

# SITUATION NO. 44

## CLAIRFAYTS: THE MAGINOT LINE

May 16, 1940: The 7th Panzer attacks the 4th North African Division around an extension of the Maginot Line.



### AVAILABLE FORCES

#### ALLIED

1 I 2 5 RIFLE 1 x6	1 I 1 6 1113 1	0 C 0 1 WAGON 3 x6	X x3	MINES 2-1 x2	DEFENSE 40 STRENGTH x2	20(H) 32 2 75 mm 0 x2
4 A 2 3 25 mm x3	5 H 6 1 20 mm 0	2 H 2 4 37 mm 1	3 M 12 1 81 mm 0522 x3			

#### GERMAN

5 A 2 5 PZKW 389 x6	5 H 8 5 PZKW IV 8 x3	6 A 2 6 PZKW III 8 x3	2 H 4 2 231-6 8	2 C(I) 2 4 2401 10 x2		
0 C 0 1 TRUCK 2201 x6	40(H) 32 2 105 mm 0441 0	20 A 20 1 88 mm 0233 0	4 H 10 1 20 mm 0313 x2	2 I 2 8 RIFLE 1 x6	3 I 2 10 1121 x2	2

MAPBOARD

### SET-UP

ALLIED: Set up first, anywhere east of major stream, in woods or town hexes.  
GERMAN: Enter West edge of Board D, Turn 1.

### SPECIAL RULES

Fortifications have a strength of 10. All Mines attack at 1-1 odds.

### TURN RECORD TRACK

GERMANS move first

1	2	3	4	5	6	7	8	9	10	11	12
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### VICTORY CONDITIONS

Victory conditions are determined by German exit of combat units off the East edge of the mapboard.  
German exits ten combat units: Marginal German Victory.  
German exits 15 combat units: Tactical German Victory.  
German exits 20 combat units: Decisive German Victory.  
Allied player wins by avoiding the German victory conditions (i.e., if German fails to exit at least ten combat units).

# SITUATION NO. 45

May 18, 1940: The 7th Panzer Division attacks elements of the 3rd DLM and 4th North African Division near Cambrai.

## POMMERVILLE: ATTACK ON COMBRAI

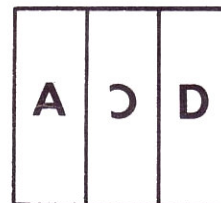
### AVAILABLE FORCES

#### ALLIED

1 I 2 5 RIFLE 1 x12	1 I 1 6 1114 1	4 A 2 6 H3b 6 x6	0 C 0 1 WAGON 3 x6	3 M 12 3 81 mm 0523 x2	0 C 0 2 37 L 8 x4	20(H) 32 2 75 mm 0 x2
3 A 2 4 FT 17 2 x2	5 H 10 1 25 mm 0	0 C 0 1 TRUCK 2202 14 x2				

#### GERMAN

5 A 2 5 PZKW 389 x6	5 H 8 5 PZKW IV 8 x3	6 A 2 6 PZKW III 8 x3	2 A 2 5 PZKW I 10 x3			
2 H 4 2 231-6 8	2 C(I) 2 4 2405 10 x3	0 C 0 1 TRUCK 2202 12 x6	2 I 2 8 RIFLE 1 x9	3 I 2 10 1121 1	40(H) 32 2 105 mm 0442 x2	20 A 20 1 88 mm 0232 0
4 H 10 1 20 mm 0312 x2	3 M 12 3 81 mm 0521 1					



MAPBOARD

### SET-UP

ALLIED: Set up first, anywhere on Board A and/or Board C.  
GERMAN: Set up second, anywhere on Board D.

### 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

The German player wins by controlling Grancelles at the end of the scenario.  
The Allied player wins by controlling six or more hexes of Grancelles at the end of the scenario.  
Any other result is a draw.