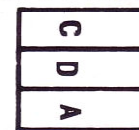


SITUATION NO. 23

STONNE: GUDERIAN'S FLANK

May 15, 1940: The French 3rd DCR and the 3rd Motorized Division attack the Gross Deutschland Motorized Regiment and elements of the 10th Panzer Division.

MAPBOARD



NORTH

AVAILABLE FORCES

ALLIED

4 A 2 6 H35 6	5 A 2 7 H39 7	8 A 6 8 B 1 6	0 C 0 1 200 14	0 C 0 2 37 L 8	1 A 2 5 RIFLE 1	40 M 32 2 200 0	4 A 2 3 A 0	6 A 3 3 A 0
6	3		24	4	18	3	3	
3 M 12 3 0 1	60 M 36 2 0 0							
2								

GERMAN

8 A 3 3 PZKW 4 6	5 M 8 5 PZKW 1 8	6 A 2 6 PZKW 1 8	2 A 2 4 PZKW 1 8	0 C 0 1 200 12	2 C 1 2 4 200 10	2 A 2 8 RIFLE 1	20 M 12 2 1 0	2 M 12 2 1 0
2	2	2	2	6	3	18	2	2
3 M 12 3 0 1	40 M 32 2 0 0	5 A 2 3 A 0						
2	2	3						

SET-UP

GERMAN: Set up first, anywhere on board C.
ALLIED: Set up second, anywhere on boards D and A.

VICTORY CONDITIONS

Allied player wins if he controls Wilm at the end of the game.
German player wins by avoiding the Allied victory conditions.

SPECIAL RULES

Use Allied halftracks from the game as trucks.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12
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SITUATION NO. 24

BOUVELLEMONT: THE THIN FRENCH LINE

May 15, 1940: The 1st Panzer Division attacks elements of the French 14th Infantry Division and the 3rd Brigade of Spahis, the last barrier between Guderian's forces and the open, defenseless French plains.

MAPBOARD



NORTH

AVAILABLE FORCES

ALLIED

1 A 2 5 RIFLE 1	0 C 0 1 200 3	0 C 0 1 200 14	3 M 12 3 0 1	4 A 2 3 A 0	6 A 3 3 A 0	20 M 32 2 1 0	40 M 32 2 0 0
18	3	3	2	3		2	

GERMAN

5 M 8 5 PZKW 1 8	6 A 2 6 PZKW 1 8	2 A 2 4 PZKW 1 8	2 C 1 2 4 200 10	2 A 2 8 RIFLE 1	0 C 0 1 200 12	3 M 12 3 0 1	20 M 12 2 1 0	2 A 2 5 PZKW 1 0
4	4	2	8	10	12	6	2	2

SET-UP

ALLIED: Set up first, anywhere on board D.
GERMAN: Set up second, anywhere on board C.

VICTORY CONDITIONS

German player wins if he can clear a path from East to West edge of mapboard, uncovered by Allied units or fire by the end of the Allied move in turn 10.
Allied player wins by avoiding German victory conditions.

SPECIAL RULES

No more than four aircraft counters may be on the mapboard at the same time.

TURN RECORD TRACK

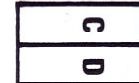
GERMAN move first	1	2	3	4	5	6	7	8	9	10
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SITUATION NO. 25

MONTCORNET: DE GAULLE ATTACKS

May 17, 1940: De Gaulle's 4th DCR attacks the flank of the 1st Panzer Division.

MAPBOARD



NORTH

AVAILABLE FORCES

ALLIED

4 A 2 7 H35 4	8 A 6 8 B 1 6	6 A 3 7 D 2 5	6 A 3 8 S35 8	1 A 2 5 RIFLE 1	20 M 32 2 1 0	0 C 0 1 200 14
6	3			9	2	11

GERMAN

5 A 2 3 0	2 A 2 8 RIFLE 1	20 M 32 1 0 0	0 C 0 1 200 12	2 C 1 2 4 200 10
2	2	2	2	2

IN ARTAIN

40 M 32 2 0 0	4 A 10 1 0 0	2 A 2 8 RIFLE 1	0 C 0 1 200 12
2	2	2	2

ENTER ON TURN 8

6 A 2 6 PZKW 1 8	2 A 2 5 PZKW 1 0	2 A 2 4 PZKW 1 8	2 A 2 8 RIFLE 1	2 C 1 2 4 200 10	2 A 2 4
3	3	3	3	3	4

IN NECE

5 A 2 3 0	3 M 12 3 0 1	2 A 2 8 RIFLE 1	0 C 0 1 200 12
2	2	2	2

SET-UP

GERMAN: Set up first, in St. Athan, Artain and Nece. Reinforce elements enter on the 8th turn from the North side of the mapboard.
ALLIED: Set up second, on or South of the K hex row.

VICTORY CONDITIONS

The Allied player wins by controlling one or more of these three towns: Nece, St. Athan and Artain.
Allied player controls one town: MARGINAL Allied victory.
Allied player controls two towns: TACTICAL Allied victory.

German player controls Nece, St. Athan and Artain: MARGINAL German victory.
No Allied unit is present on or North of the Q hex row and the German player controls the three towns mentioned above: TACTICAL German victory.

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12
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Any other result is a draw.