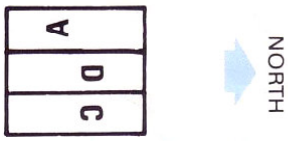
SITUATION NO. 21

BELGIUM: THE CLASH OF ARMOR

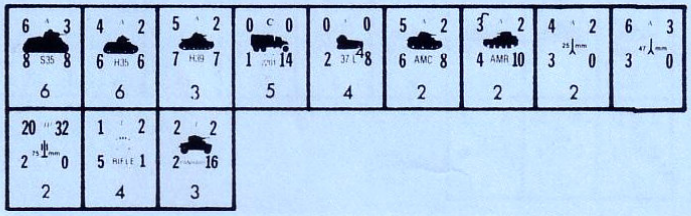
May 12, 1940: Meeting engagement of Prioux's Cavalry Corps and Hoepner's XVI Panzer Corps in Northern Belgium.

MAPBOARD

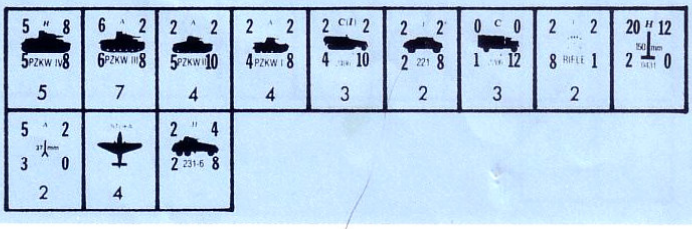


AVAILABLE FORCES

ALLIED



GERMAN



SET-UP

GERMAN: Enter East edge of C board on road, unstacked, infantry and guns in trucks and halftracks, moving at 15 hexes per turn to Kuhn for the first two turns. Units may then leave the road and move full speed. Units unable to enter immediately set-up in road-march-order off board, and enter in that order.
ALLIED: Enter South edge of A board on Western road (hex GG3), unstacked, infantry and guns in trucks and Chenillettes, moving at 12 hexes per turn to Nece during the first two turns. Units may then leave the road and move full speed. Units unable to enter immediately set-up in road-march-order off board and enter in that order.

SPECIAL RULES

The Stukas do not enter until the fifth turn.

VICTORY CONDITIONS

Each enemy unit destroyed is worth one victory point. If the destroyed unit is motorized (tank or transport), it's worth three points.

Allied player has at least twice as many points as the German: DECISIVE Allied victory.
Allied player has at least one-and-a-half times as many points as the German: TACTICAL Allied victory.
Allied player has as many points as the German: MARGINAL Allied victory.
German player has more points than the Allied: MARGINAL German victory.
German player has at least one-anda-half times as many points as the Allied: TACTICAL German victory.
German player has at least twice as many points as the Allied: DECISIVE German victory.

TURN RECORD TRACK

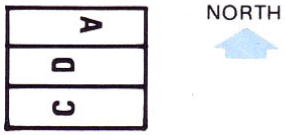
ALLIES move first	1	2	3	4	5	6	7	8	9	10

SITUATION NO. 22

CHEHERY: GUDERIAN ATTACKED

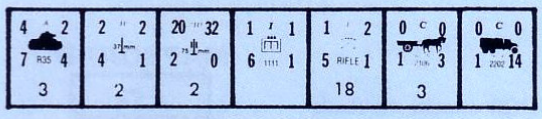
May 14, 1940: The French 213th Infantry Regiment and the 7th Independent Armored Battalion attack the 1st Panzer Division's bridgehead across the Meuse river.

MAPBOARD



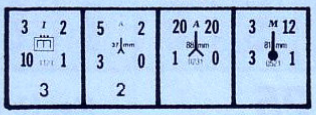
AVAILABLE FORCES

ALLIED

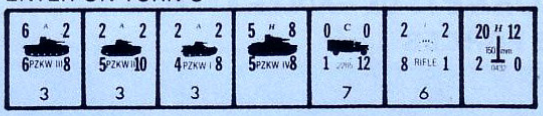


GERMAN

IN NECE



ENTER ON TURN 8



SET-UP

GERMAN: Set up first in Nece. Reinforcements enter on the 8th turn from the North side of the mapboard.
ALLIED: Set up second, anywhere on board C.

VICTORY CONDITIONS

Allied player wins by holding at least one hex of Nece at the end of the game.
German player wins by avoiding the Allied victory conditions.

SPECIAL RULES

NONE

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15