

# SITUATION NO. 26

**CRECY: DE GAULLE TRIES AGAIN**

May 19, 1940: De Gaulle's 4th DCR attacks the flank of the 1st Panzer Division for the second time.

MAPBOARD



NORTH

## AVAILABLE FORCES

### ALLIED

8 8 3	6 7 2	6 8 2	4 7 6	1 5 9	20 2 4	32 0 13
8 B1 6	7 D2 5	8 S35 8	7 R35 4	5 RIFLE 1	2 2nd 0	1 2007 14

### GERMAN

ON BOARD C:

2 2 2	2 2 8	2 8 3	2 4 3
2 221 8	2 231-6 8	8 RIFLE 1	4 2307 10

ENTER ON TURN 4:

8
8

ON BOARD A:

40 2 2	20 1 0	3 3 1	5 3 2	2 8 6	2 4 3	0 1 3
40 141 32	20 1 0	3 1 1	5 3 2	2 8 RIFLE 1	2 4 10	0 C 0

## SET-UP

GERMAN: Sets up first, in boards C and A.

ALLIED: Enter South edge of board C, between hex rows A and X, inclusive.

## SPECIAL RULES

No more than four aircraft counters may be on the board at the same time. Consider the following bridges destroyed: C-Y-3, C-Y-5, D-BB-6 and A-J-2.

## VICTORY CONDITIONS

German player holds all bridges and all town hexes of Grancelles: DECISIVE German victory.

German player holds all bridges in Grancelles: TACTICAL German victory. German player prevents French player from holding any bridge hex in Grancelles: MARGINAL German victory.

French player holds all of Grancelles South of the river: MARGINAL French victory.

French player holds all of Grancelles South of the river and one bridge hex: TACTICAL French victory.

French player holds all of Grancelles South of the river and all bridge hexes: DECISIVE French victory.

## TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12
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# SITUATION NO. 27

**ARRAS: FORLORN HOPES**

May 21, 1940: "Frankforce" (elements of the 5th and 50th British Infantry Divisions and the 1st Tank Brigade and remnants of the 3rd DLM attack the Totenkopf SS Motorized Division and elements of the 7th Panzer Division.

MAPBOARD



NORTH

## AVAILABLE FORCES

### ALLIED

ATTACK FORCE

2 8 6	6 10 3	6 8 3	4 6 2	5 7 2	6 3 2	32 2 2	32 0 12	1 5 12
2 A11 2	10 A12 5	8 S35 8	6 H35 6	7 H35 7	3 1st 0	14 25 0	32 0 0	5 RIFLE 1

IN GRANCELLES

1 5 6	2 RIFLE 1	3 3	8 1
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### GERMAN

5 3 3	20 1 0	2 2 2	20 2 0	2 4 3	40 2 2	2 8 12	0 1 6	3 3 2
5 A 2	20 1 0	2 1 0	20 2 0	2 4 10	40 141 32	2 8 RIFLE 1	0 C 0	3 1 1

## SET-UP

GERMAN: Set up first, anywhere South of the major East-West stream except in Grancelles.

ALLIED: Set up second. The units in Grancelles may set up in the part of the town South of the river. The attack force sets up North of the major stream, anywhere in boards C and D.

## SPECIAL RULES

Consider the bridge in hex J2, board A, destroyed.

## VICTORY CONDITIONS

Victory conditions are dependent on control of the six towns South of the major stream.

Allied player controls four towns: DECISIVE Allied victory.

Allied player controls three towns: TACTICAL Allied victory.

Allied player controls two towns: MARGINAL Allied victory.

German player controls three towns: MARGINAL German victory.

German player controls four towns: TACTICAL German victory.

German player controls five towns: DECISIVE German victory.

## TURN RECORD TRACK

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