



The Battle for France and the Low Countries



# PLAYERS' HANDBOOK

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*Megagame  
Makers*



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## PLAYERS' HANDBOOK

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# 1. Introduction

## *Welcome to WAR IN THE WEST*

### General

This game is about the Campaign in Europe of May 1940. The events of those few weeks in May heralded the apogee of Nazi power in Europe and changed the face of the Continent. It was first played with around 170 players in London on 12 May 1990 on the 50<sup>th</sup> anniversary of the historical events. The original game was called 'Springtime for Hitler' (SFH) – a reference to Mel Brooks' classic comedy film 'The Producers' (which if you haven't seen, you should). In the intervening 19 years, myself and my fellow megagame designers have run over 80 megagames, but the original SFH is one that so many of us remember as a key moment, not only as a vast rambling game but as an inspiration for many further megagame designs. In 2009 we ran a smaller version of the original game with Shichting Nederlands, in Utrecht – and this created an inspiration to re-run the game in the UK. For many years megagamers in the UK have been defined by whether they were '*at Springtime*' or not, and I hope this re-run will live up to that expectation.

*Jim Wallman  
April 2010*

### Game Level and Unit Resolution

Players are operating as Army and Army Group headquarters, High Command and Cabinet teams.

Air aspects of the game are handled within the High Command teams. In most cases the smallest combat unit is a division or the equivalent.

Some small but important specialist units may be represented - and your national brief will give you details should you control such units.



### Rules

We wish to emphasise the following important points:

- a. THIS IS NOT A BOARD GAME.** Even though, like in a board game, you will be given maps and game counters – the counters are there to make updating your map easier, they do not define the units – they are just representational 'flags'. The game aims to be a simulation of the real world – so may find it helpful to imagine what the maps represent in real life – rather than merely as part of an abstract game.
- b. You are on your honour** not to communicate with other players outside the game rules. We obviously cannot stop those determined to cheat, so we would ask your co-operation. These large games require players to act in a civilised way and assumes you will not try to 'break' the game.
- c. The extreme importance of keeping your map up to date.** You will not function properly as a player team unless your maps are properly kept up to date. This is a player responsibility, not a Control one.
- d. Listen to your Team Control.** Make sure you understand what he or she is saying, because sometimes what you think you hear may not be what they are actually saying! Ask questions.
- e. Teamwork is essential.** You will not have either the time or the opportunity to operate as a discussion group, so sort out who does what and stick to it,

### Credits

Game concept and direction : Jim Wallman  
Admin for War in the West : Brian Cameron and Megagame Makers  
Venue Liaison : Mike Carson and Bernard Ganley  
Original *Springtime for Hitler* historical research & game design team : Graham Attfield, Brian Cameron, Bernard Ganley, Andy Grainger, Peter Howland, Terry Martin, Mike Taylor and Jim Wallman  
Additional material for *War in the West*: Rob '14 briefings in an afternoon' Cooper.

## 2. Timetable for the Day

**1000-1030** Arrival and Booking in. Player teams meet in the main hall. Do not go to your player room.

**1030** . Introductory Briefing. This plenary session will be held in the main hall and will include everyone involved and will be short. If you don't understand what you're doing by now it is probably too late!

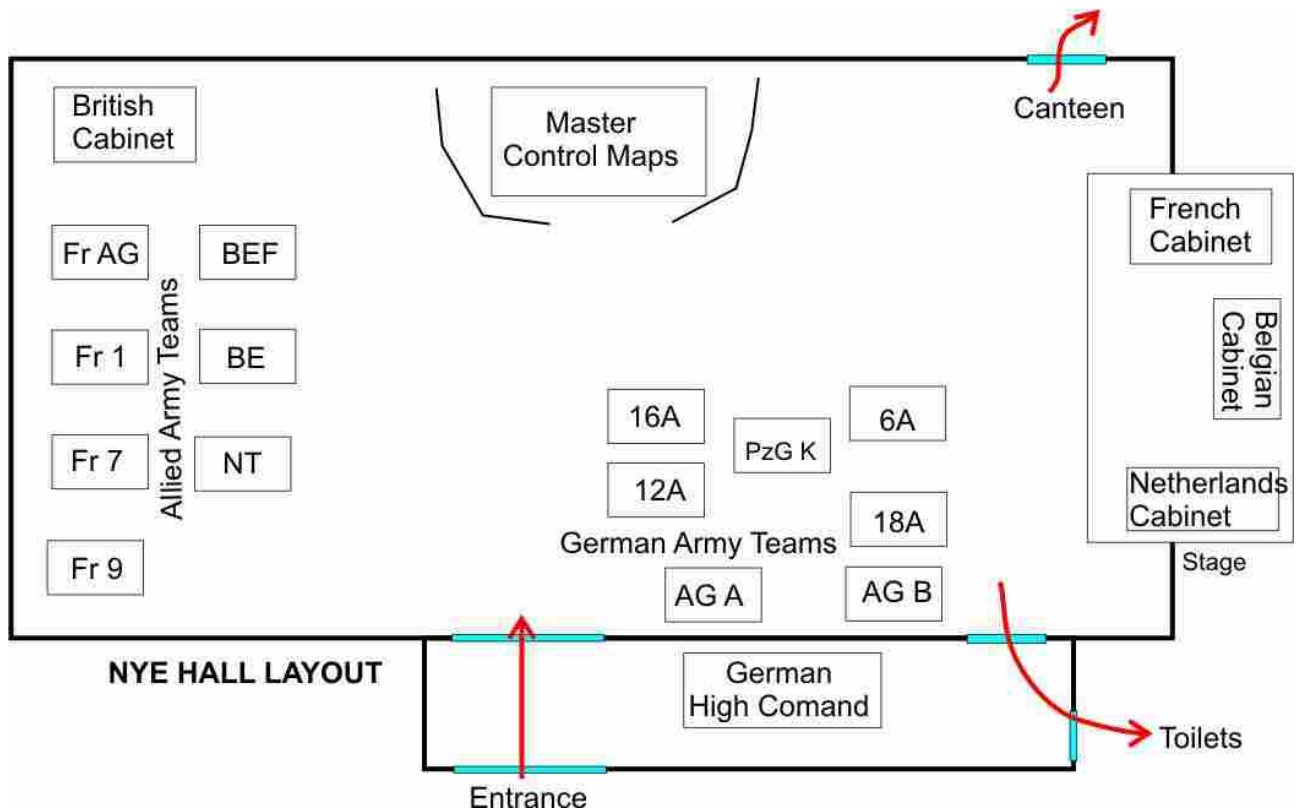
**1045** Teams disperse to their rooms/halls and prepare for the first move. The rules on inter-team communications are now in force and will be enforced with rigour and enthusiasm by Team Control.

All teams are to establish contact with their Team Control, and confirm the start positions of all their units. Higher command teams should establish contact with their subordinate teams.

The first day orders should be ready to hand to the Team Control by 1130 hrs.

**1130 First Game Day Starts** - all initial orders must have been passed to the umpires by now.

Each game day is 30 minutes (see later for the sequence of action in each day), and we will continue until one side or the other capitulates, or 1730 hrs (whichever comes first!).



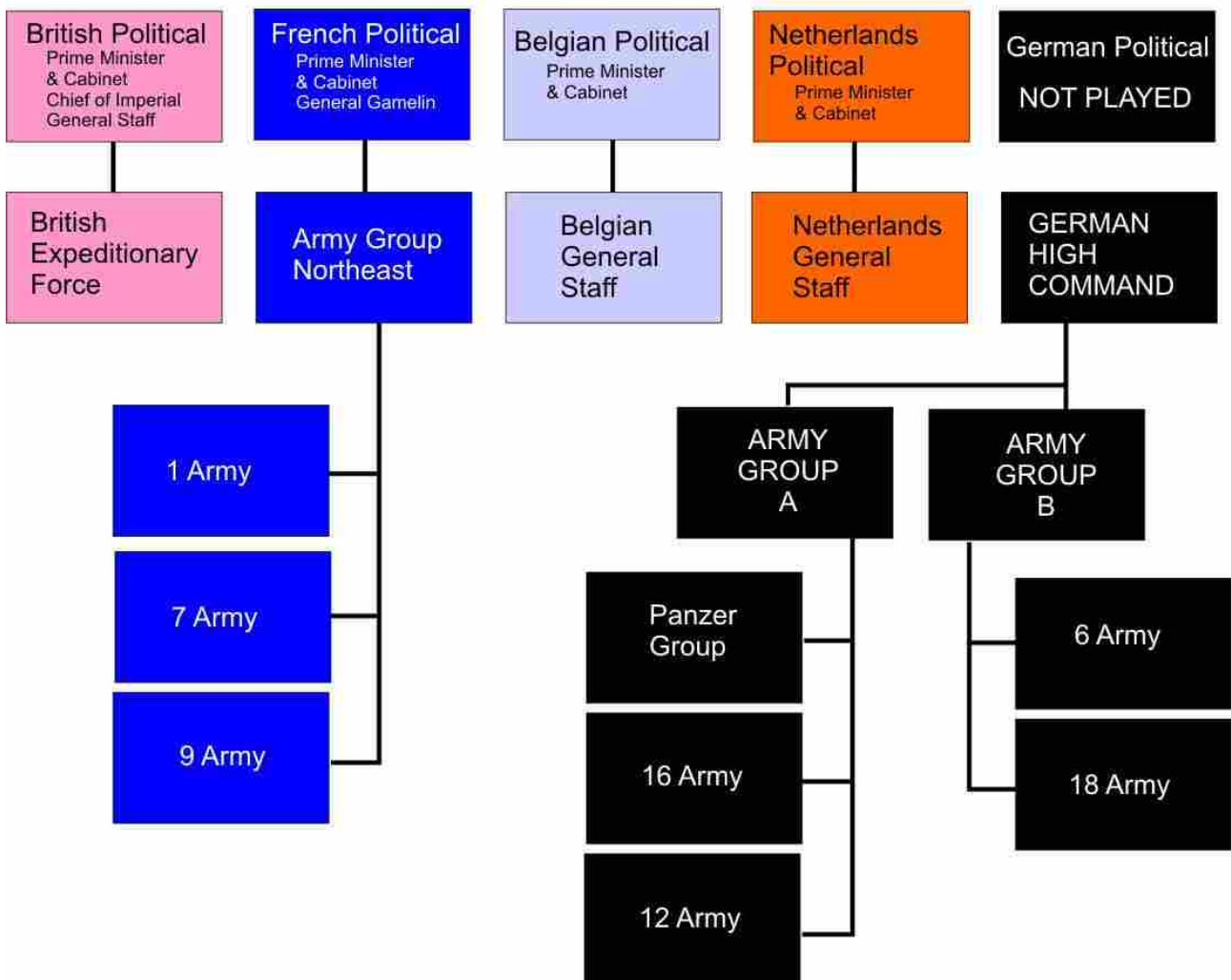
**1730 (approx) Game Ends.** Teams to gather in Main Hall for Plenary Debrief.

**1800 - Clear up.** Teams are requested to leave their room or hall space as they found it. Volunteers for the general tidy up will be very welcome..

**1830-2100 - Evening SOCIAL EVENT** – probably at the The Duke of York's pub just outside the venue.

### 3. Game Organisation

#### PLAYER TEAMS IN WAR IN THE WEST



#### Cabinet Teams

These teams represent the highest level of decision making. Their task is to decide on the broad sweep of grand strategy. They are also primarily responsible for diplomatic liaison with other countries.

Each member of the Cabinet team will have a particular portfolio; for example, Minister for the Treasury, or Minister for the Navy etc. In some cases they might have their own personal political agenda also.

(In the case of the Germans, OKW will fulfil some of the Cabinet team function, although with no political or diplomatic dimension). They will receive reports of events via their own military high command players, from Umpires and from the various national press teams. Based on this information they modify or devise political policy and instruct their High Command Team(s).

Their main tasks are:

- a. Decide on priorities for the armed forces. For example, the French Cabinet might, in the event of a German breakthrough, have to decide whether to order the defence of Paris as a priority over, say, counter-attacking towards Aachen. HOW these priorities are implemented is up to the Military.
- b. Issue official press releases. In addition, the cabinet may have to discuss its policy on censorship etc.
- c. Negotiate and liaise with the other National cabinets, especially over any joint operations that might develop, and over the way the alliance should prosecute the war. This will involve quite a number of lengthy personal visits, and may well be the major activity of many cabinet members (esp. the Foreign Minister).
- d. Hire and fire. Military commanders can be replaced in certain circumstances. In practice this must be agreed unanimously by the entire cabinet team. The replacement can be any subordinate Army commander, and the displaced commander is slotted in as a junior staff officer at Army level. In the case of an army commander being replaced, he is to be given a role in another army as a junior staff officer. Consult game control if in doubt.



Cabinet teams will be given additional rules on diplomatic activity by the political umpires on the day.

### **High Command Teams**

These teams are responsible for the direction of the war at the top level. They are to execute the grand strategy devised by their political masters - which in some cases is on a global scale. They are also to advise and inform the cabinet of significant events on a daily basis.

They usually command subordinate Army Group Teams, giving them their orders, and in some cases redeploying existing forces between army groups or allocating additional reserve forces to the front as necessary.

For the French, German and British, they are NOT tactical command teams, and should try not to instruct subordinate teams on how to handle the divisions within their Armies - they should regard each Army as a single unit. In fact they should never be dealing directly with subordinate Army teams at all!

The Dutch and Belgians have one High Command team each, handling both higher level issues and tactical operations, on a tri-service basis.

### **Army Group Teams**

The Army Group team commands a collection of between two and four subordinate Army teams. They also coordinate air operations within their Army Group area.

Like the High Command team, they are not the tactical commanders, except of the actions of each army as a single tactical unit.

Similarly they should avoid getting involved in the detailed tactical handling of divisions within an Army Command, although they are closer to the action.

## Army Teams

This is the lowest level of player team. Each army will command a number of divisions, for which this team will have to write orders. Army teams have direct access to the umpires via a Team Control, and are usually the only team that directly commands troops. They also have to **take orders** from an Army Group Team, supply that team with regular and timely situation reports and may request additional assets from them. Army Group, Regional and High Command teams normally have no feedback from control concerning the battlefield situation. **ALL** their situation reports must come from their subordinate *players*.



## Typical Player Team

The teams will vary in composition where they have different jobs to do. The standard Army HQ team should comprise:

1. **Team Control.** More detail on the Team Controls duties can be found below.
2. **Army Commander.** Responsible for the direction of the unit's battle. Also carries out inter-team communications where necessary - such as giving situation reports to the next level up.
3. **Operations Staff Officer.** Responsible for map marking, keeping necessary records of the situation of the army's units and advising the commander of the current situation. Also prepares the written order sheet to pass to the Team Control. If the Army Commander is busy will deal with communication with higher command.

## Sequence of Action

Each game move represents one game day. It will take half an hour to process. We have no slack and the game must go on, we will not wait for slow players to catch up. Players will only have around 15 minutes to get their orders ready each turn, as well as co-ordinate and liaise with other player teams. This requires very good teamwork on the part of player teams. The following table indicates roughly how we suggest the various team tasks can be divided up during a move:

TIMING	UNIT COMMANDER	OPERATIONS OFFICER	Team Control
<b>PHASE 1 (approx 10 minutes)</b>	Discuss with team the next stage of operations. Report situation to higher command, either in writing or by visit. Liaise with other player teams while waiting for update	Preparing order sheet for next turn.	Discussion with Map Control and working out results for turn.
<b>PHASE 2 (approx 5 minutes)</b>	Listening to Team Control's reports and noting results.	Listening to Team Control's reports and noting results. Update team records and noting enemy situation.	Reporting the outcome of the turn.
<b>PHASE 3 (approx 10 minutes)</b>	Team discussion & decision making to work out final version of turn orders.		
<b>PHASE 4 (approx 5 minutes)</b>	Considering next turn's actions	Report situation to higher command, either in writing or by visit. Writing final version of order sheet.	Collect order sheets from the team when ready,

### **Important Notes :**

1. If your orders are not ready when Team Control comes for them, they may be treated as too late.
2. The above timetable of a move has also to accommodate personal visits to and from other teams, calls of nature, eating and drinking and time to think - all within the 30 minutes allotted to each game day. This is difficult, but not impossible, provided you are well organised.

## **4. Control Organisation**

### **Game Control**

These are the highest form of life in the umpire ecology. They are responsible for 'driving' the game. As players you will of course, take all the time we give you to reach decisions. Umpires, on the other hand must see that the appropriate time pressure is brought to bear on players. Game Control must ensure that everything runs smoothly. If the game works perfectly, they get a chance to put their feet up - but somehow I doubt that!

### **Map Control**

They set the pace for the whole game, by managing the results of all the master map combat. The master map represents the 'real world' and is not accessible to the players – who only get reports modified by 'fog of war'.

They obtain a summary of current orders/intentions from the Team Controls each move and help them consistently calculate the combat results.

### **Team Control**

There will be one Team Control per front-line Army player team and for any higher headquarters that directly commands forces on the map.

The Team Control is the main point of contact between players and the master map.

When taking orders, they should be able to summarise actions for Map Control and other Team Controls to adjudicate. They are not simply postmen passing written orders, but interpret those orders so that the Control Team can produce a realistic outcome as quickly as possible.

When reporting back they will aim to tell the story to the players from the point of view of the subordinate units on the map - and that will necessarily be incomplete or even inaccurate - to the extent that those units are able to report back at all.



It isn't possible to legislate for this, Team Controls will use their common sense.

### **Political Control**

Will monitor Cabinet discussions, and act as the main liaison with the rest of the game, in terms of additional information not otherwise available from subordinate players.

## 5. Communications

### General

It is not possible in practice to enforce rigid inter-communication limits on players. Where teams are out of communication for any reasons, they will be expected to keep to the spirit of the game and refuse to communicate.

### Player Team Communications

#### a. Written Message.

Where communication by signal, messenger, DR, runner or carrier pigeon is desired, the message must be written and passed to your Team Control, who will process it as necessary. The message must bear the time and date of despatch, the method of transmission and the route (if appropriate). This will be the main means by which you communicate with other teams. Given that your team control will be busy, make sure you have written messages ready in good time. He won't wait while you write!

#### b. Face to Face.

In some circumstances a unit commander or his immediate staff may wish to visit another HQ. Try to avoid leaving the team table unmanned, normally only one member of the team is allowed to make personal visits to another team's table in any game turn. Ad-hoc meetings in corridors are permitted – but of course they lack security as the enemy might be listening.

## 6. Map Marking

Laminated maps and helpful map counters will be provided on the day.

The grid squares on your map are 20km across. Bring **water soluble** map marking pens, you will find them useful.

A well maintained map can make all the difference in this sort of game. You will be given a lot of information from various sources, and a clearly marked map is usually the best way of showing it. Here are a few hints to help those of you new to this sort of game:

a. A divisional-sized unit in the attack will occupy around a 5 kilometre frontage more or less. More than this is *crowded*. Avoid overcrowding your units, it will make them more vulnerable to air attack, and road congestion will slow their movement. In defence a division can cover up to 20km frontage.

b. Take account of road lengths – every division of whatever type takes up space on the road system. See page 12.

c. Recognise that not all reports of the enemy are certain - mark those you are unsure of carefully.

d. Make sure you know where the army and army group boundaries are – otherwise traffic jams (or worse, gaps) can occur. Also note that an army boundary is not optional it is vital you keep to the boundaries – ordering your units unexpectedly into another army's operational area can cause



considerable confusion, traffic jams and even 'friendly fire' incidents.

## 7. Orders

### General

The contents of the orders you issue are, of course, very important. What will be even more important is how you write them. If the Team Control and other umpires do not understand you, then even the greatest tactical stroke in the annals of military operations will go for nothing.

To help you and the umpire team we have devised a standard order form. You will be issued with enough of these to last the day - please do not use them to mop up spilt tea or as scrap paper.

### Issuing Game Orders

The orders form (Annex A) does not attempt to emulate the layout of historical military orders - which at this level would have been both longer and more detailed.

Orders include an INTENTIONS section. You must circle one of the options.

They mean the following:

Order	Meaning
<b>PREPARE</b>	This is preparation for a formal attack. Preparation normally takes an entire day, during which time you may not be engaged in combat. Attacking without prior preparation is at a significant disadvantage. <i>Preparation</i> is not something that a unit carries about with it. A prepare order is in the form " <i>Prepare to attack [named place] or [identified enemy formation]</i> ". If the objective of the preparation changes then it starts again.
<b>ALL OUT</b>	All Out Attack. The units will expend everything in the attack, probably attacking more than once a day, and expending most of their reserves of ammo etc. It will leave the unit much more 'tired' at the end, but its actions are briefly much more intense. <b>An all out attack cannot be made unprepared.</b>
<b>ATTACK</b>	Deliberate assault on an enemy or position with the aim of destroying or defeating him. This is sustainable over a longer period, since not all reserves are consumed at once. Note the time taken to prepare.
<b>PROBE</b>	A probe is a forward move to find or maintain contact with the enemy – without necessarily engaging in full scale combat. It is likely to be used during an advance to contact where you wish to avoid falling into an unwanted combat by accident. Intelligence will be gathered about any enemy units you encounter.
<b>HOLD</b>	Remain in position. It is assumed that the units will adopt a basic defensive posture and dig in. The unit can prepare to attack whilst holding. This is the activity assumed if the unit has no current action.
<b>DETERMINED DEFENCE</b>	Used when a unit is holding a key location. The unit may choose to take extra casualties and not give up ground. This order is assumed as the default for all units holding fortifications.
<b>TACMOVE</b>	Move Tactically. A move forward in bounds, with lead units prepared for combat. This represents the usual advance to contact speed. <b>A unit cannot move and prepare to attack.</b>
<b>Non Tac MOVE</b>	Move Non-Tactically : A road-column move, with only rudimentary tactical deployment if any. If engaged whilst in this mode the unit has a very low chance of survival. It does, on the other hand, move much faster than the tactical move. A strategic move by rail is also, by definition Non-Tactical, as are the units being loaded or unloaded from trains. A unit cannot move and prepare to attack.
<b>REST</b>	Unit takes leave, troops are rested and the unit 'stood down' from operations. A unit cannot move or fight while resting. It takes this opportunity to rebuild itself if badly battered. It takes one day to make ready for further operations after resting. A unit cannot rest and prepare to attack.

**Air Orders.** It is important also for ground units to include orders for Close Air Support if necessary. The Air command may have issued orders to the air units, but without complementary orders from the ground units it is assumed that the necessary cooperation was not achieved, and the close air support will be ineffective. It is up to players to ensure they get it right.

**Order Continuation.** You do not have to write orders every day – if previous orders still apply the units will attempt to follow them until fresh orders are given.

This is useful where long multi-day move is planned, or where units are primarily static for a while.

## 8. Logistics

In a game set at this level we will not be concerning ourselves too closely with the detail of logistics. So long as a unit can trace an unblocked path back to a major city of their homeland, they are probably ok.

Map Control will rule as to whether a unit has been cut off, and players will be informed via their Team Control in the normal way.

Note also that all the armies have very long logistic tails.

If, in manoeuvring armies, the 'tails' cross over, this will have a logistic effect as the supporting services get stuck in a long traffic jam.

The overall effect will be to delay most movement, but it can, in extreme cases, mean that units have lower combat effectiveness. Team Control will advise you as necessary.



## 9. Movement

### General

Map references will be simplified, and you will **not** be required to give standard 6-figure references. The key thing is to make it clear where you are referring to. A position relative to a town is usually quite sufficient.

**Time Scale:** Each game turn represents one day.

### Ground

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

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

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

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

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

**Rivers :** The rivers marked are usually wide, fast-flowing and are often difficult to cross. Not all

crossing points have been marked. If a crossing has been marked it is a significant one and can easily support the logistic rear-echelons of an army.

**Rates of Advance**

As a guide only (the actual figures may vary) the absolute maximum movement speeds in km per day on your map are likely to be as follows:

**Kilometres per day:**

Unit type	Situation	Tactical move	Non-tactical move	River crossing delay
<b>INFANTRY &amp; HEAVY ARMOUR</b>	All terrain	10	30	1 day
<b>LIGHT ARMOUR MOTORISED &amp; CAVALRY</b>	Main Road	25	75	1/2 day on bridge
	Open	25	60	1 day to bridge using army assets
	Rough	20	45	n.a.
	Low country	15	60	n.a.
<b>HQ</b>	Main Road	75	150	1 Day
	Other terrain	50	120	n.a.

**MOVEMENT BY NIGHT ONLY** : Night moving units are proof against air attack. Half all the above rates.

**Road capacity. All units, but especially tank and motorised units, rely heavily on roads, especially when moving through difficult terrain – even when moving tactically.**

**Infantry divisions on the move have a traffic 'tail' of 5km on a main road, 10km on a minor road..**

**All armoured or motorised divisions on the move are assumed to have a traffic 'tail' of 20km on a main road, or 40km on minor roads.**

**It is very important to understand the correct spacing of units on the move.**

Cross country movement (that is movement with no marked road anywhere near) is very slow, because the units are using tiny unmarked roads and tracks. Similarly, units crossing each other's path or units trying to retrace their steps suddenly will create a **traffic jam. Traffic jams take at least 1 day to resolve.**

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



**River Crossing**

On the operational map only river obstacles of importance are marked. There are numerous minor obstacles which have been factored into the movement rates. Any river crossing not at the point of a major road crossing is assumed to involve Army bridging operations of some sort either to repair or strengthen minor bridges, and/or to add capacity.

**Rail Movement**

Strategic movement is unlimited within a friendly rail network. It takes one day to load, one day to unload and one day to move anywhere east of Paris. Add a day for movements starting or finishing west of Paris. The rail network has a limited

capacity, in terms of the number divisions it can be carrying at once. This is affected by the amount of air interdiction being carried out and the gross rolling stock capacity of the system. The overall capacity for France and the Low Countries will vary, but initially it is around 10 divisional-sized units.

## 10. Land Combat

We will be working on the following assumptions:

- ▶ Tank formations are at their best in **open country**.
- ▶ Each division has a **combat rating** that takes account of its historical armament, doctrine, training leadership and morale. This rating is not something players see, but your Team Control will give you feedback on how effective the unit remains. In general units with tanks are powerful but brittle (that is they cannot sustain long attritional battles and are very poor at holding a line on their own), regular infantry units are strong and durable so long as they have a defined 'line' (see 'Holding the Line' below.. Reservists and freshly mobilised units are less durable.
- ▶ **All divisions must be attached to an army.** Reserves held by High Command must therefore be allocated before they can be ordered into action. If not attached properly to a higher formation they will fight at a disadvantage - since the support of Army infrastructure is assumed in the combat calculations.
- ▶ **Holding the line** is an essential part of the modern battle that a continuous line is maintained. This doctrine is common to all armies of the period. All divisional commanders know this and divisions will therefore attempt to conform with neighbouring division if possible (with or without orders from the players in Army HQ). The frontage of a division will stretch up to a maximum of 20km to maintain contact.
- ▶ **Quality.** The vast majority of units in ALL the armies in this campaign are **green**. They are therefore particularly vulnerable to unusual or surprise events - they always need time to settle in.
- ▶ **Preparation.** It takes **time** to do anything. For the vast majority of units, the following timings apply:



To prepare a division/corps for an attack. **1 day.**

Attach a division to a new corps/army. **1 day.**

Load/unload a division on a train for strategic movement. **1 day.**

Move a divisional-sized unit by train anywhere within the national rail network. **1 day.**

**Time spent in preparation before an attack is vital.** It is **possible** to attack unprepared, but this is **very unlikely** to be successful.

Orders to prepare for an attack must be made on the order sheet. Make sure you and your Team Control are clear when preparation has happened.

*Preparation is a process not a thing* – a prepared attack is one involving specified units and a specific objective. In general, preparation to attack cannot be done while the divisions are on the move. If the force mix or the objective changes, then the preparation is lost and you start again. So, for example, you cannot sit a division still for a day in the rear areas 'preparing' then whiz

about the map looking for something to attack.

# 11. Air Combat

## Orders

Most air operational orders will emanate from Army Group level. The British, Belgian and Dutch Air Forces will be handled slightly differently at the appropriate level. Since the vast majority of air operations on each side were flown in direct support of the ground forces, orders are issued in terms of air units supporting particular Armies or Divisions - or specific geographical points. A specimen order form is at Annex B.



## Units

The basic unit is the Wing. The term 'Wing' had different historical meaning in different air forces. To keep a rather complex subject simple, we approximate the wing to a force of about 100 aircraft.

Air units can only conduct operations within a given radius of their base - details of ranges will be in your National Handbook.

## Airfields

The Air players' maps are marked with the major airbases. No new airbases will be created during the timescale of the game.

## Mission Types

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

Mission	Aircraft	Description
<b>Combat Air Patrol (CAP)</b>	Fighters	Defensive air cover over a particular Army's area of operations. CAP does not guarantee to intercept every raid but the more fighters (and raids) the better the chance of doing so.
<b>Escort</b>	Fighters	Represents the close escort to accompany a specific mission.
<b>Close Air Support (CAS)</b>	Ground Attack Bomber	CAS missions aim to apply a modifier to the ground combat and so orders must specify the Army to be supported. Close Air Support needs to be included in Army orders - and those orders will indicate the Corps and attack to be supported. If both orders are inconsistent that will be taken to represent a communications error and the support does not appear.
<b>Bomb</b>	Dive Bomber Ground Attack Bomber	Used for attacking geographical locations or units beyond the front line.
<b>Transport</b>	Transport	Generally of air units to new airfields or small numbers of troops from airfield to airfield. It would take about 5 days to transport an infantry division (less its heavy equipment) from one airfield to another.
<b>Recce</b>	Recce	Reconnaissance of specific geographic area, looking for troop movements, concentrations etc. Generally best used behind enemy lines. Typically one recce wing can cover up to 4 map squares
<b>Move</b>	n.a.	Wings can move from one airfield to another. This takes one whole day.

**Annex A**

**EXAMPLE ARMY ORDER SHEET**

(you do not need to copy these)

**ARMY GROUP** \_\_\_\_\_ **ARMY** \_\_\_\_\_ **DATE** \_\_\_\_\_

UNIT(s)	Orders	Intentions	
		<input type="checkbox"/> PREPARE	<input type="checkbox"/> D Defence
	Control Comments:	<input type="checkbox"/> ALL OUT	<input type="checkbox"/> PROBE
		<input type="checkbox"/> HOLD	<input type="checkbox"/> TAC MOVE
	Control Comments:	<input type="checkbox"/> ATTACK	<input type="checkbox"/> REST
		<input type="checkbox"/> FORTIFY	<input type="checkbox"/> Non Tac Move
		<input type="checkbox"/> PREPARE	<input type="checkbox"/> D Defence
	Control Comments:	<input type="checkbox"/> ALL OUT	<input type="checkbox"/> PROBE
		<input type="checkbox"/> HOLD	<input type="checkbox"/> TAC MOVE
	Control Comments:	<input type="checkbox"/> ATTACK	<input type="checkbox"/> REST
		<input type="checkbox"/> FORTIFY	<input type="checkbox"/> Non Tac Move
		<input type="checkbox"/> PREPARE	<input type="checkbox"/> D Defence
	Control Comments:	<input type="checkbox"/> ALL OUT	<input type="checkbox"/> PROBE
		<input type="checkbox"/> HOLD	<input type="checkbox"/> TAC MOVE
	Control Comments:	<input type="checkbox"/> ATTACK	<input type="checkbox"/> REST
		<input type="checkbox"/> FORTIFY	<input type="checkbox"/> Non Tac Move

**ANNEX B**

**EXAMPLE AIR ORDER SHEET**

(you do not need to copy these)

DATE \_\_\_\_\_

UNITS ALLOCATED / BASED AT.	ARMY TO SUPPORT (if doing CAP or CAS)	ORDERS / TARGETS / RECCE GRID SQUARES	MISSION TYPE / INTENTIONS
		RESULTS:	<input type="checkbox"/> CAP <input type="checkbox"/> Recce <input type="checkbox"/> CAS <input type="checkbox"/> Escort <input type="checkbox"/> Bomb <input type="checkbox"/> Rest <input type="checkbox"/> Trans <input type="checkbox"/> Move
		RESULTS:	<input type="checkbox"/> CAP <input type="checkbox"/> Recce <input type="checkbox"/> CAS <input type="checkbox"/> Escort <input type="checkbox"/> Bomb <input type="checkbox"/> Rest <input type="checkbox"/> Trans <input type="checkbox"/> Move
		RESULTS:	<input type="checkbox"/> CAP <input type="checkbox"/> Recce <input type="checkbox"/> CAS <input type="checkbox"/> Escort <input type="checkbox"/> Bomb <input type="checkbox"/> Rest <input type="checkbox"/> Trans <input type="checkbox"/> Move
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