

15.0 Game Setup

15.1 The German Forces: There are **ten German** units and each is assigned its own track, as follows: *1/9th Panzer* = **Track A**; *2/9th Panzer* = **Track B**; *20 Motorized* = **Track C**; *254th Infantry* = **Track D**; *18th Infantry* = **Track E**; *14th Infantry* = **Track F**; *216th Infantry* = **Track G**; *56th Infantry* = **Track H**; *1/256th Infantry* = **Track I**; *2/256th Infantry* = **Track J**.

Place each unit on the "Start" space of its corresponding track with its full-strength side showing.

15.2 The Allied Forces: There are a number of French, Belgian and British units available to you and can be setup as you wish within the indicated parameters. All units are placed on the map with their full-strength sides showing. You may place **any unit of any strength** of the given nationality on the indicated track or space.

Historical Option: If you wish to place units in their historical locations, place only those units listed in parentheses after each track or space location.

15.21 The Belgians: Place **one** Belgian unit in each of the following spaces: **H1, I1** and **J1**.

15.22 The French: Place **two** French units in each of the following spaces: **A1** (*1/208* and *2/208*), **B1** (*1/225* and *2/225*), **C1** (*1/341* and *2/341*) and **D1** (*1/137* and *2/137*).

The remaining **five** French units may be placed in **any space(s)** on tracks **A, B, C** or **D** that you wish.

15.23 The British: The following **British** units must be placed as indicated:

Place **two** British units anywhere on **Track C** (*1/Loyal* and *2/5 Sherwood Forester*)

Place **two** British units anywhere on **Track D** (*1/East Lancashires* and *5/Border*)

Place **three** British units anywhere on **Track E**, with at least **one** in space **E1** (*2/Coldstream Guards*, *1/Duke of Wellington* and *4/Green Howards*)

Place **three** British units anywhere on **Track F**, with at least **one** in space **F1** (*4/East Yorkshires*, *5/Green Howards* and *6/Durham Light Infantry*)

Place **three** British units anywhere on **Track G**, with at least **one** in space **G1** (*9/Durham Light Infantry*, *1/Kings Own Scottish Borderers* and *2/Royal Ulster Rifle*)

Place the **GHQ** unit in **G5/H5** (*La Panne*)

The remaining **twelve** British units may be placed in *any space(s)* on tracks **A, B, C, D, E, F** or **G**.

15.3 Evacuee Units: Deploy **two Evacuee** units with their "**2**" side showing on **A5** (*East Jetty*). Deploy **five Evacuee** units with their "**1**" side showing as follows: **one each** in the **five Beach** spaces (**B5, C6, D5, E5** and **F5**). Deploy **seven Evacuee** units with their "**1**" side showing as follows: **two** on **A4** and **one each** in the **five Canal** spaces adjacent to the **Beach** spaces (**B4, C5, D4, E4** and **F4**).

15.4 Markers: Place the "The Mole" marker with its "The Mole -Operating" side showing in the assigned space on the map. Put the "Modern Destroyers Deployed" marker with that side showing on Channel Route space **X2** (as a reminder that the "X" route can't be used yet). Put the Game Turn marker in the Day space of May 27th (Turn #1) with its "Day" side showing. Finally, take the "Dunkirk Spirit" and "RAF Bomber/CAP" markers and place them near you (you may use them at any eligible time for free). All other game markers are placed aside within easy reach.

16.0 Event Descriptions

Goering Promises a Victory / Goering Rants and Raves

Reichsmarschall Hermann Goering was the head of the German Luftwaffe. He told Hitler that the Luftwaffe could wipe out the British forces without the need to risk Wehrmacht troops on the ground and Hitler's strategy was affected by that promise. The Luftwaffe terrified the Allied forces in the perimeter and out in the channel and caused massive death and destruction. But it failed in its primary goal of eliminating the British army. Nonetheless, it was a harrowing and dangerous experience for the Brits as they underwent constant harassment from the skies. BEF lorry driver Tom Bristow said of the incoming Stukas, "they looked like filthy vultures, their undercarriage not being retractable so that their landing gear reminded one of the cruel talons in which they held their victims."

The Little Ships of Dunkirk

The real "miracle" at Dunkirk was the ability of the English populace to rise to the occasion and help save their fighting men across the Channel. All sorts of vessels – private, commercial and military – were mustered and sailed across the waters to take on survivors in the midst of a horrendous ongoing battle. Among the many small crafts that were pressed into service in the Dunkirk flotilla was the yacht "Sundowner". She was skippered by Charles H. Lightoller and his son. He was the highest ranking officer to have survived the sinking of the HMS Titanic 28 years earlier and was responsible for saving 136 men.

Dutch Skoots Found in Thames

The Royal Navy found 50 Dutch skoots (a flat-bottomed boat) in the Thames estuary. They manned the skoots with British sailors and sent them across the Channel to save many of the soldiers on the beaches. Due to their flat bottoms they were able to sail right up onto the beaches and thus were more accessible than the larger, deep draft ships.

Cloudy Skies / Weather is Crystal Clear / Heavy Rains

The weather during the battle varied quite a bit and directly affected the ability of the Luftwaffe to launch effective attacks against the perimeter. On May 28th, the weather was very bad over the beaches near Dunkirk and therefore Fliegerkorps VIII was grounded by its commanding officer, General Major Wolfram von Richthofen. Wolfram was a cousin to the famous "Red Baron" of the First World War – Manfred von Richthofen. On clear days von Richthofen ordered extra sorties to try to reduce the British and French perimeter even faster.

RAF Covers the Harbor / RAF Air Superiority Achieved / RAF Bomber Sortie

The RAF (Royal Air Force) scrambled planes to cover the Dunkirk evacuations during the entire engagement. In the end, the RAF lost 106 planes during the entire eleven days of Operation Dynamo. However, British pilots in turn shot down 150 German planes of the vaunted Luftwaffe, making it possible for the ships to evacuate hundreds of thousands of men.

Pound Withdraws Modern Destroyers / Ramsey Requests Destroyers Return

The British admiralty withdrew the most modern destroyers after they lost HMS Harvester, Havant, Ivanhoe, Impulsive, Icarus and Intrepid to German mines and aircraft. For three days Operation Dynamo was only protected by the older ships of the Royal Navy. Admiral Ramsey demanded that the new ships be returned and they eventually re-occupied their stations.

Adm. Wake-Walker & Cpt. Tennant Arrive

The British Admiralty sent Admiral Frederic Wake-Walker and Captain William Tennant to direct the shore patrols, coordinate the ships and attempt to organize the masses of men on the beaches east of Dunkirk and west of La Panne. Wake-Walker set up within the headquarters of the BEF at La Panne and was in constant contact with the Admiralty in London. Their ability to bring order and efficiency to the evacuation was a primary ingredient in its success.

General Gort's Foresight

General Gort (John Standish Surtees Prendergast Vereker), commander in chief of the BEF, ordered the strategic withdrawal of all British forces from Belgium and northern France before they were surrounded. He helped to setup the defensive perimeter that allowed the time for the British evacuation of the BEF and French forces in the Dunkirk pocket.

Poor Communications with London

On the evening of May 30, 1940 an officer of the naval shore party whose judgment "had been affected by the events of the day" sent word back to England from La Panne (BEF headquarters), that because of tremendous enemy aerial bombardment, Dunkirk harbor was blocked. Therefore, further embarkation from the breakwater was impossible. It wasn't true. Dynamo headquarters had no option but to order that no further ships should try to enter the harbor.