

No Retreat: French Front – Expanded Sequence of Play and Event Lists

NEW TURN HOUSEKEEPING

1. Game Turn Phase: advance *Turn* marker.
2. Game Turn Event Phase: Apply events. (20.0)
3. Game Turn Checks Phase
 - **Automatic Victory** for Germans if VP > 30.
 - **Turns 4, 7, 10, 14**: Sudden Death (17.6)
 - **Turns 4, 7, 10**: score Secret Plans (20.3)
 - **Turns 4, 5, 6, 7, 9**: British Stance (7.4, 20.2)

OPERATIONAL PREPARATION

1. Strategic Phase
 - Draw 4 cards and discard excess (Allies first).
 - Draw IMs and discard excess (Allies first).
 - Alternate playing Strategic event cards or passing (Germans first).
 - Allies may play *Surrender* and *Halt* IMs.
2. Organization Phase (Allies then Germans)
 - Improve units (2 discards each) in map edge supply or in Reserve
 - Rebuild eliminated units (1 discard each, 2 max.), see 2.14 for Port-Supplied Eliminated units
 - Place Reinforcements in Reserve
3. Deployment Phase

Players move units to Reserve and Evacuated. German player may make Airdrops (10.0).

PLAYER TURN (German, then Allied)

1. Supply Phase (Phasing units only)

Place *Low Supply* (> *No Supply*) markers, or eliminate *No Supply* units.

Supply sources:

 - Friendly map edge hex not in EZOC
 - Allies: French fortress units
 - Allies: Allied-controlled Port City
 - Dutch and Belgians: Allied-controlled city in their country
 - Swiss units are always in supply
2. Movement Phase
 - **Stacking**: 2 units, but not if both large. No mixing colors (except on *Dynamo*). 1L shift if mixed colors attack together
 - +1 MP to enter EZOC; stop after entering (unless weak)
 - *Allied* units that move more than one hex into EZOC are marked *No Actions*
 - *Mobile* units that start in EZOC may infiltrate
3. Combat Phase

Declare targets / counterblows (Allies first), then Phasing player resolves battles in any order.
4. Blitzkrieg Phase (German only)

German player marks *Blitzkrieg* stacks, then executes *Advances* or *Assaults* (15.0).
5. Reserve Phase

Phasing player may place Reserve units in or adjacent to supplied cities, no EZOC (16.1). Remove *No Actions* markers on your units. If Allied turn, also remove *Blitzkrieg*, *Halt*, *Drop*, and *Glider* markers.

FRENCH PLAN EVENTS (24.2)

Planned Moves: Play your turn first on Turn 1. Your units must try to end their movement as follows:

- BEF*: adjacent to Dyle River
- Belgian, Dutch, 2nd, 3rd, 4th, 5th, 6th Armies*: cannot move
- 1st Army*: adjacent to Liege
- 2nd Army Cavalry*: move only within Ardennes
- 7th Army*: Antwerpen
- 9th Army*: adjacent to Meuse River

7th Army Freed (Turn 1 or 2): You may place any 7th Army units into Reserve during the Strategic Phase

Tank Doctrine (Turn 1 or 2): You may place any of the three “FI” GQG tank units in Reserve during the Strategic Phase

Initiative: Add your *Shock-Target* IM to your regular Target markers, use every turn; keep this plan or secretly choose any other French plan

GERMAN PLAN EVENTS (24.2)

2nd Army Freed: German 2nd Army and XXII OKH mountain unit may be placed in Reserve in Turns 1-3 Strategic Phase.

Ardennes Surprise (Turns 1-3):

- Each **Strategic** Phase, place up to two *No Actions* markers on Allied hexes in Belgium; may also discard a *Blitzkrieg* marker to move BE VII or FR Cav to Reserve
- Each **Combat** or **Assault** Phase, your mobile units attacking on Mobile/Blitzkrieg CRT may use up to 3 *Blitz* markers
- Each **Reserve** Phase, you may place unlimited mobile units from Reserve into Ardennes

Neutral Holland: You can enter Holland but cannot attack Dutch units or airdrop in Dutch hexes; score 2 Event VP by Turn 3

Swiss Question: You can enter Switzerland and attack Swiss units

GAME TURN EVENTS (20.1)

Turns 1, 2, 3 - No Deployments (20.1.1)

- Skip Deployment Phase except for Airdrops
- Allies cannot voluntarily attack into or move into the Ardennes (except BE VII and FR Cav)
- Allies pay +2 MP to exit EZOCs
- Allied regional units cannot voluntarily attack

Turns 4, 5, 6, 7, 9 - British Stance (20.1.3)

- If Total VP > 8, move British Stance marker left (7.4)
- See British Stance Events below (20.2)

Turn 8 – Regional Freed (20.1.5)

- Movement restrictions are lifted for regional units (18.8)

Turns 10, 11, 12, 13, 14 – Game End (20.1.7)

- Allied player may choose to end the game (17.7)

BRITISH STANCE EVENTS (20.2)

- **French Command**

British units cannot evacuate until the *British Control* Event occurs.
- **Careful Tactics**

Flip the *British Stance* marker to its *Careful Tactics* side and put a *No Actions* marker on every hex occupied by British units. Flip the *Careful Tactics* marker instead of moving it (7.4).
- **British Control**

Allied units may evacuate (11.0) for the rest of the game. British and French units cannot attack together.
- **Operation Dynamo!**

Place the *Dynamo* unit in Allied Reserve if not already on the map or eliminated.
- **RAF Fully Engaged**

Affects the play of card #12 *RAF Fighters*.

SUDDEN DEATH (17.6)

German Player

- If VP > Allied threshold, replace the Allied leader. The Allies do not draw IMs this turn. Place 2d6 *No Actions* markers on Allied units.
- If Allied leader has already been replaced, and you control all of Paris, you win.
 - If you do not control all of Paris, the Allies do not draw IMs this turn, and you place 2d6 *No Actions* markers on your units.

Allied Player

- If VP < German threshold, replace the German leader. The Germans do not draw IMs this turn. Place 2d6 *No Actions* markers on German units.
- If German leader has already been replaced, and you have a unit in Germany, you win.
 - If you have no unit in Germany, the Germans do not draw IMs this turn, and place 2d6 *No Actions* markers on their units.

RESERVE (10.0)

Discard a card to move unit to Reserve if in map edge supply not in EZOC (first one each turn is free, max 3 units in Reserve)

Allies: French units only

EVACUATIONS (10.0)

Discard a card to evacuate unit off map edge or from Evacuation box (first one each turn is free)

Allies: only after British Control event; check Evacuation table for success.

Germans: mobile units off map only

No Retreat: French Front – Special Unit and Marker Lists

SPECIAL UNITS (18.0)

Unit Factors

- *White* strength: no voluntary attacks
- *Yellow* strength: -1 strength when attacking
- *Parenthetical* strength: no ZOC
- *Red* movement allowance: Mobile

Panzer/Tank Units (18.2)

- *Red* border (Blitzkrieg): 1R armor bonus on Mobile/Blitzkrieg CRTs.
- *Black* border (Regular): 1R armor bonus on Prepared CRT.
- *Green* border (Light): No armor bonus.
- Defending Panzer/Tank units cancels attacker armor bonus.

Mobile Units (red movement allowance) (18.3)

- May infiltrate (13.4.2)
- May advance a second hex if terrain allows (14.8.1)
- May use the Mobile or Blitzkrieg CRTs under certain conditions (15.0)

German Air-Landing Unit (circle) (18.4)

- During German Reserve Phase, may airdrop onto *Drop* marker without checking Landing table
- Cannot move or voluntarily attack; has no ZOC

Allied Fortress Units (hexagon) (18.7)

- Cannot move or retreat; surrender if eliminated in combat
- No *Counterblow* markers
- Supply source for Allied units (12.2)
- Belgian *Eben Emael* fortress has a weak ZOC (13.4.5)

Regional Units (hex in symbol) (18.8)

- Cannot be placed in Reserve until move restrictions lifted
- Units with a white hexagon in symbol have a weak ZOC (13.4.5)
- *Belgian, Dutch, and Swiss*: cannot end movement outside their country
- *French*: can only end movement in or adjacent to a French Fortress or the Rhine River
- *German*: can only end movement in or adjacent to fortified hexes

British Dynamo Unit (18.10)

- Cannot move or retreat; surrender if eliminated in combat
- When defending, no German *Blitz* markers allowed, and **D** and **DR** become **EX**

INITIATIVE MARKERS (2.6, 5.8)

Blitz/Shock (19.1, 14.6.4)

- Play when attacking for 1R shift

Hold (19.2, 14.6.3)

- Play when defending for 1L shift

Shock-Target (19.3, 14.7.2)

- Play to declare voluntary attack with shift 1R, minimum one attacker step loss if defender does not retreat

Shock-Counterblow (19.4, 14.7.2)

- Play to declare counterblow with shift 1L, minimum one defender step loss if defender retreats

Blitzkrieg! (2.9, 19.6)

- Play on a German mobile panzer stack. May Advance or Assault. No second advance. Cannot be targeted by Prepared Assault except by Shock-Target.

Combat VP (19.7)

- Play when directed by a card to score 1 Event VP.

Surrender (19.8, 14.6.3)

- Play when defending for automatic DE, place marker in Surrender box for -1 VP
- Play in Strategic Phase on a city (including all of Paris); it is worth one less VP to Germany, but Allied units in or adjacent must immediately retreat or be eliminated. Allies cannot enter or voluntarily attack hexes with *Surrender* markers.

Halt! Hitler (19.9)

- Play in Strategic Phase (after card #17 *Haltbefehl!*) on any hex.
- German mobile units starting or entering a hex in or adjacent to *Halt!* marker immediately get a *No Actions* marker.

OTHER MARKERS (19.0)

Low Supply (2.8, 12.4)

- Max move 3 hexes
- Surrender if eliminated in combat
- No second advance

No Supply (2.8, 12.4)

- Max move 2 hexes
- Surrender if eliminated in combat
- No ZOC, voluntary attacks, armor bonus, second advance, or *Blitzkrieg* markers
- 2R shift if all defenders are No Supply

No Actions (2.7)

- Max move 1 hex
- No voluntary attacks, *Counterblow* markers, or second advance

Brown Target/Counterblow (19.5)

- Cannot be used by French units (only British, Belgian, Dutch, or Swiss).

Bad Weather (19.11, 13.2.4)

- Max 4 MPs
- No airdrops, armor bonus, or black-plane card events.

AIRDROPS (10.0, 19.10)

- Place *Drop* markers in any hex within 8 hexes of a Major City in Germany not containing an enemy unit. *Drop* markers project a weak ZOC (13.4.5) in the hex they occupy.
- Place the *Glider* marker in any hex containing an enemy fortress unit. If landing is successful, fortress unit takes a step loss.
- *Drop/Glider* markers negate hexside movement costs for German units entering their hex, and if alone still control that hex (2.11). Remove from game at end of Allied Reserve Phase (16.2).