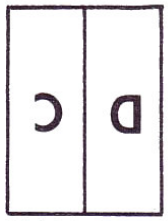
SITUATION NO. 42

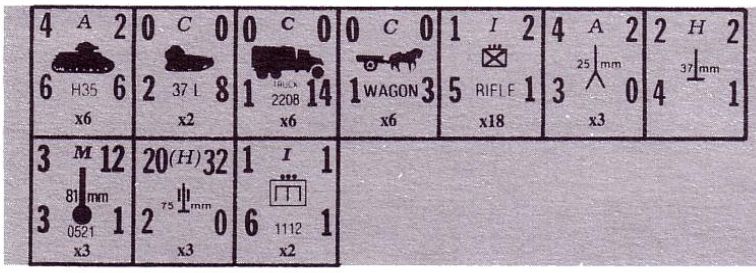
DINANT: MEUSE RIVER ASSAULT

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.

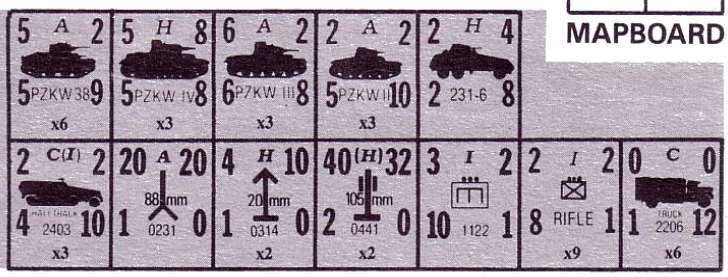


AVAILABLE FORCES

ALLIED



GERMAN



SET-UP

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

SPECIAL RULES

None.

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).

TURN RECORD TRACK

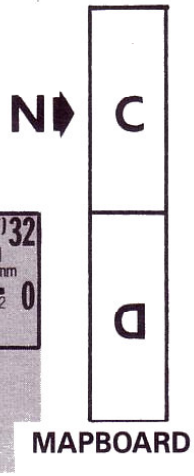
GERMANS move first

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

SITUATION NO. 43

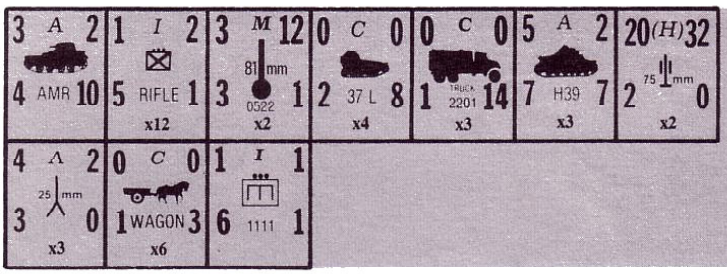
PHILIPPENVILLE: ROMMEL ATTACKS

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



GERMAN

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.

VICTORY CONDITIONS

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

TURN RECORD TRACK

ALLIES move first

1	2	3	4	5	6	7	8	9	10