



GERMAN PLANNING BRIEF

"Should it become evident in the near future that England, and, under her influence, France also are not disposed to bring the war to an end, I have decided, without further loss of time, to go over to the offensive..."

Adolf Hitler, War Directive No.6, 9th October 1939

The aim of the German Planning Game for Breakthrough 1940 is to create a plan to be executed on the day of the megagame.

Players represent the Armed Forces High Command Oberkommando der Wehrmacht (OKW) and the Commanders in Chief of the Army, Oberkommando des Heeres (OKH) and the Air Force, Oberkommando der Luftwaffe (OKL) with their staffs.

KEY PERSONALITIES

Adolf Hitler (Supreme Commander)
(not played)

OKW General Keitel General Jodl (Chief of Staff) General Warlimont (Operations)	
OKH Gen von Brauchitsch (C-in-C Army) Gen Halder (Chief of Staff)	OKL Field Marshal Goering (C-in-C Luftwaffe) General Jeschonneck (Chief of Air Staff)

STRATEGIC SITUATION

In its mission to unite all Germans within Greater Germany the German Armed Forces have re-opened the Corridor to East Prussia and conquered Poland in a lightning campaign of unprecedented speed and decisiveness.

Unfortunately Britain and France have felt it necessary to declare war on Germany notwithstanding the legitimacy of its aspirations.

The Anglo-French alliance represents an enormously powerful military potential. Nevertheless preparations must be made to face it, whilst at the same time, The Fuhrer, in his usual magnanimous way, is making diplomatic overtures.

The Armed Forces must now act in accordance with War Directive No.6, set out below.

**The Supreme Commander
of the Armed Forces
8 copies**

**Berlin
9th October 1939**

DIRECTIVE No.6 (mod) FOR THE CONDUCT OF THE WAR

1) Should it become evident in the near future that England, and, under her influence, France also are not disposed to bring the war to an end, I have decided, without further loss of time, to go over to the offensive.

2) Any further delay will not only entail the end of Belgian and perhaps of Dutch neutrality, to the advantage of the allies; it will also increasingly strengthen the military power of the enemy, reduce the confidence of neutral nations in Germany's final victory, and make it more difficult to bring Italy into the war on our side as a full ally.

The aim of the offensive must be to achieve decisive results on land. The political and military stakes are too high for the limited objectives defined in the present Operation order, ie defeat of the largest possible elements of the enemy in Belgium and occupation of parts of the Channel coast. Final victory on land must be the goal.

The operations must therefore be directed towards winning a final decision in France and destroying France's resistance.

3) I therefore issue the following orders for the further conduct of military operations:

a) An offensive will be planned on the Western front, through Luxembourg, Belgium, Holland and France. This offensive must be launched at the earliest possible moment and in greatest possible strength.

b) The purpose of this offensive will be to defeat as much as possible of the French Army and of the forces of the Allies fighting on her side, and at the same time to win as much territory as possible in Holland, Belgium and Northern France, to serve as a base for the successful prosecution of the air and sea war against England and as a wide protective area for the economically vital Ruhr.

c) The time of the attack will depend on the readiness for action of the armoured and motorised units involved. These units are to be made ready with all speed. It will depend also upon the weather conditions obtaining and foreseeable at the time.

4) The Luftwaffe will prevent attacks by the Anglo-French Air Forces on our Army and will give all necessary direct support to its advance. It is also important to prevent the establishment of Anglo-French air bases and the landing of British forces in Belgium and Holland.

5) The Navy will do everything possible, while this offensive is in progress, to afford direct or indirect support to the operations of the Army and the Luftwaffe.

6) Apart from these preparations for the beginning of the offensive in the West according to plan, the Army and Luftwaffe must be ready, at all times, in increasing strength to meet an Anglo-French invasion of Belgium, immediately and as far forward as possible on Belgian soil, and to occupy the largest possible area of Holland in the direction of the West coast.

7) These preparations will be camouflaged in such a way that they appear merely to be precautionary measures made necessary by the threatening increase in the strength of the French and English forces on the frontiers between France and Luxembourg and Belgium.

8) I request Commanders-in-Chief to submit to me their detailed plans based upon this directive at the earliest moment and to keep me constantly informed of progress through the OKW.

signed:



ADOLF HITLER

THE GERMAN ARMED FORCES

The Army

In order to keep the game simple we have ignored the Corps structure, and players will command Armies made up of a number of divisions.

Reinforcements or reserve units have to be allocated to an Army and cannot operate independently.

Army player teams will report to, and take orders from, Army Group player teams (in this case we will represent two Army Groups, A and B).

Army Group teams report to, and take orders from, the High Command player team.

The Army is currently structured as follows:

[Game note: In order to keep the game manageable for the players, we have ignored the corps level of organisation, so each Army is simply composed of a number of divisions.]

High Command (OKH)

- Reserve 9 Army (19 Divisions in reserve or coming into action)
- Reserve 2 Army (20 Divisions in reserve or coming into action)
- 1 x Air Recce Wing

Army Group A

- 12 Army (10 Divisions)
- 16 Army (13 Divisions)
- 4 Army (2 Pz Divisions 11 Inf Divisions)
- Panzer Group Kleist (5 Panzer Divisions, 3 Motorised Divisions)
- 2 x Air Recce Wings

Army Group B

- Luftwaffe Air Landing Corps (2 Divisions)
- 18 Army (1 Panzer, 1 Cavalry, 6 Infantry Divisions)
- 6 Army (2 Pz Divisions, 1 Motorised Division, 16 Infantry Divisions)
- 2 x Air Recce Wings

Army Group C

- Army Group Reserve (6 Divisions)
- 1 Army (12 Divisions)
- 7 Army (5 Divisions)

Infantry

A massive expansion has been necessary to meet the requirements of the present day and, despite the immense efforts of those officers who trained the 1920's Reichswehr, the Army is of much more variable standard than its Imperial forbears.

This is particularly true of the Infantry Divisions which have been mobilised in 9 waves or categories as detailed below:

Wave	Date Formed	Number of Divisions formed	Description
1	1934-1938	39	Peacetime army units, representing the best trained and equipped troops
2	August 1939	15	Formed from recent reservists, good solid troops.
3	August 1939	22	Landwehr – older men, experienced and enthusiastic but with limited staying power.
4	August 1939	14	Formed from other second line reserve units
5	Sept 1939	11	Reservists of mixed quality and experience
6	Oct 1939	6	
7	Dec 1939	13	
8	March 1940	10	1940 draft of recruits. Green and not suited for mobile offensive operations
9	April 1940	10	

It is safe to assume that the later the wave the less combat effective the division will be.

Panzers and Motorised Troops

The new concentration of armoured and motorised forces into independent panzer and motorised divisions is an experiment that has yet to be tested in combat against a modern army.

There is an ongoing controversy in the Army as to whether these forces can achieve breakthroughs on their own, or whether they are more effective as a powerful addition to infantry armies' range of support weapons.

The current force of 10 panzer and 6 motorised divisions represent all that the Reich can muster, and it has taken several years to assemble enough tanks and vehicles to create them. Even now they are regarded as deficient in battle tanks capable of engaging with the heavy French and British types on equal terms.

This means that these very expensive and specialised units must **not** be wasted in frontal attacks against superior enemy defences or squandered in long battles of attrition.

It is the belief of some tank enthusiasts in the Army that a strong panzer group operating ahead of the main infantry armies can use speed and operational flexibility to break through the enemy rapidly and create an expanding torrent of tanks and motorised infantry operating well in the enemy's rear, while the slower infantry armies move up to widen the breach and exploit the inevitable disorganisation resulting from that breakthrough.

Of course, this is entirely theoretical, as it was not practised in Poland (the Poles did not put up enough of a fight to test any operational theories).

Nobody in the world knows if it will work and many experienced senior officers in the army suspect that it will not. They point to the fact that in Poland most of the armoured vehicles broke down and/or ran out of fuel and ammunition very quickly.

These novel ideas of independent panzer forces would not have been put into practice at all by High Command had the Fuhrer not taken a personal interest in them, so now, you **must** form an independent 'Panzer Group' of *at least* four divisions to test out the theories, whether you agree with the 'panzer-pushers' or not.

However, if this experimental force fails, you are permitted to re-absorb the specialist divisions allocated into a normal army and disband the 'Panzer Group'

[Game note: In game terms, if a breakthrough does not occur the Panzer Group team loses its status as an independent team and its players and resources will be split up and absorbed into one or two other player teams]

Divisions

The Army currently comprises 155 Divisions as follows:

10 Panzer, 6 Motorised (incl 2 Waffen SS) and 3 Motorised Brigades, 1 Cavalry, 3 Mountain, 131 Infantry and 4 Static.

They are deployed as follows:

	WEST	REICH	EAST	NORWAY	TOTAL
Panzer	10	-	-	-	10
Motorised	6 (note 1)	-	-	-	6
Cavalry	1	-	-	-	1
Mountain	1	-	-	2	3
Infantry	109 (note 2)	3	10	6	131
Parachute	1 (note 3)	-	-	-	1
Air Landing	1 (note 3)	-	-	-	1
SS Police	1	-	-	-	1
Static	4	-	-	-	4
	124	3	10	8	155

Notes

1. including 2 Waffen-SS but not 3 Motorised Brigades

2. Including divisions allocated to Army Group C, covering the Maginot Line.

(See separate list for divisional numbers and waves and current Corps and Army allocations).

3. These are controlled by the Luftwaffe.

Special Forces – there is a special forces regiment available. It is a one-shot weapon and can be used in support of one attack, ideally at the onset of the campaign. Hopefully it will provide an advantage.

The Luftwaffe

The Luftwaffe is mainly represented by a player in the High Command team who allocates air wings to Army Groups, and to strategic tasks.

Once air units have been allocated, the player teams at Army Group level will be issuing orders for them until they are withdrawn.

The available wings of the Luftwaffe are currently deployed as follows:

	WEST	REICH	NORWAY	TOTAL
Fighter Wings:	8	1	1	10
Destroyer Wings:	2	1	1	4
Bomber Wings:	12	-	2	14
Stuka Wings	4	-	-	4
Transport Wings	5	-	-	5
	31	2	4	37

The Luftwaffe also controls an Air Landing Corps of 2 Divisions. The parachute division

requires the deployment of 2 Transport wings, the Airlanding Division requires transport 3 units and a captured airfield to deploy.

Luftwaffe Operational Radius

	Km
Fighter Wing	160
Destroyer Wing	560
Bomber Wing	1200
Stuka Wing	160
Transport Wing	1200

Luftwaffe Initial Air bases (each base can support 2 units)

	Unit	Nearest town
Fighter Wings	1FW	DUISBERG
	2FW	DUSSELDORF
	3FW	AACHEN
	4FW	MUNSTER
	5FW and 8FW	BONN
	6FW	TRIER
	7FW	MANNHEIM
Destroyer Wings	1DW	DUISBERG
	2DW	MANNHEIM
Bomber Wings	1BW and 2BW	KOBLENZ
	3BW and 4BW	KASSEL
	5BW and 9BW	SIEGEN
	6BW and 7BW	MAINZ
	8BW	NURNBERG
	10BW	SOLINGEN
	11BW and 12 BW	FRANKFURT AM MAIN
Stuka Wings	1SW	DUSSELDORF
	2SW	AACHEN
	3SW	KOLN
	4SW	TRIER
Transport Wings	1TW	SOLINGEN
	2TW	NURNBERG
	3TW	MUNSTER
	4TW	KOLN

You have the capacity to create 2 new additional air bases (each with a capacity of 2 units) as part of the preparation for the offensive.

The Navy

The Navy has conducted operations of decisive importance in the Scandinavian theatre but it has suffered grievous losses. Its strength currently is:

	Sept 1939	Sunk	Damaged	Available May 1940
Battlecruisers	2	-	2	0
Pocket Battleships	3	1	-	2
Old Battleships (WW1)	2	1	-	1
Heavy Cruisers	2	1	1	0
Light Cruisers	5	2	1	2
Destroyers	14	10	-	4
Torpedo Boats	19	-	-	19
Minesweepers	3	3	-	-
U-Boats (coastal)	30	5	-	45*
U-Boats (seagoing)	29	10	-	39*

* includes newly built submarines up to May 1940

THE ALLIES

See the Military Balance 1940 Briefing.

The indications are that the allies are not contemplating an immediate offensive into the Reich since they are too weak both politically and militarily. It seems most likely that they will prefer to build up their strength for a war of attrition. The signs are that they are already doing this since Britain and France are both engaged on massive rearmament programmes, including substantial purchases from the United States.

Offensive manoeuvres by the allies cannot be ruled out, however. The Scandinavian operation was launched by the Fuhrer precisely to forestall an Anglo-French invasion of Norway and we know that Britain, especially, desires airbases in Belgium to strike at the Ruhr.

Notwithstanding the above, the general allied posture in the West is defensive.

- a) Holland (10 Divs) and Belgium (22 Divs) are isolated by geography and their firmly neutral political position and would require Anglo-French support to stand against a major offensive by us for more than a few days,
- b) The position of the small but highly motorised British Army on the coast might allow it to operate either as a *masse de manoeuvre* to the landward flank or to conduct amphibious operations in the Scheldt estuary.
- c) The linear nature of the French dispositions (with one exception) all the way along the border should allow us to break through their line with a concentrated force at a given point,
- d) A large reserve of between 10 and 20 divisions (3 armoured) is located in the area Laon-Sedan-Rheims. The purpose of this reserve is at present unclear.
- e) The bulk of the operational allied air units are stationed on a line Arras-Rheims.

PLANNING TASKS

There is much to do and not a great deal of time to do it in.

You should read the Fuhrer Directive above **carefully** – its provisions are not optional – you do **not** have a free hand to come up with any plan you like, it must conform to the overall directions of the Fuhrer.

If the Fuhrer deems that your plan has not met those conditions you will be asked to do it again (or someone else who **can** do it will be appointed).

By the end of the Planning Game we will require:

- a) Army Group and Army boundaries laid out on the outline maps provided.
- b) Any changes to the default composition of Armies.
- c) General Orders for Army Groups, with specific initial objectives attributed at Army level, for all Armies,
- d) Changes to the default Luftwaffe deployment to bases
- e) Allocations of air units to Army Group control.
- f) Allocation of air units to High Command controlled strategic missions.
- g) Orders for special measures such as the employment of special forces and paratroops.

GAME NOTES

We have the Army List available separately in spreadsheet form with a number of Corps and Armies allocated already to save time and assist planning. We suggest you concentrate on the strength of Armies expecting to operate at the main points of effort rather than juggling the composition of every Army.

Land or Air Units already allocated to the Army Group C, EAST, REICH or NORWAY may **not** be removed from those theatres. Those theatres can be reinforced however.

Annex A

EXTRACT FROM GAME HANDBOOK

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.

You will undoubtedly wish to amplify the broad orders given on your daily orders sheet - try and make your additional material short and simple.

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:

- a. PREPARE. 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. Preparation is specific – so the order will take the form of “*Prepare to attack and capture the city of Borchester*”. If the objective changes then preparation starts over again.
- b. ALL OUT = 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. Note the times taken to prepare given in Section 10.
- c. ATTACK = Attack : 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 times taken to prepare given in Section 10.
- d. PROBE = Probe : A probe is a forward move to find or maintain contact with the enemy – without necessarily engaging in much 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.
- e. HOLD = 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 no orders are given for a unit.
- f. TACMOVE = Move Tactically : A move forward in bounds, with lead units prepared for combat. This represents the usual advance to contact speed. A unit cannot move and prepare to attack.
- g. Non Tac MOVE = 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.
- h. REST = 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.

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.

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. The combat umpires 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. The umpires 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 sufficient.

Time Scale: Each move 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.

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 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 is is a significant one and can easily support the logistic rear-echelons of an army. Minor (unmarked) crossings are usually of low capacity and will delay movement and are more easily interdicted.

Rates of Advance

As a guide only, absolute maximum movement speeds in km per day on your map are as follows:

Unit type	Situation	Tactical move	Non-tactical move	River crossing delay
INFANTRY	All terrain	10	30	1 day
MOTORISED & ARMoured DIVISIONS	Main Road	50	200	1/2 day on bridge
	Open / Minor roads	30	160	1 day to bridge using army assets
	Rough no roads	10	130	n.a.
	Low country no roads	10	160	n.a.
HQ	Main Road	75	150	1 Day
	Other terrain	50	120	n.a.

Movement can be interrupted or delayed by combat, enemy air activity etc.

Movement can be only at night, and it is at half the above speed, but is proof against air attack.

Motorised and armoured units make heavy use of roads. They have a vehicle 'tail' when moving (even when moving tactically) of 20km on a major road, or 40km on minor roads. This is made worse where the roads cut through rough or wooded areas, making passing and turning harder. There are obvious risks of traffic jams if complex manoeuvres are attempted with motor or armoured formations.

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.

10. Land Combat

Land Combat

We will be working on the following assumptions:

- ▶ Infantry have a slight advantage over tank formations when defending built-up areas or closely wooded country.
- ▶ Certain units were exceptionally heavily armed or well trained, and will be given a slight bonus in combat as a consequence.
- ▶ Armies are assumed to have their own supporting artillery, bridging and AA troops. All divisions operating within the Army gain a combat bonus for that support. Independent or detached divisions do not.
- ▶ 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.
- ▶ 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.
Prepare an entire army for complete orderly withdrawal from its current position in the line	1 day.

Players must allow for these timings in their orders.

It is possible to attack unprepared, but this is regarded as very unlikely to be successful. Orders to prepare for an attack must be made on the order sheet.

Within guidelines such as these, the combat umpires will use their judgement as to the relative balance of advantage and disadvantage in each combat. No appeals on combat results will be accepted during the game - although you will have the opportunity to make comments at the end, and in the critique questionnaire.

Units will become progressively more tired as the battle goes on. The more often they fight, the lower their effectiveness. This is obviously made worse if they are losing. In extreme cases, units might disintegrate - this is especially the case with the poorer quality reserve units involved in heavy fighting.

Note that the vast majority of units in ALL the armies in this campaign are untested in battle (this includes most of the German forces that went into Poland. They are therefore particularly vulnerable to unusual or surprise events - they always need time to settle in.

11. Air Combat

Orders

Most air operational orders will emanate from Army Group level.

Since the vast majority of air operations on each side were flown in direct support of the ground forces it is intended that 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. Orders basically allocate resources to specific armies, with a mission profile.

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 80-100 aircraft.

Air units can only conduct operations within a given radius of their base (see below)

Airfields

Airfields are separately marked on the map. In the time-scale of the game once operations commence we will assume no new airfields will be created.

Unit Types

Fighter – very good at attacking other aircraft, intercepting transport, bombers and ground attack.

Bomber – moderately good at supporting Land Combat attacks. Also good at attacking airfield capacity, logistics, lines of communication and terror bombing civilians.

Ground Attack – includes dive bombers. Particularly good at supporting Land Combat attacks.

Transport – moving troops and logistics from airfield to airfield.

Recce – Good at observing deployments of the enemy and major troop movements.

Mission Types

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

- ⦿ Combat Air Patrol (CAP) (Fighters only): 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.
- ⦿ Escort (Fighters only): Represents the close escort to accompany a specific mission.
- ⦿ Close Air Support (CAS) (Ground Attack and Bomber only): CAS missions aim to apply a modifier to the ground combat and so orders must specify the Army to be supported. This support should be included in Army orders - and those orders will indicate the Corps and attack to be supported.
- ⦿ Bomb (Ground Attack, Bombers): attacking geographical locations or units beyond the immediate front line.
- ⦿ Transport (Transports): 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.
- ⦿ Recce (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 (map squares are 20km x 20km).
- ⦿ Move: Units can move from one airfield to another. This takes one day during which no combat missions can be flown.