**SITUATION NO. 28**

**CALAIS:**

*THE MOBILE DIVISION ATTACKS*

**AVAILABLE FORCES**

**ALLIED**

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**GERMAN**

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**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

Any other result is a German victory.

**SITUATION NO. 29**

**DUNKIRK**

*AVAILABLE FORCES**

**ALLIED**

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**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.

**VICTORY CONDITIONS**

Victory is determined by the number of consecutive turns through which the Allied player controls the bridge in hex D-RR-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**

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**SET-UP**

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

**VICTORY CONDITIONS**

Victory conditions depend on control of the towns on the map board.

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.