was assigning combat and movement values to what were essentially untried units on both sides. Since no actual war occurred upon which to make such a judgement, a little educated guesswork was in order. The Polish Campaign in September presented a good starting point for coming up with the German units. The performance of the infantry divisions was not up to par and the best source was the tough self-appraisal the Army put itself through before the campaign in the West. Most of the units available for Case Green had been organized for some time, so only those that had been mobilized in 1938 were further reduced (though only slightly) to reflect complete inexperience. The panzer divisions certainly would not have demonstrated the same efficiency in 1938 that they enjoyed two years later, but they were better than anything the Czechs had. The Tank Battalion combat rule reflects the fact that tanks would still have been a dominant factor even at this early stage. Those that had them and used them right did well.

The Czechs were more difficult. Beyond the order of battle, very few sources exist on just how good they might have been in 1938. There was one strong clue, however: their performance in the Russian Civil War. Many of the officers and NCOs serving in the 1938 army had seen action with the Czech Legion in Siberia. A force of less than 50,000, they had nevertheless controlled most of Siberia and came close to toppling the Bolshevik movement. They were a well organized and veteran force which most certainly would have acquitted themselves well in a stand-up fight. But there was a question of loyalty among the rank and file. Many Sudeten Germans did not heed the call for mobilization, and relations with the Slovaks were very tense. Sincere efforts on the part of the Czechs to smooth these relations

met with only limited success. Overall, Czech unit values are uncomfortably close to sheer guesswork, but I believe it is about the best that can be done.

It was decided early on that a system of low complexity was desirable. To that end I think we have succeeded. The classic "move-fight-exploit" system is popular and tested. With air power and logistics abstracted to some degree, players will not need to spend a great deal of time studying the rules to play this game. Air Drops, Mobile Assaults, Ground Support and Tank Battalions add the unique touches that veteran players like to see. The basic game is quite well suited to tournament play. And of course there is the optional Random Events chit-drawing procedure for those who really want to throw caution to the winds and see what a wild and wooly crap-shoot Case Green might have been in real life.

20.0 DEVELOPER'S NOTES

Case Green is one of those games in which the set up is crucial for both sides. It is also unusual in that the attacking player sets up first. I would like to see gamers submit their version of a "perfect" German deployment and Czech counter-deployment to MOVES magazine. Then players could select one of the six best pairs by die-roll. Players who are in a hurry will then be able to set up a game using these plans with minimal muss and fuss. In the meantime, I do have a few hints to pass along.

The German Player should deploy in such a way that the same unit threatens more than one avenue into Czechoslovakia. For example, the 2nd Army's mechanized divisions should be set up away from the front near Neustadt (1410), allowing them the option to drive toward either Olomouc (2510) or Hradec Kralove (1920) on the first turn. This forces the Czechs to spread out along the entire perimeter of their country, and thereby mitigates to some extent the advantage of deploying second.

Since roads are needed to trace supply paths through the mountains, attack options are limited accordingly. Given the limited mobility of infantry in the game, several crucial decisions must be made initially. The 8th, 10th, and 12th Army zones each have several possible avenues of attack through the mountains, and the German Player must decide which of these to concentrate against.

The German 12th Army is very powerful, but has no armor. Typically, this army finds itself supporting the 14th Army in the vicinity of Ceske Budejovice (3327) or helping the 10th Army clear the road near Vimperk (3332). The other option open for the 14th Army is to cross the Morava River near Bratislava (4213) and sweep around the Czech left toward Brno (2816). The 10th Army, which has very little infantry of its own with which to clear a path through the mountainous rim, will often find itself using off-map movement to drive through a gap created by the army on

either side. Even the tiny 8th Army can punch a hole where the Czech defense is thin. The four infantry divisions of this army should be deployed around Zittau (1028), thereby threatening the several roads into Czechoslovakia that are nearby. Should a breakthrough be achieved, mechanized troops from either the 2nd or 10th Army can use off-map movement for quick exploitation.

Infinitely more complex is the problem facing the Czechs. Obviously, every road into Czechoslovakia must be guarded. Since the rough terrain limits the powerful German mechanized troops, the Czechs must try and hold along the border as long as possible. Since the name of the game is delay, take care not to give up the border forts too quickly. Be sure to hold the eastern cities of Bratislava and Ostrava (2405) as long as possible, even if the rest of the Czech defense nearby has withdrawn. Since replacements can be used to return units from the Dead Pile into any Czech city, these two locations will pose a constant threat to German supply lines until lost. Keep in mind that the German Player must maintain physical occupation in order to control your cities (no "last to pass through" rule here), and a careless opponent will often find new Czech units appearing behind his lines.

Given the high point values of Praha (2029) and Plzen (2334), some effort should be made to collapse the defense toward these vital cities. As such, the Czech 2nd and 4th armies should eventually attempt to fall back to the line of Trebic (3020) and Hradec Kralove. This is, of course, easier said than done. Until help from these armies arrives, the 1st Army will find itself stretched awfully thin. Most of the border, fortress, and reserve troops should be deployed in 1st Army's zone in an effort to prevent an early disaster here.

The Czech who plays an entirely passive game will probably lose, as will the overly aggressive German. The key to winning is placing more enemy units into the Dead Pile than he can replace in one turn. This will quickly result in a lot of victory points for your side. Only by surrounding a unit or by making an intensive attack can you be relatively sure of inflicting losses. Therefore, both players must constantly be on the lookout for chances to attack a unit that has no clear path of retreat. Conversely, the Czech Player especially needs to try and use his fortified lines as retreat paths. Furthermore, he must use the rather restrictive zone of control rules (no movement from one ZOC directly to another) in order to pin German units down and limit their attack options.

A great deal of uncertainty has been built into the combat system. This is appropriate since Case Green does, after all, simulate a war between two untested armies. Airpower is the only variable left to be resolved after a player declares an attack intensive, so a few lucky air superiority die rolls can swing the game decisively. The other combat

variable comes from the insertion of the “?” result on the CRT. Consequently, one battle in six has a totally random outcome, creating much more uncertainty than is even usually the case when using a 2d6 CRT. The impact of the “?” line on the CRT is even more dramatic if the German player uses his optional parachute units to perform “pin-point” drops on key Czech fortifications. These two elements combine to force a player to think twice before making intensive attacks!

The last great variable is the random events. We’ve kept them optional because they reduce the competition value of the game. These are tremendous fun, but a few unlucky events (Allies, Poland, etc.) can wreck even the best strategy. It is very difficult for the player who has one or more of these chits go against him win the game. Now I personally see nothing wrong with this: the fact is that if the French had intervened in 1938, the Germans would have been hard-pressed to win. While these should be a must for solitaire play, make sure both sides know what they are getting into when playing face-to-face.

I am very proud to have my name attached to the **Case Green** project. The game system works well and presents some tough challenges for both sides. I hope you find it as enjoyable as I have.

LESSONS OF HISTORY:

The “Might-Have-Been” Blitzkrieg on Prague

by Keith R. Schlesinger

How best to go about cracking the Czech border defenses directly north of the Czech capital? Here is one way to do it. This mini-scenario covers the German Player Turn on the first Game turn, along the northwest border of Czechoslovakia.

Set-Up

German 8th Army: 2 9-6 infantry divisions and 1 10-6 infantry division in hex 1028; 1 9-6 division in hex 1029.

German 10th Army (part): 1st Panzer Division (2 4-8 motorized infantry regiments, 3 (1)-8 tank battalions) and 2 8-6 motorized infantry divisions in hex 1543; 1 8-6 motorized infantry division, 2 8-6 light tank divisions, and 2 (1)-8 tank battalions (officially attached to the light divisions) in hex 2143.

Czech Defense forces: 7-6 infantry division in hex 1126; 8-6 division in 1128; 7-6 division and 1-4 border regiment in 1130; 4-1 garrison in Prague (2029); 8-6 motorized infantry division and 1 (1)-6 tank battalion in hex 2030.

Air Units available: German = 1 2/1 and 1 2/2; Czech = 1 2/1, 1 1/1.

German Player Turn

Movement Phase: The Czech units occupying the key road leading to Prague in hex 1130 are selected as the focal point of the German assault. The German units in 1028 use Off-Map Move-

ment to reach 1030; the 9-6 unit in 1029 does the same to reach 1031. Both stacks of mechanized 10th Army units use Off-Map Movement as well. The 1st Panzer Division and supporting motorized infantry divisions move 8 movement points (MPs) to reach the imaginary off-map hex bordering 1035 and 1036. The other mechanized stack leaves 2143 and moves 6 MPs to reach the “hex” adjacent to 1042 and 1043. Since none of the mechanized units are close enough, there are no Mobile Assaults.

Combat Phase: The only attack is directed at hex 1130. All units on both sides are in supply. Basic odds are 37 German combat factors (CFs) to 8 Czech CFs, rounded down in favor of the defender to 4-to-1. The German side then declares the attack to be “Intensive,” which will double any numerical combat results for both the attacker and the defender in the upcoming battle. The attacker decides to fly both German air units for Ground Support; the Czech defender decides to do the same. Air Superiority combat immediately takes place, but no planes are shot down by either side. Total Combat Results Table (CRT) column shifts for the Defender are: 2 for Rough terrain, 1 for Light Fort, 2 for the Ground Attack Factors (GAFs) of friendly air units. Total CRT column shifts for the Attacker are: 3 for friendly air unit GAFs. Net shifts are 2 (5-3) in favor of the defender, which reduces the odds from 4-to-1 to 2-to-1. The dice roll on the CRT is 7, which requires a second “wild card” dice roll to determine actual losses. A second diceroll of 8 yields a “1/1” result, but this is doubled by the Intensive attack declaration. The Czech 1-4 border unit is eliminated, and the 7-6 is flipped over to its reduced (4-6) side. The German side eliminates the 9-6 division in 1031. All air units are placed in the “Flown” side of a friendly holding box.

Exploitation Phase: Only Mechanized and Cavalry can move. The German stack next to 1035/1036 uses 2 1/2 MPs to move next to the road hexside in 1031, and then enters the map in that hex. The stack then spends another 2 MPs (1 for Road, 1 for special penalty) to launch a Mobile Assault (MOBA) on the Czech 4-6 in 1130. Total MPs used by the stack thus far in the phase is 5 MPs. 24 German CFs versus 4 Czech CFs is 6-to-1. No air units are available. The defender gains 3 shifts left (1 for Light Fort, 2 for Rough terrain), and the attacker gains 2 shifts right for having a full Panzer Division involved. This gives the defender a net advantage of 1 shift left, plus an additional shift for defending against a MOBA. The total CRT shifts for the MOBA are 2 to the left, which reduces the odds to 4-to-1. A dice roll of 10 gives a 0/1 result, meaning that the Czech loses one step. Since no retreats are allowed, the Czech 4-6 unit is eliminated, because it is already on its reduced strength (back) side. The entire German stack occupies vacated hex 1130.

The units in the stack with a movement allowance (MA) of 8 now resume exploitation movement and “fan out” toward different geographic objectives with the 3 MPs they each have remaining. Each 4-8 regiment of the 1st Pz Division remains stacked with one of its sister tank battalions so as to maintain an Engagement Zone (EZ).

One such pair occupies 1727 to restrict Czech movement across the Elbe river. The other 4-8/(1)-8 pair moves to 1530 to perform the same function. A single (1)-8 occupies 1432 to block Czech withdrawal across the Elbe at Usti, and protect the armored spearhead’s flank. The two 8-6 motorized infantry divisions in the stack have only 1 MP remaining. One remains in 1130 to protect the German supply line through the Czech fortified line to the supply source hex 1031, while the other advances further into the fortified line at hex 1231. [Note that hex 1031 can serve as a German supply source even though it is located inside Czechoslovakia, because the map contains no adjacent German hexes at this location. In fact, they are the imaginary off-map “hexes” adjacent to 1031.]

Finally, the off-map mechanized stack adjacent to 1042/1043 moves adjacent to 1031, while the two (1)-8 tank battalions with a higher MA continue moving to 1130 and 1230 respectively to support the breakthrough and make it harder for the Czechs to occupy Rough terrain that could slow down future German advances.





















The German Player Turn ends at this point.

Evaluation





















The situation is certainly serious, but by no means hopeless for the Czechs. Thanks to the arrangement of fortifications, towns, and river lines, even units cut off by the breakthrough can still function and cause the enemy considerable worry and delay. Most are still in a position to retreat to safety. The German spearhead is quite weak, although it is about to be reinforced substantially. Even then, it is not the kind of powerhouse that can easily pulverize the Czech army even locally. In fact, it is the Czechs who should be contemplating an all-out counterattack against exposed German units to blunt the offensive and regain the momentum. The German still has a tiger by the tail. If the tiger takes notice of the situation, uses all his talents to the fullest, and takes some chances, the result will remain very much in doubt.











































Case Green

 2	 3	 4	 5	 6	 7	 8	 9	 10	 12
10-6	10-6	10-6	10-6	10-6	10-6	10-6	10-6	10-6	10-6
 13	 14	 15	 16	 17	 18	 19	 20	 21	 22
9-6	9-6	9-6	9-6	10-6	9-6	8-6	9-6	9-6	9-6





















German

 23	 24	 25	 27	 28	 29	 30	 31	 44	 45
9-6	9-6	9-6	9-6	9-6	9-6	9-6	9-6	8-6	7-6
 1	 2	 3	 2	 13	 20	 29	 16	 1 LW	 SS LAH
10-6	8-6	8-6	8-6	8-6	8-6	8-6	3-4	3-4	4-6

 1	 2	 3	 4	 1LT	 2LT	 3LT	 4LT	 1Pz	 1Pz
8-6	8-6	8-6	7-6	(1)-8	(1)-8	(1)-8	(1)-8	4-8	4-8
 1Pz	 1Pz	 1Pz	 HQ	 2Pz	 2Pz	 2Pz	 2Pz	 2Pz	 HQ
(1)-8	(1)-8	(1)-8	1Pz	4-8	4-8	(1)-8	(1)-8	(1)-8	2Pz

 3Pz	 3Pz	 3Pz	 3Pz	 3Pz	 B 1	 B 2	 B 3	 B 4	 G V
4-8	4-8	(1)-8	(1)-8	(1)-8	4-3	2-3	2-3	2-3	2-2
 2 2	 2 2	 2 2	 2 2	 2 1	 2 1	 2 1	 2 1	 HQ 3Pz	 GAME TURN

Holy War: Afghanistan





















 SNLF	 SNLF	 SNLF	 6-3-12	 6-3-12	 6-3-12	 4-2-6	 4-2-6	 4-2-6	 5Buf 3
HQ	HQ	HQ	3	3	3	3	3	3	3
 3	 3	 3	 3	 3	 3	 3	 3	 3	 3

Red Beach One





















Supplement to S&T #152





















Counter Art by Rick Pavek







Front

 1	 2	 3	 4	 5	 6	 7	 8	 9	 10
9-6	9-6	9-6	9-6	8-6	8-6	8-6	8-6	8-6	8-6
 11	 12	 13	 14	 15	 16	 17	 18	 19	 20
8-6	8-6	8-6	8-6	7-6	7-6	7-6	7-6	7-6	7-6

Czech

 21	 22	 23	 24	 25	 26	 27	 28	 1	 2
7-6	7-6	7-6	7-6	7-6	6-6	7-6	6-6	3-6	3-6
 3	 1								
3-6	8-6	(1)-6	(1)-6	(1)-6	(1)-6	(1)-6	(1)-6	(1)-6	(1)-6

 1	 2	 3	 4	 5	 6	 7	 8	 9	 10
3-4	3-4	2-4	2-4	2-4	2-4	2-4	2-4	2-4	2-4
 1	 2	 3	 4	 5	 6	 1	 2	 G Pr	 G Pr
1-4	1-4	1-4	1-4	1-4	1-4	2-6	2-6	4-1	3-1

 6I	 Brn	 HK	 Ost	 VP x1	 VP x10	 VP x1	 VP x10	 HITLER	 HITLER
2-1	2-1	2-1	2-1						
 2 1	 2 1	 1 1	 1 1	 1 0	 1 0	 5th Col (1)	 NAZI	 POLAND	 SLOVAK

 FOUL WEATHER	 FOUL WEATHER	 FOUL WEATHER	 FOUL WEATHER	 BENEŠ	 BENEŠ	 PARTISAN (1)	 RUSSIA	 ALLIES	 CZ +1
 NO EVENT	 NO EVENT	 NO EVENT	 NO EVENT	 NO EVENT	 NO EVENT	 NO EVENT	 NO EVENT	 NO EVENT	 GE +1

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Case Green

Czech

?	?		VP +100
?	?	?	?

VP
+100



?	?	?	?	?	?	?	?	?	?
?	?	?	?	?	?	?	?	?	?

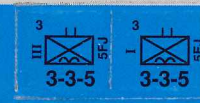
Supplement to S&T #152

Counter Art by Rick Pavek

Back

German

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Objective

Tunis



Holy War: Afghanistan



Red Beach One

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TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost Non-Mech & Mech	Effect on Combat
Clear	1	None
Woods	2	1 shift LEFT
Rough	Mountain: 2 Mech: Prohibited All Other: 3	2 shifts LEFT
Town	OT	1 shift LEFT
City	OT	2 shifts LEFT
Road	Non-Mech: 1 Mech: ½	Non-Mech: 1 Mech: ½
Minor River	+1	Attacker: ½ CF No Mobile Assault*
Major River	+2	Attacker: ½ CF No Mobile Assault*

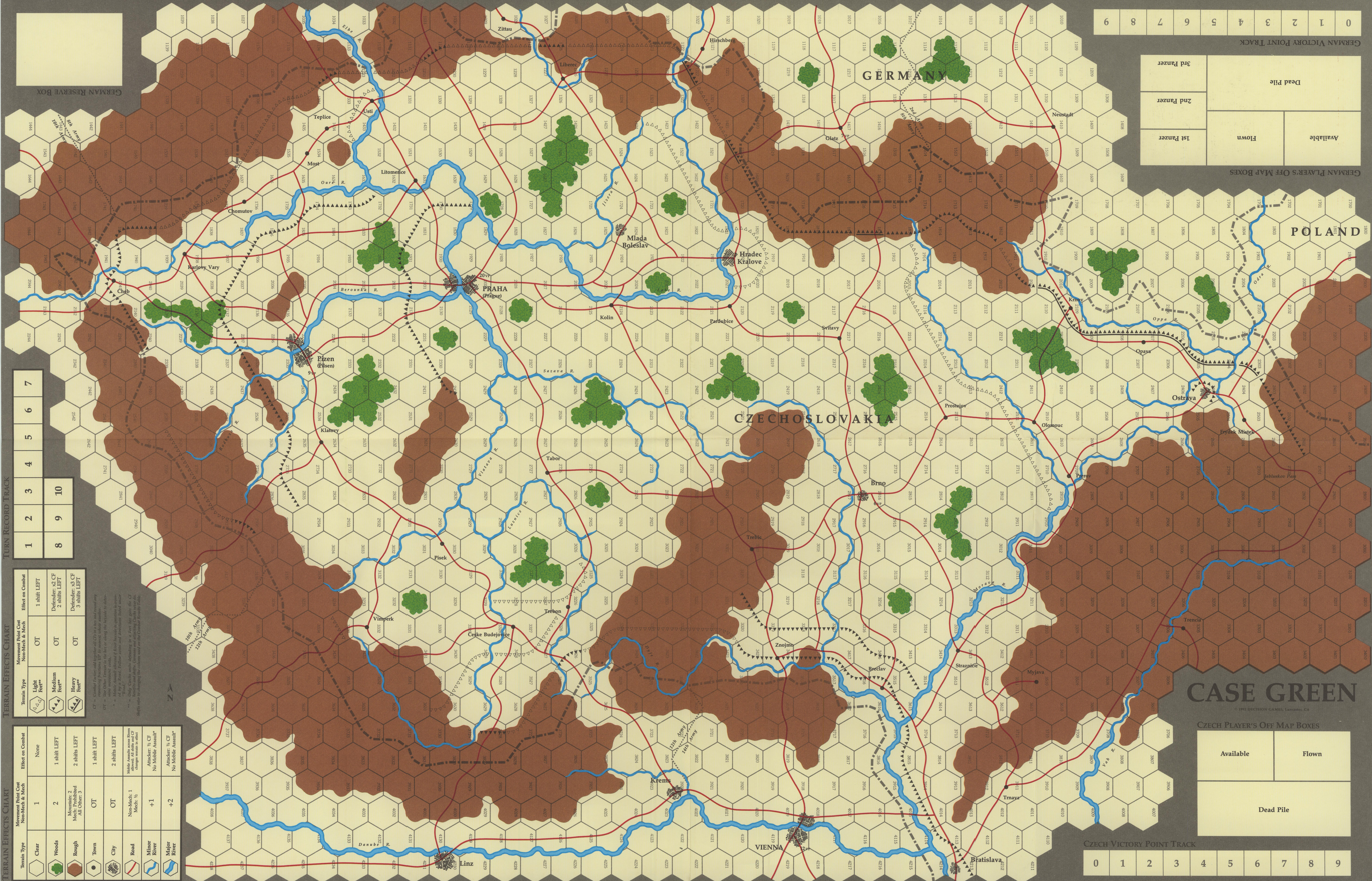
TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost Non-Mech & Mech	Effect on Combat
Light Forest	OT	1 shift LEFT
Medium Forest	OT	Defender: ½ CF 2 shifts LEFT
Heavy Forest	OT	Defender: ¾ CF 3 shifts LEFT

TURN RECORD TRACK

1	2	3	4	5	6	7
8	9	10				

GERMAN RESERVE BOX



GERMAN VICTORY POINT TRACK

Available	Flown	Dead Pile
1st Panzer	2nd Panzer	3rd Panzer

GERMAN PLAYERS OFF MAP BOXES

CASE GREEN

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CZECH PLAYER'S OFF MAP BOXES

Available	Flown
Dead Pile	

CZECH VICTORY POINT TRACK

0	1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---	---