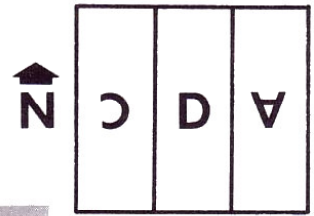


SITUATION NO. 46

LILLE: ROMMEL ATTACKED

May 28, 1940: Scattered elements of the French 1st Army attempt to break out of the encirclement at Lille by attacking the blocking positions of the 7th Panzer.



AVAILABLE FORCES

ALLIED

5 A 2 7 H39 x6	6 A 3 8 S35 x3	3 A 2 4 AMR x2	0 C 0 14 2203 x6	0 C 0 2 37 L x4	0 C 0 1 WAGON x6	20(H) 32 2 75 mm x3
3 M 12 3 0521 x2	6 A 3 3 0	1 I 2 5 RIFLE x18	5 H 10 1 0	1 I 1 6 1115 x2		

GERMAN

5 A 2 5 PZKW38 x3	2 A 2 5 PZKW11 x2	2 I 2 2 221 x2	2 H 4 2 231-6 8			
2 C(I) 2 4 2406 10	5 A 2 3 x3	20(H) 28 0 0422 0	2 I 2 8 RIFLE x9	3 I 2 10 1123 1	20 A 20 1 0233 1	4 H 10 0 0311 x2

MAPBOARD

SET-UP

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

SPECIAL RULES

None.

TURN RECORD TRACK

ALLIES move first

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

Victory conditions are determined by Allied exit of combat units off the West edge of the mapboard.

Allies exit 15 combat units: Marginal Allied Victory.

Allies exit 20 combat units: Tactical Allied Victory.

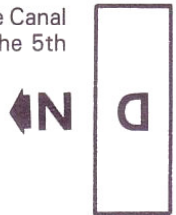
Allies exit 25 combat units: Decisive Allied Victory.

German player wins by avoiding the Allied victory conditions (i.e., if Allies fail to exit at least 15 combat units).

SITUATION NO. 47

CRUINCHY: BRIDGEHEAD ON THE SOMME

May 27, 1940: Rommel pushes a bridgehead across the La Basse Canal at Cruinchy, battling elements of "FrankForce", composed of the 5th and 50th British Divisions, and remnants of 3rd DLM.



AVAILABLE FORCES

ALLIED

6 A 3 3 0	6 A 3 5 A10 x3	2 I 2 4 MG 1401 1	0 C 0 14 2204 x4	12 A 10 2 0220 x2	1 I 2 5 RIFLE x4	1 I 1 6 1116 1
X						

GERMAN

5 A 2 5 PZKW38 x5	3 M 12 3 0522 1	2 I 2 8 RIFLE x5	2 I 2 2 221 x2	2 C(I) 2 4 2407 x3
20 A 20 1 0234 0	4 H 10 1 0311 x2	3 I 2 10 1122 1	2 H 4 2 231-6 8	0 C 0 1 2203 x2

MAPBOARD

SET-UP

ALLIED: Set up first, anywhere south of the major stream.
GERMAN: Set up second, anywhere north of the major stream but at least three hexes from nearest enemy unit.

SPECIAL RULES

Allied block must be placed on the bridge hex.
Place a blank counter in hex Y2. This represents a pontoon bridge; only one unit per turn may cross it.

TURN RECORD TRACK

GERMANS move first

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

The German player wins by controlling Artain at the end of the scenario.
The Allied player wins by avoiding German victory conditions.

