

WAR OF TANKS: FRANCE 1940

THE BREAKTHROUGH AT DINANT

PLAYER AID



WTF1940 is not a complicated game but many details of the rules are disseminated in the booklet. As several people said «*this game cries for a player aid!*». Thanks to all the people who have shown interest for this game so far and a special *Merci* to Markus Stumptner and Angus Clarke who helped a lot to assemble and write this player aid.

TANK UNITS

- tank units are small units but can be point units in any circumstances.
- only 3 tank units allowed per hex.
- a tank unit combatting from a Wood or Town hex has its CF decreased by -1.(8.8)
- German tank units and SR units from the same division can declare a combined arms attack. (3.3.7)
- B1 bis units inflict a -2 DRM in combat with the Germans until 3 B1-Bis unit steps are lost (3.3.7)
- Tank units cannot return to game as per 3.3.4

ACTIVATED UNITS

- **A unit is considered activated (i.e. “spent”) after its activation and/or if it...**
 - suffered an R combat result
 - conducted a redeployment (3.3.2)
 - conducted a Tactical Withdrawal (3.3.2)
 - attempted to find a passage across the Meuse and failed.
- **Already activated (i.e. “spent”) units can...:**
 - defend
 - retreat
 - conduct a Reaction Fire (3.3.8)
 - conduct a Tactical Advance (3.3.2)
 - spot a hex for artillery (4.2.1)
- **Already activated (i.e. “spent”) units cannot...:**
 - be activated again (except by tactical chits)
 - conduct a Tactical Withdrawal (3.3.2)
 - conduct a redeployment (3.3.2)
 - be disbanded (8.3)

COMBAT

- **Combat results. If AV or DV=**
 - 0 or less : Category 1 = no result.
 - 1, 2 or 3: Category 2 = green Damage Chit on the point unit.
 - 4, 5 or 6: Category 3 = red Damage Chit on the point unit.
 - 7, 8 or 9: Category 4 = black Damage Chit on the point unit.
 - 10 or +: Category 5 = the point unit is eliminated, black Damage chit on the remaining unit that took part in the combat.
- **Reminder :** a straight 1 on the die drops the result into the category below, a straight 6 on the die puts the result in the next category above.
- **Damage hits are turned over when...**
 - a unit affected by the DC is activated
 - a unit affected by the DC is attacked again
 - a unit affected by the DC carries out reaction fire or movement.
 - immediately during a breakthrough (3.3.6), an amphibious assault (6.3.3), an attempt to cross the Meuse as per 6.2 and 6.3.2.

GENERAL REMINDER

- 3 small units correspond to a battalion for most purposes. Each time you read “battalion”, you may add “or 3 small units”.
- The terms ‘attack’ and ‘defend’ must be distinguished from ‘Combat’ or ‘fight’ which encompasses both actions.

CROSSING THE MEUSE

- French units can never cross to the East bank.
- German units can cross by bridges or by 6.0.
- Infantry and Recon units can cross if they find a crossing point (6.2)
- Engineer units can ferry units of their division across the Meuse (6.3.2)
- SR units can cross on their own as if they were ferried by engineer unit (6.4)

DISORGANISED UNITS

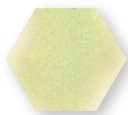
- **Disorganised units adhere to the rules in 3.3.5 and cannot...**
 - attack or reaction fire.
 - spot a hex for artillery.
 - project a Zoc.
 - carry out a Tactical Advance, Redeployment or Tactical Withdrawal.
 - be a point unit if accompanied by any unit that is not disorganised.
 - cross the Meuse to the West bank if German.
 - build a pontoon bridge or ferry a unit by pontoon.

EXTENDED TERRAIN EFFECT TABLE



CLEAR

- **movement:** 1
- **combat:** the player *attacking* into a clear hex chooses the enemy point unit.



ROUGH

- **movement:** +1, except on road or trail. A maximum of two battalions may move together. Roads negate this stacking restriction, not trails.
- **combat:** TM -1. Only two battalions may *attack* into or from a rough hex. Only two battalions may *defend* from a rough hex.
- **Zoc:** No Zoc in rough hex. Two battalions are needed to project a Zoc from a rough hex



WOOD

- **movement:** +1 except on road or trail
- **combat:** TM -1. Tank unit *combatting* from a wood hex has its CF decreased by -1 (8.8).



VILLAGE

- **movement:** as per other terrain.
- **combat:** TM -1



TOWN

- **movement:** as per other terrain
- **combat:** TM -2. Battalion or tank unit *combatting* from a town hex has its CF decreased by -1 (8.8).
- **Zoc:** No Zoc in town hex.



RIDGE

- **movement:** +1 (+2 for Mot. units), except on road or trail. A maximum of two battalions may cross a ridge together. Roads negate this condition, not trails.
- **combat:** TM -1. Only two battalions may *combat* across a ridge.
- **Zoc:** two battalions are needed to project a Zoc across a ridge.
- **Special:** if a hexside is represented by two ridges, only apply the modifiers once. The modifiers apply in both direction (up and down)



RIVER

- **movement:** +1 (+2 for Mot. Infantry), uncrossable for all other Mot. units, except on road or trail. No Tactical advance, Redeployment or Tactical withdrawal across a river, except on road or trail.
- **combat:** TM -1. No retreat across a river except on road or trail. No combined Arms attack
- **Zoc:** no Zoc across a river.



MEUSE

- **movement:** uncrossable except by bridge or per 6.0. No Tactical advance, Redeployment or Tactical withdrawal across the Meuse except on bridge or pontoons.
- **combat:** TM -2 (see also 6.0). No retreat across the Meuse except on bridge or pontoon bridge. No combined Arms attack
- **Zoc:** no Zoc across the Meuse



TRAIL

- **movement:** 1. A trail crossing a river is a bridge.



ROAD

- **movement:** 1 (see also Ridge and Rough). An overstacked movement on a Road spend 1 extra MP. A road crossing a river is a bridge.



MAJOR ROAD

- **movement:** 1 or 1/2 for Motorized units. 1 for all units during Exode (8.2). An overstacked movement on a Road spend 1 extra MP. A Major road crossing a river is a bridge.
- **combat:** combatting from or to a major road during exode (8.2) adds -1 DRM for the French player.