

SITUATION NO. 28

CALAIS:

THE MOBILE DIVISION ATTACKS

AVAILABLE FORCES

ALLIED

2 4 M IV B II 8	2 6 2	3 6 10	1 5 6	2 RIFLE 1 9	0 1 9	0 1 14	3 3 1	8 1 1	32 Z 2	32 U 2	6 3 2	3 0
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GERMAN

3 3 2	M 12 1 2	40 2 0	5 3 0	2 3 0	2 8 6	2 RIFLE 1 1	0 1 12	0 0 2
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ENTER ON TURN 4

6 2 2	2 2 2	2 2 3	2 2 3	0 1 12	0 1 12
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MAPBOARD

C
B

NORTH

SET-UP

GERMAN: Set up first, anywhere on the board, five or more hexes away from Rieux. Reinforcements enter from the East edge of Board C on turn 4.

ALLIED: Set up second, in or within two hexes of Rieux.

VICTORY CONDITIONS

The Allied player wins by controlling at the end of the game any *one* of the following:

1. Woods hexes in and around hexes B-Q-9 and B-R-10, or
2. Volle and woods hexes to the East of the town, or
3. Bridge at B-H-9.

Any other result is a German victory.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10
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SITUATION NO. 29

DUNKIRK

AVAILABLE FORCES

ALLIED

2 8 4	2 ATT 2 3	6 10 5	3 10 5	0 1 14	0 1 14	1 5 6	2 RIFLE 1 6	32 2 0	32 0 2
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GERMAN

2 8 3	2 RIFLE 1 2	0 1 12	0 1 12	5 3 0	2 3 0	3 3 1	M 12 1 2	40 2 0	2 2 0	2 2 0
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ENTER ON TURN 4

5 5 3	M 8 8 8	5 5 6	2 5 6	2 5 6	2 4 3	2 4 3	2 4 3	0 1 12	0 1 12	2 2 4	60 2 0	36 2 0	2 8 2	2 RIFLE 1 2	3 10 1	2 1 1
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MAPBOARD

C
D

NORTH

SET-UP

GERMAN: Set up first, anywhere on board D. Reinforcements enter from the South edge of board D on turn 4.

ALLIED: Set up second, anywhere on board C.

SPECIAL RULES

None

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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VICTORY CONDITIONS

Victory is determined by the number of consecutive turns through which the Allied player controls the bridge in hex D-BB-6.

Allies control bridge 7 turns: Allied DECISIVE victory.

Allies control bridge 6 turns: Allied TACTICAL victory.

Allies control bridge 5 turns: Allied MARGINAL victory.

Allies control bridge 4 turns: German MARGINAL victory.

Allies control bridge 3 turns: German TACTICAL victory.

Allies control bridge 0 turns: German DECISIVE victory.

SITUATION NO. 30

SEELOWE: INVASION OF ENGLAND

AVAILABLE FORCES

ALLIED

2 8 4	2 ATT 2 3	6 3 3	3 3 0	26 2 0	30 2 0	8 2 0	M 12 2 0	3 3 1	M 8 3 1	X 10	1 5 12	2 RIFLE 1 12	0 1 3	0 1 3
0 1 4	0 1 14	2 2 2	2 2 10	1 6 1	1 1 1									

GERMAN

6 3 3	2 6 8	5 5 3	8 5 8	2 2 3	2 2 3	0 1 12	0 1 12	2 2 18	2 2 18	3 3 2	M 12 1 2	20 2 0	M 12 2 0
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SPECIAL RULES

1. GERMAN TANKS. All German tanks are amphibious.

2. NAVAL FIRE. Use optional Naval Support Fire rule. German player receives 80 naval attack strength^c points each turn. They may not be accumulated from turn to turn.

VICTORY CONDITIONS

Victory conditions are dependent on control of the towns on the mapboard

German player controls five towns: DECISIVE German victory.

German player controls four towns: TACTICAL German victory.

German player controls three towns: MARGINAL German victory.

Allied player wins (DECISIVE) if German player controls less than three towns.

May 27, 1940: British 1st Tank Brigade plus reinforcements raid German lines held by 7th Panzer Division.

October 10, 1940: A hypothetical scenario: the German invasion of England. Reinforced elements of the German 79th Infantry Division attack elements of the British 716th Division on Gold Seebad.

MAPBOARD

D
B

NORTH

SET-UP

As per Amphibious Landing Rules. Allied player may set up on both boards.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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