

FIRST TO FIGHT

Boot Camp Supplemental Rules

Rule 1—Introduction

On 1 September, 1939 Germany unleashed a potent surprise offensive against Poland, introducing the world to the *Blitzkrieg* and igniting World War II in Europe. *First to Fight* recreates this event using a map superimposed with a hexagonal grid to regulate the movement and placement of cardboard counters, which represent the opposing military forces.

These supplemental and special rules are used when playing *First to Fight* with the *Europa* Boot Camp rules set. The supplemental rules supersede any conflicting basic or advanced Boot Camp rules.

Europa is normally played using turns representing a time span of two weeks. *First to Fight* turns, however, represent a time span of only three days.

Rule 2—Components

- **Rules.** Use the Boot Camp rules booklet.
- **Orders of Battle, Counters, and Map.** Use the Orders of Battle booklet, the counters, and map 37 provided in *First to Fight*.
- **Charts.** Use the Terrain Effects Chart and the Turn Record/Map Legend Chart from the standard game. The other charts and tables to be used with the Boot Camp rules are printed on the last two pages of this booklet.

Rule 5—Zones of Control (Modification)

Every unit (regardless of size) has a ZOC, except artillery units.

Rule 7A—Transportation Lines (Addition)

The Germans may move no more than 5 units per turn by rail. The Poles may move no more than 3 units per turn by rail. The Soviets may move no more than 3 units per turn by rail, and only along rail hexes in the Soviet Union.

Rule 12C—Supply Sources (Addition)

1. Full Supply Sources.

Any and all units of a player may use a full supply source of that player, without restriction. Full supply sources are:

a. German: Any unisolated, friendly-owned major city in Germany. The city of Königsberg is also a full supply source for the German player.

b. Polish: Any unisolated, friendly-owned major city in Poland.

An unisolated major city is a major city that can trace a line of friendly-owned rail hexes to another friendly-owned major or dot city.

2. Restricted Supply Sources.

a. Polish: Up to three non-divisional units or one divisional unit may be considered supplied if stacked in Hel (37:1609) and the fortress is undestroyed.

b. Soviet: Soviet units are only considered supplied if they can trace a supply line no longer than seven hexes in length to a hex in the Soviet Union which is adjacent to the Polish-Soviet border. Note that Soviet units may not extend this 7-hex supply line by using railroads or roads.

Rule 19—Special Rules

A. Soviet Intervention.

The Soviet Union may intervene against Poland during play. If at the end of any German player turn the two hexes of Warszawa are isolated (see Supplemental Rule 12C) or German-owned, the Soviets may intervene. If this condition is met, the German player rolls one die. On a roll of 5 or 6, the Soviets intervene. An intervention die roll is made at the end of each German player turn that the above condition is met, until intervention occurs or the game ends.

During the game turn that intervention occurs, a special Soviet player turn is inserted, prior to the next Polish player turn. The German player controls and moves Soviet forces during this special turn.

Thereafter Soviet forces move and attack during the German player turn under the direction of the German player.

Soviet forces may only operate in the Soviet Union and Eastern Poland. **Eastern Poland** consists of all hexes in Poland on or east of the 37:3100 hex column. Soviet forces may not move or attack out side of this area. They may never combine with German forces in combat. Soviet units may not stack with German units.

So long as German units are in Eastern Poland, Soviet units may not attack Polish units. Once Soviet intervention has occurred, no additional German units may enter Eastern Poland. German units in Eastern Poland may leave, although they are not required to do so.

The capture of Lwow, Brzesc-nad-Bugiem, and Polish forts by the Soviet Union is treated for all game purposes the same as capture by Germany.

B. Polish Withdrawal.

If, at the start of any Polish player turn, all Polish major city hexes and fortresses are German owned, Polish forces may withdraw into Hungary and/or Romania by moving into any hex of those nations during a Polish movement or exploitation phase. Such units are removed from play.

C. Neutrals.

All nations and territories other than Germany, Slovakia, the Danzig Free City zone, Poland, and the Soviet Union are neutral. *Note:* The Soviet Union is neutral until it intervenes.

Units may not enter a neutral nation. *Exception:* Polish units may withdraw per Rule 19B.

D. Fortifications.

All units (except engineers and artillery) attacking fortresses or across fortified hexsides are halved. There is no AEC bonus for c/m divisions attacking a fort, fortress, or across a fortified hexside.

E. Construction.

Forts or airfields may not be constructed during the game.

F. Weather.

The weather is clear the entire game.

Rule 20—Reinforcements

A. Reinforcements.

Each side receives new units during the course of the game. Reinforcements are placed on the map during the initial phase of the owning player's turn, in accordance with the instructions on his order of battle. They may move and operate normally on the turn that they are placed.

B. Conversion.

The Polish order of battle specifies when the Polish player may convert units, changing them from one type, size, or strength to another. The Polish player may convert the indicated units in any of his initial phases on or after the turn the conversion is specified on the order of battle. He may convert a unit if it is in supply and not in an enemy ZOC. In those cases where two units are required for the conversion, the two units must also be stacked in the same hex. A converted unit may move and attack normally in the turn that it is converted.

Example: In the initial phase of the Polish player turn of game turn 3 (or any turn thereafter) the Polish player may convert 1x 2-6 Inf Cadre 33 and 1x 2-6 Bdr III Wilno to 1x 5-6 Inf XX 33. In order to perform this conversion the two specified units must be stacked together in the same hex, in supply, and not in an enemy ZOC. If all of these conditions are met, remove the two converting units and place the 5-6 Inf XX in their hex.

C. Mobilization.

Certain Polish units may mobilize during the game. A Polish division may mobilize if its cadre, as listed on the Polish order of battle, is in play. Simply flip the cadre to its full strength side when the division mobilizes. Unlike converting units, a mobilizing division may be out of supply or in an enemy ZOC. A mobilized division may move and attack normally in the turn that it is mobilized.

Rule 21—Preparing for Play

Use the Polish Campaign orders of battle printed in the Orders of Battle booklet. Note these modifications to the orders of battle:

- All fortresses and fortified hexsides are considered to be improved.
- Use the rail capacities in Supplemental Rule 7A.
- Ignore references to the Intrinsic AA Chart, German intrinsic defense, and air unit repair.
- Ignore references concerning the placement of air units, using instead the air points listed below.
- Use Option B for the 7th Flieger Division.
- Do not use the German Optional Reinforcements.

The Polish player deploys his units. Then, the German player deploys the Soviet units. Finally, the German player deploys his units, and moves first.

First to Fight Initial Bomber and Fighter Point Totals:

Poland: 8 bomber points and 8 fighter points.

Germany: 96 bomber points and 27 fighter points.

Soviet Union: 12 bomber points and 7 fighter points.

Air Reinforcements and Withdrawals:

Poland: Turn 3: Increase bomber point total by 2.

Germany: Turn 3: Increase bomber point total by 3.
Turn 6: Reduce bomber point total by 3.

Rule 22—Victory

A. Game Length.

The game starts with the German player turn of game turn 1 and ends when one of the following conditions is met.

1. When one player concedes defeat.
2. When Poland surrenders, Poland surrenders at the end of any Polish player turn that all Polish major city hexes and fortifications (counters and printed on the map) are German owned.
3. At the end of game turn 10.

B. Victory Determination.

If a player concedes, the other player is declared the decisive winner.

Otherwise, the victor is determined by counting victory points (VPs). VPs are earned by the Polish player based on his achievements during the game. At the end of the game the Polish player totals his VPs. Compare the total achieved to the following table to determine the winning player and his level of victory.

Victory Point Chart

Points	Action
5	Each German c/m division reduced to cadre
5	Each German c/m cadre eliminated
1	Each other German c/m unit eliminated
2	Each German non-c/m division or any Soviet divisional unit reduced to cadre
3	Each German non-cm cadre eliminated
3	Each Soviet division that has no cadre, or each Soviet cadre eliminated
2	Each Soviet parachute unit eliminated
2	Per Polish division or cadre withdrawn to Hungary or Romania (up to six)
1	Per Polish division or cadre withdrawn to Hungary or Romania (over six)
4	Per turn that Poland has not surrendered (awarded at the end of each turn)
30	If Poland has not surrendered at the end of the game

Points	Levels of Victory
33 or less	German Decisive Victory
34—49	German Marginal Victory
50—81	Draw
82—95	Polish Marginal Victory
96 or more	Polish Decisive Victory

UNIT IDENTIFICATION CHART

BOOT CAMP

Class	Sym	Type	AEC ⁴
Combat/Motorized		Tank, Armored (Arm), Panzer (Pz)	Yes
		Light Armored/Panzer (Lt Arm/Lt Pz), Recon	Yes
		Motorized (Mot), Motorized Infantry (mot Inf)	Yes
		Motorcycle (M/C)	Yes
		Mechanized (Mech)	Yes
		Other Motorized (mot) units ¹	Yes
Non-Motorized		Rifle, Infantry (Inf)	-
		Mountain (Mtn)	-
		Machine Gun (MG)	-
		Static, National Guard (NG)	-
		Static Machine Gun (Static MG)	-
		Fortress (Fort)	-
		Border, Border Defense, Border Guard (Bdr)	-
		Naval Troops (Nvl Trps)	-
		Parachute (Para)	-
		Air Landing (Air Lndg)	-
		Cavalry (Cav)	-
		Antitank (AT)	-
		Heavy Antiaircraft (hv AA)	-
		Light Antiaircraft (lt AA)	-
		Police	-
		Combat Engineer (Eng) ³	-
		Assault Engineer (Aslt Eng)	-
		Construction Engineer (Cons) ³	-
		Railroad Engineer (RR Eng)	-
		Commando (Cmnd)	-
Arty ²		Field Artillery (Art)	-
		Siege Artillery (Siege Art)	-

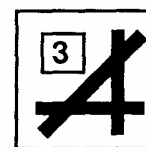
1. Units of other types that also have the motorized symbol are combat/motorized.

For example, an artillery unit with the motorized symbol is combat/motorized:

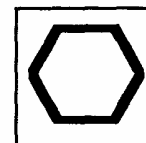
2. Arty: Artillery. 3. Construction engineer unit. 4. Divisional units only.

5. Division identification appears on the left side of the unit type box; identification of units smaller than a division appears on the right side.

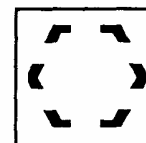
Markers:



Permanent Airfield



Fort

Fort
(under construction)

National Capital

Unit Size Designations

Divisional Units:

XXX Corps
XX Division

Non-Divisional Units:

X Brigade
III Regiment
II Battalion
CADRE Cadre

Ground Units 		Combat Antiaircraft
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COMBAT RESULTS TABLE

Ground Combat Results Table

BOOT CAMP

Die Roll	Odds Ratio													Die Roll
	1:4	1:3	1:2	1:1	1.5:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1	
-1	AE	AE	AE	AE	AE	AE	AH	AR	AS	AS	HX	DR	DR	-1
0	AE	AE	AE	AE	AH	AH	AR	AS	EX	HX	DR	DR	DH	0
1	AE	AE	AE	AH	AR	AR	AS	EX	HX	DR	DR	DH	DH	1
2	AE	AE	AH	AR	AR	AS	EX	HX	DR	DR	DH	DH	DE	2
3	AE	AH	AR	AR	AS	AS	HX	DR	DR	DH	DE	DE	DE	3
4	AE	AR	AR	AS	AS	EX	DR	DR	DH	DE	DE	DE	DE	4
5	AH	AR	AS	AS	EX	HX	DR	DH	DE	DE	DE	DE	DE	5
6	AH	AS	HX	DR	DR	DR	DH	DE	DE	DE	DE	DE	DE	6
7	AR	AS	HX	HX	HX	DH	DE	DE	DE	DE	DE	DE	DE	7
8	AR	HX	DR	DH	DE	DE	DE	DE	DE	DE	DE	DE	DE	8

Note: Die rolls modified above the highest number or below the lowest number on this table are treated as the highest or the lowest numbers respectively. For example, a modified die roll of 9 is treated as an 8.

Explanation of Combat Results

AE: Attacker Eliminated/DE: Defender Eliminated.

Eliminate all affected units: reduce any unit with a cadre strength to its cadre strength; remove from play all other units. Retreat units reduced to cadre.

AH/DH: Attacker/Defender Half Eliminated.

Eliminate units so that at least half of the total strength (attack strength for the attacker, defense strength for the defender) of the affected units is eliminated. All surviving units must retreat.

AS: Attacker Stopped.

The attack is inconclusive; neither side takes losses or retreats.

AR: Attacker Retreats/DR: Defender Retreats.

Retreat all affected units.

HX: Half Exchange.

Eliminate the side with the lower printed combat strength (or the defender if both sides are equal in strength). Retreat units reduced to cadre because of this result.

From the other side, eliminate units so that the total strength loss at least equals one half the total strength loss of the eliminated side.

Example: An attack of 15 attacking strength points against 8 defending strength points results in an HX result. The defender, being the weaker side, eliminates his 8 strength points. The attacker must eliminate at least 4 attack strength points.

EX: Exchange.

Eliminate the side with the lower printed combat strength (or the defender if both sides are equal in strength). Retreat units reduced to cadre because of this result.

From the other side, eliminate units so that the total strength loss at least equals the total strength loss of the eliminated side.

Example: An attack of 15 attacking strength points against 8 defending strength points results in an EX result. The defender, being the weaker side, eliminates his 8 strength points. The attacker must eliminate at least 8 attack strength points.

Example of Combat Odds Determination

This example assumes you are using both the basic and advanced Boot Camp rules, and that the weather is clear. The attacking units consist of a 7-10 mot Inf XX, two 7-6 Inf XXs, a 2-5 Inf X, and two 2-3-8 Art IIs. These units are attacking across a minor river hexside into a woods hex which contains an enemy 5-6 Inf XX and a 1-6 Art X. The attacker allocates 4 bomber points from one airbase in range and 6 points from another. The defender allocates 2 fighter points from one of his airbases within range. The attacker has a modified attack combat strength of 15.5 ground (all units except the artillery are halved due to the minor river) and 8 bomber points for a total of 23.5 points. The final odds are 23.5 : 6, or 3:1. The defender receives a -1 woods die roll modifier and the attacker receives a +1 AEC bonus. Thus the combat die roll is made on the 3:1 column with no modification.