

SCENARIO

"Surrounded by Enemies"

Following the disastrous collapse of the French army, the British Expeditionary Force retreats to the port of Dunkirk. But, some German troops threaten the escape route, so they need to clear out their lines of communication to the rest of the army.



The British Army:



All British forces set up in or adjacent to any town or village hexes on board M.



HQ



Matilda MK-II



British 3-inch mortar
STATUS AT PLAYER'S CHOICE



British Machinegun



1 British Infantry 1



2 British Infantry 2



3 British Infantry 3



4 British Infantry 4

Place terrain tiles on the gameboard:

Attention!

Tiles 430 & 431 are from a copy of Barbarossa, 1941.

M	M18 703	M17 721	M13 702	M12 710	M16 694
	M15 687	M18 703			
H	H15 688	H20 714	H16 430	H21 431	H25 720
	H28 704	H17 719	H22 706		
F	F14 679				
K	K2 668	K6 724	K7 712	K8 715	K15 681
	K12 705	K16 698	K11 718	K17 699	K21 723

Mission Objectives:

Game Length: 8 turns.

The British Army:

1. Take the Villages—20 points for each occupied village hex*.
2. Take the Towns—30 points for each occupied town hex*.

Wehrmacht:

1. Take the Villages—20 points for each occupied village hex*.
2. Take the Towns—30 points for each occupied village hex*.

*Only for 669, 699, 723 hexes.

Special rules:

A hex is "occupied" by an army if only units from that army are in that hex at the end of the game.

Any hex that is not occupied by the British at the end of the game is considered occupied by the Wehrmacht.



Wehrmacht:

Gruppe 1:

- Set up in any light woods or forest hex on board H:
- MG-34 machine Gun
Deployed, Ambush Status
- PAK-36 Anti-Tank Gun
Deployed, Ambush Status

Gruppe 2:

- Set up in any town or village hexes on board K:
- Regular Infantry 1
- Regular Infantry 2
- German Elite Troops 3
- German Elite Troops 4

MG-34 machine-gun

STATUS AT PLAYER'S CHOICE



PAK-36 Anti-tank Gun



Regular infantry 1



Regular infantry 2



German Elite troops 3



German Elite troops 4

