SITUATION NO. 42
Dinant: Meuse River Assault

May 13, 1940: Rommel forces a crossing of the Meuse River near Dinant and Lefèvre 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.

TURN RECORD TRACK

GERMANS move first

1234567891011112131415

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(l), Bombs 20(H). All rules for fighter-bombers apply to the Stuka.

TURN RECORD TRACK

ALLIES move first

12345678910

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).

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.