LUFTWAFFE ATTACK TABLE
(against each targeted unit)

TARGET	MISS	SUPPRESSED	1 HIT + SUPPRESSED	ELIMINATED
Channel Route Evacuee Unit	2-5	6-7	8-9	10-12
All Other Evacuee Units	2-6	7-8	9-10	11-12*
Combat Unit	2-7	8-9	10-12*	-

Mole/Beach Jetties Damaged on die roll of "12"

MODIFIERS
Target unit in Town Space −1
Target unit in Marsh Space +1
Night Turn −2
Event Effect ?
RAF Bomber +1

GERMAN INTERDICTION ATTACK TABLE (against each targeted unit)

TURN	MISS	SUPPRESSED	1 HIT + SUPPRESSED	ELIMINATED
Day	2-5	6-7	8-9	10-12
Night	2-7	8-9	10-11	12

UNIT STACKING

German Units = 1
Allied Combat Units = unlimieted
Evacuee Units in Evacuation Staging Area = unlimited
Evacuee Units in "To England" area = 2
Evacuee Units in East Jetty = 4
Evacuee Units in Other Channel Routes = 1
Evacuee Units in All Other = 2

PLAYER ACTIONS

1. Move ALL units of same nationality in one space by Foot (1 PA)* or by Truck (2 PA)*
2. Create a "1" Evacuee unit (1 PA) - only allowed in a May turn
3. Convert a Combat Unit into an Evacuee Unit (1 PA) - only allowed in a June turn
4. Upgrade a "1" Evacuee Unit to a "2" Evacuee Unit (1 PA)
5. Intelligence Report (1 PA)
6. Raise the "Dunkirk Spirit" (1 PA)
7. Conduct one Evacuation Move (1 PA)
8. Release Flooding (2 PA)
9. Build the Beach Jetties marker (3 PA)
10. Repair a "Damaged" Mole or Beach Jetties marker (2 PA)

* a number of units stacked w/GHQ unit = GHQ's Combat Factor may be moved for FREE.

ALLIED UNIT MOVEMENT

UNIT TYPE	DAY	NIGHT
Foot	2	1
Truck	Unlimited	4
Montgomery	always "Day" rates	

Marsh/Flooded Space:
units must stop for the turn.
German units must roll 1-4 to move out.
Allieds units may freely continue next turn.

COMBAT RESULTS TABLE - GERMAN ATTACK

0 WINS	1 WIN	2 WINS	3 WINS	4+ WINS
GERMAN: Retreats and "Disrupted" if no tying die roll is made	GERMAN: Retreats if any Allied unit remains in space	GERMAN: No effect, will Attack again if any Allied unit still in space. *Panzer units may Breakthrough*	GERMAN: No effect, will Attack again if any Allied unit still in space. *Panzer and Motorized units may Breakthrough*	GERMAN: No effect, will Attack again if any Allied unit still in space. *Any German unit may Breakthrough*
Check for Casualty Roll	*Check for Casualty Roll*			
🛑 ATTACK ENDS 🛑	🛑 ATTACK ENDS 🛑			
ALLIED: No Effect	ALLIED: Apply one WIN result against a Frontline unit	ALLIED: Apply Two WIN results against Allied unit(s)	ALLIED: Apply Three WIN results against Allied unit(s)	ALLIED: Apply four or more WIN results against Allied unit(s)

BELGIAN SURRENDER/ PANZER WITHDRAWAL

Die Roll
1 = all Belgian units Surrender/Panzer Units Flipped if not already flipped
2 - 6 = no effect

Belgian Surrender Die Roll Modifiers:
-1 for each Hit suffered by Belgian units
-1 on Turn 2 and each turn thereafter

Panzer Withdrawal Die Roll Modifiers:
-1 for each Hit and Disrupted marker on Panzer units
-1 on Turn 6 and each turn thereafter

COMBAT RESULTS TABLE - ALLIED ATTACK

0 WINS	1 WIN	2 WINS	3 WINS	4+ WINS
ALLIED: Retreats	ALLIED: Retreats	ALLIED: No Effect	ALLIED: No Effect	ALLIED: No Effect
Check for Casualty Roll	*Check for Casualty Roll*	🛑 ATTACK ENDS 🛑	🛑 ATTACK ENDS 🛑	🛑 ATTACK ENDS 🛑
🛑 ATTACK ENDS 🛑	🛑 ATTACK ENDS 🛑	GERMAN: Retreats	GERMAN: Retreats	GERMAN: Applies hit and Retreats
GERMAN: No Effect	GERMAN: No Effect			

Casualty Roll: *If attacker rolls only one Attack Die - one "1" rolled is a Hit*
If attacker rolls multiple Attack Dice - Two or more "1s" rolled is a Hit

VICTORY POINTS TRACK

9
8
7
6
5
4
3
2
1
0

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