SITUATION NO. 23
STONNE: GUDERIAN'S FLANK

May 15, 1940: The French 3rd DCR and the 3rd Motorized Division attack the Gross Deutschland Motorized Regiment and elements of the 10th Panzer Division.

AVAILABLE FORCES

GERMAN

VICTORY CONDITIONS

Allied player wins if he controls Wiln at the end of the game.
German player wins by avoiding the Allied victory conditions.

SET-UP

GERMAN: Set up first, anywhere on board C.
ALLIED: Set up second, anywhere on boards D and A.

SPECIAL RULES

Use Allied halftracks from the game as trucks.

TURN RECORD TRACK

SITUATION NO. 24
BOUVELLEMON: THE THIN FRENCH LINE

May 15, 1940: The 1st Panzer Division attacks elements of the French 14th Infantry Division and the 3rd Brigade of Spahis, the last barrier between Guderian’s forces and the open, defenseless French plains.

AVAILABLE FORCES

GERMAN

VICTORY CONDITIONS

German player wins if he can clear a path from East to West edge of mapboard, unanswered by Allied units or fire by the end of the Allied move, in turn 10.
Allied player wins by avoiding German victory conditions.

SET-UP

ALLIED: Set up first, anywhere on board D.
GERMAN: Set up second, anywhere on board C.

SPECIAL RULES

No more than four aircraft counters may be on the mapboard at the same time.

TURN RECORD TRACK

SITUATION NO. 25
MONTCORNET: DE GAULLE ATTACKS

May 17, 1940: De Gaulle’s 4th DCR attacks the flank of the 1st Panzer Division.

AVAILABLE FORCES

GERMAN

VICTORY CONDITIONS

The Allied player wins by controlling one or more of these three towns: Nece, St. Athan, and Artain.
Allied player controls one town: MARGINAL Allied victory.
Allied player controls two towns: TACTICAL Allied victory.

SET UP

GERMAN: Set up first, in St. Athan, Artain and Nece. Reinforcements enter on the 8th turn from the North side of the mapboard.
ALLIED: Set up second, on or South of the K hex row.

ENTER ON TURN 8

Any other result is a draw.