SWITZERLAND 1937

INTRODUCTION

Switzerland 1937 is the simulation of a fictive civil war in Switzerland, based on the unfinished and unpublished novel 'Eternal War'. It's the history of a Europe that never could recover from world war one and the great depression. In the most European countries, conditions prevailing which are tantamount to civil war. Radicalism, decline of democratic values and violent riots are ordinariness in many countries.

Encouraged by Franco's rebellion in Spain, the anti-democratic, conservative-catholic 'Eidgenössischer Bund' started an uprising to transform Switzerland to a corporative-autocratic state. Switzerland 1937 starts in January 1937 and opposes the Government and the Rebels over Switzerland and Liechtenstein. Supported by various right-wing conservative factions, the Rebels have to seize the power in Switzerland, while the Government has to maintain the control over the important cities and economical centers, to defeat the insurgents.

> The Government initial situation is superior in strategic and economic views, but their only combat ready units consist of decentralized, poorly equipped policemen. They must hold the line until the regular army can be mobilized.

> The Rebels have powerful and motivated irregulars, but no supply and no financial backing. They have to seize control of important economic centers to continue their fight.

The event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields.

DURATION

Average Duration: 1h30
Favored Side: None
Most Difficult Side to Play: None

The game lasts 16 turns (from 21st January to 9th March, 1937) each turn being 3 days.

The Government player always plays first on each turn, followed by the Rebels **player**

FORCES

The Government player controls the Police Forces (Light Red), Swiss Army (Red), Communists (Dark Red) and the Wehrmacht (Grey) units.

The Rebels player controls the Rebels (white grey), the Assotsiatsii po zashchite Tsarya (gold), Austrian Volunteers (green) and Liechtenstein (blue) units.

The AI controls the foreign nations which do not field any forces. but can win through escalation.

MAPBOARD

The map shows all of Switzerland, the Principality of Liechtenstein, as well as the bordering states in 1937, Germany Austria, Italy and France.

Germany, Austria, France and Italy are marked with transparent black stripes and unpassable for all.

★ ★ ★ ★ ★ VICTORY

IMMEDIATE VICTORY

For the Government player if all Rebel leaders are killed in battle.

For the Rebels player if all Government leaders are killed in battle.

For the Foreign nations (AI) when escalation reach 10+.

For any player that reached or exceeds 25 VP at the end of a turn.

Otherwise the player with most VP at the end of the scenario wins the game.

BONUS VP

Each player earns 1 VP for conquering : Basel, Zürich, Vaduz, Chur, Luzern, Bern, Fribourg, Geneva.
Each player earns 1 VP for conquering the Payern airfield.
Each player earns 2 VP for conquering the Saint-Maurice Fortress.
Each player earns 4 VP for conquering the Gotthard Fortress.

VP LOSS

Each player loses 1 VP if a city is conquered by the enemy: Basel, Zürich, Vaduz, Chur, Luzern, Bern, Fribourg, Geneva.
Each player loses 1 VP if the Payern airfield is conquered by the enemy.
Each player loses 2 VP if the Saint-Maurice Fortress is conquered by the enemy.
Each player loses 4 VP if the Gotthard Fortress is conquered by the enemy.

SPECIAL RULES

TERRAIN

Railway lines are counted as roads (movement cost: 0.5 MP instead of 0 MP)

Plains (Movement cost: 1 MP; no other special rules)
Clear terrain with light vegetation.

Hills (Movement cost: 1 MP; defender +1 CF)
Forested Hills, which provides good defence positions.

Mountains (Movement cost 2 MP; defender +1 CF, attacker -1 CF;
no pursuit & breakthrough, difficult terrain)
Mountains up to circa 1500 meter (5000 ft). Provides heighten defence positions with superior view and firing range. Attackers are disadvantaged since they have to fight upward.

High Mountains (Movement cost 3 MP; defender -2 CF, attacker -2 CF;
no pursuit & breakthrough, difficult terrain)
High Mountains from 1500-5000 meters (5000-16000 ft). Heavy gradients and rough terrain with no place for heavy equipment, as well as unforgiving weather conditions makes a battle in high mountains nearly impossible. Defenders and Attackers suffer both from large penalties.

ECONOMIC PHASE

Every turn, there is an economic phase of income, maintenance and purchase. Police Forces are recruitable in their respective provinces. Militias and regular Forces are recruitable all over Switzerland. Liechtensteinian units are exclusively recruitable in Liechtenstein. Austrian units are exclusively recruitable in provinces which bordering Austria.

Cost of units and cards:
Praga Tanks / Fighter Aircraft: $4
Infantry Division / Armored cars / Attack Aircraft / Extra Card: $3
Militia / Reconnaissance Aircraft / logistic units: $1
All other: $2

SUPPLY SOURCES

Government: Basel, Zürich, Chur, Bellinzona, Bern, Geneva
Rebels: Basel, Züich, Vaduz, Bellinzona, Bern, Geneva

SCENARIO HINTS

The Rebels **player** has to conquer a supply source as soon as possible. The best options are Geneva or Berne. If he fails, his best units (starting units at Fribourg) will be destroyed.

If the Rebels are played by the AI, the scenario can be won sometimes very easy since it isn't always able to do the right moves. We suggest to not putting up too much resistance against the AI, before it was capable to secure a Supply Source.

Keep an eye on the escalation level. If it's ≥ 10, both player loses.
This system can also be used to enforce a draw, when one player is much stronger.

If you play against the AI, make sure the escalation level is always as low as possible.
The AI sometimes plays a card with high escalation rise, even if the escalation is already at 8 or 9.
It would be a shame if the scenario ends too early because of this.