

SITUATION NO. 42

DINANT: MEUSE RIVER ASSAULT

May 13, 1940: Rommel forces a crossing of the Meuse River near Dinant and Leffe attacking elements of the French 18th Infantry and 1st Cavalry Divisions.



AVAILABLE FORCES

ALLIED

4 H35 x6	2 37 L x2	0 TRUCK 2208 x6	0 WAGON x6	0 RIFLE x18	1 25 mm x3	2 37 mm x4	2 H 2
3 81 mm 0521 x3	12 75 mm x3	20(H) 32	1 I 1112 x2	1 1			

GERMAN

5 5PZKW 38 x6	2 5 5PZKW IV x3	8 6 6PZKW III x3	2 2 5PZKW II x3	2 2 231-6 x8	4 H	
2 C(I) 2403 x3	2 20 A 88 mm 0231 0	20 4 H 20 mm 0314 0	10 40(H) 105 mm 0441 0	3 I 1122 1	2 I RIFLE x9	2 I 0 C TRUCK 2206 x6

MAPBOARD

SET-UP

ALLIED: Set up first, anywhere in woods or town hexes.
GERMAN: Enter West edge of either board, Turn 1.

SPECIAL RULES

None.

TURN RECORD TRACK

GERMANS move first

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

Victory conditions are dependent on German control of the towns.
German controls four towns: Marginal German victory.
German controls five towns: Tactical German victory.
German controls all six towns: Decisive German victory.
Allied player wins by avoiding the German victory conditions (i.e., if German controls three or fewer towns).

SITUATION NO. 43

PHILIPPENVILLE: ROMMEL ATTACKS

May 15, 1940: Rommel advances westward from the Meuse River, encountering elements of the French 1st Armored and 4th North African Divisions near Philippenville.



AVAILABLE FORCES

ALLIED

3 AMR 10	1 RIFLE x12	2 81 mm 0522 x2	3 M 12	0 C 37 L x4	0 C TRUCK 2201 x3	0 C 14	5 A H39 x3	2 20(H) 75 mm x2	32
4 A 25 mm x3	2 0 WAGON x6	1 I 1111 1							

GERMAN

STUKA x4	5 A 5PZKW 38 x6	2 5 5PZKW IV x3	8 6 6PZKW III x3	2 2 5PZKW II x8	2 2 40(H) 105 mm 0442 0	32
2 I RIFLE x6	2 H 231-6 x8	4 3 I 1123 1	2 2 C(I) 2404 x2			

MAPBOARD

SET-UP

ALLIED: Enter East edge of Board D, Turn 1
GERMAN: Enter West edge of Board C, Turn 1

SPECIAL RULES

The Stuka armament is: Machine Guns 1(I), Bombs 20(H). All rules for fighter-bombers apply to the Stuka.

TURN RECORD TRACK

ALLIES move first

1	2	3	4	5	6	7	8	9	10
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VICTORY CONDITIONS

The German player wins by controlling Wiin at the end of the scenario, *without* losing ten or more combat units.
The Allied player wins by avoiding German victory conditions.