

# 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 1 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 2	0 1 2	0 1 12
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##### ENTER ON TURN 4

6 2 2	2 2 2	2 2 3	2 2 3	0 1 3	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 6	0 1 14	1 5 6	2 RIFLE 1 6	32 2 2	32 0 0
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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 6	5 5 6	2 5 6	2 4 6	2 4 3	2 4 3	2 4 3	0 1 2	0 1 2	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 30	30 2 0	8 2 0	M 12 1 2	3 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 8 18	2 2 2	3 3 1	M 12 1 2	20 2 12	12 2 0
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#### MAPBOARD

D
B

NORTH

#### SET-UP

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

#### 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<sup>c</sup> 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.

#### 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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