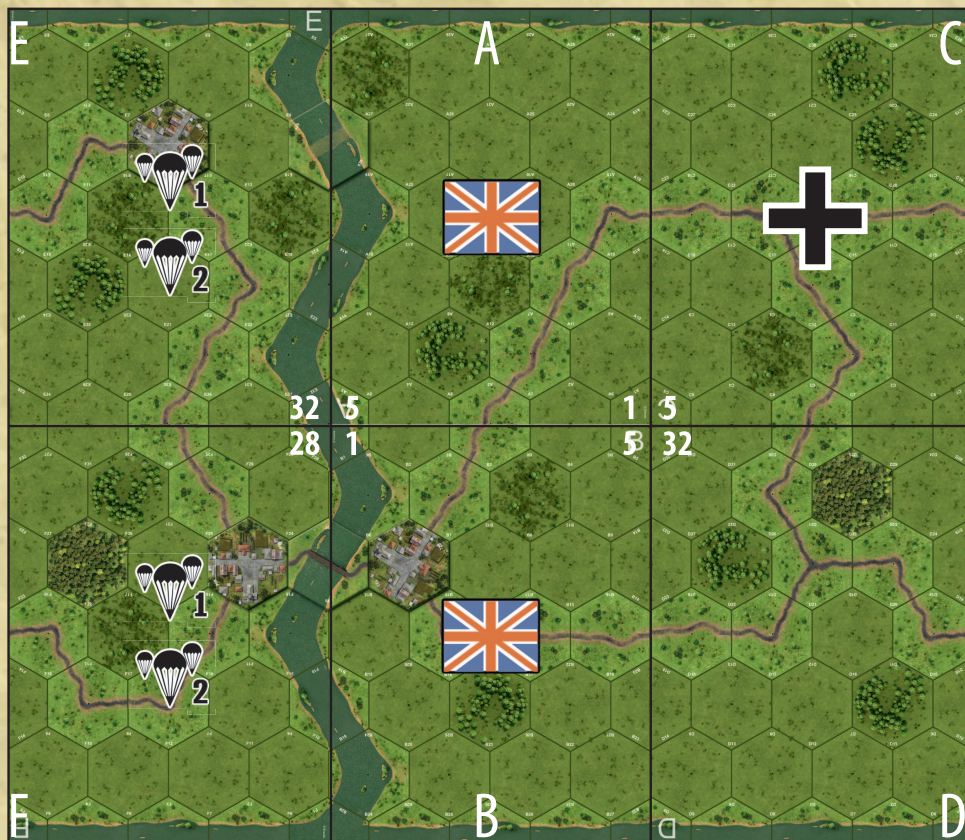


German paratroops parachuted in the rear of the British Expeditionary Force and blocked it's way of retreat. However they themselves were in grave danger, for British troops now could destroy them. Now, commander of German vanguard faced a difficult task: to break through British troops and reach the paratroops before they will be destroyed.



RELIEF

DURATION OF THE GAME: 12 turns.

TERRAIN TILES

E	E12 - 699; E14 - 671.
F	F19 - 697; F20 - 694.
B	B11 - 723.

VICTORY CONDITIONS:

- Destroy German paratroops units in sectors E and F — 50 Victory points for each destroyed unit
- Protect paratroops units in sectors E and F — 50 Victory points for each paratroops unit not destroyed by the end of the game.
- Destroy the enemy — both players earn VP equal to the unit cost of all enemy units destroyed during the game.

BRITISH ARMY

	HQ: any hex in sectors A and B .
	Infantry 1: any hex in sectors A and B .
	Infantry 2: any hex in sectors A and B .
	Infantry 3: any hex in sectors A and B .
	Infantry 4: any hex in sectors A and B .
	2-pdr anti-tank gun unit: any hex in sectors A and B .
	Mortar unit: any hex in sectors A and B .
	Machinegun unit: any hex in sectors A and B .
	Matador truck unit: any hex in sectors A and B .

GERMAN ARMY

	HQ: any hex in sector C .
	Sidecar R12 unit: any hex in sector C .
	Sd.Kfz.222 unit: any hex in sector C .
	Machinegun unit: on board of the Opel Blitz truck unit.
	Mortar unit: on board of the Opel Blitz truck unit.
	Regular infantry 1: any hex in sector C .
	Regular infantry 2: any hex in sector C .
	Regular infantry 3: any hex in sector C .
	Opel Blitz truck unit: any hex in sector C .
	Paratroops unit 1: any hex in sectors E and F .
	Paratroops unit 2: any hex in sectors E and F .