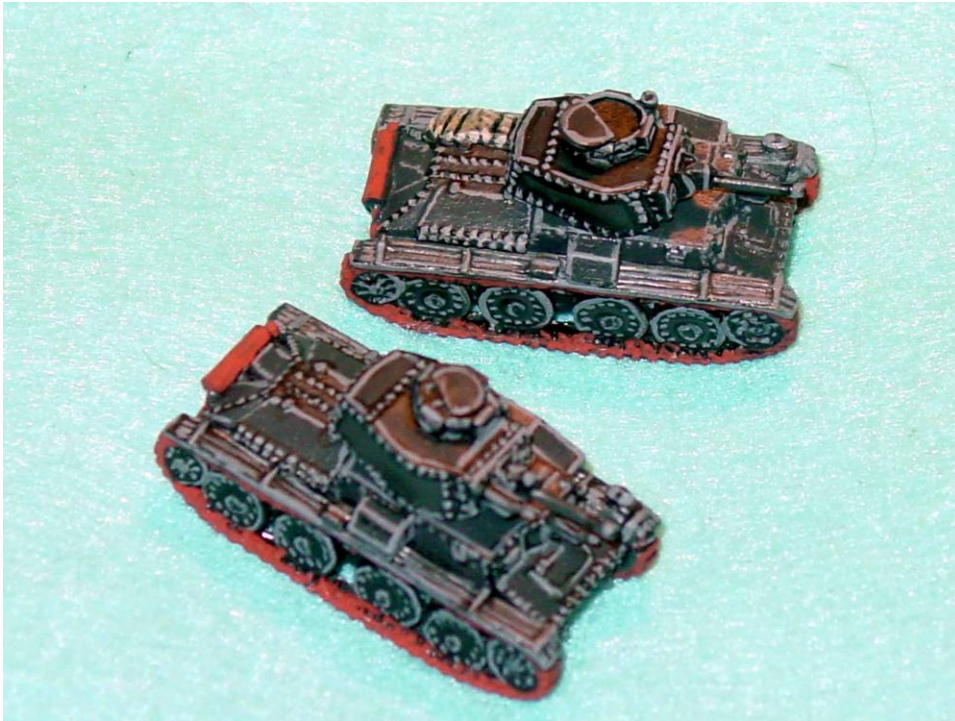




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Dunkirk

May-June, 1940

Campaign for the Khamsin WW2

Campaign Rules

Version 2.12 – April, 2015

Introduction

Khamsin is intended to provide a simple campaign system to generate interesting Flames of War battles. This module is intended to be used with the basic rules to recreate a campaign set during The Dunkirk Campaign during May-June, 1940.

1.0 Order of Battle

Each historical force is made up of a group of representative FOW companies. Actions generated through campaign maneuvers will be fought out on the tabletop using these types of companies, and the strength of a formation in the campaign is shown as the number of companies fielded.

Axis Forces:

AXIS FORCES – at start					
FORMATION	AFFILIATION	MOBILITY	ACTIVATION	UNIT STRENGTH	TABLETOP UNIT OPTIONS
ARMEEGROUP A – KLEIST GROUP (<i>Hesdin</i>)					
Guderian		Motor	+1	-	Leader, XIX Corps
1 st Panzer Division	XIX Corps	Motor	4	2	Leichte or Mittlere Panzerkompanie, or Panzerschützenkompanie
2 nd Panzer Division	XIX Corps	Motor	4	2	Leichte or Mittlere Panzerkompanie, or Schützenkompanie
10 th Panzer Division	XIX Corps	Motor	4	2	Leichte or Mittlere Panzerkompanie, or Schützenkompanie
SS Liebstandarte IR	XIX Corps	Motor	3	1	SS Schützen or Kradschützen company
Grossdeutschland IR	XIX Corps	Motor	3	1	Heer Schützen company [*elite]
6 th Panzer Division	XXXXI Corps	Motor	4	2	Czech Panzer company (Pz 35)
8 th Panzer Division	XXXXI Corps	Motor	4	2	Czech Panzer company (Pz 38)
SS Verfügungs Divn	XXXXI Corps	Motor	3	2	SS Schützen company
ARMEEGROUP A – HOTH GROUP (<i>Arras</i>)					
3 rd Panzer Division	XVI Corps	Motor	4	2	Leichte or Mittlere Panzerkompanie, or Schützenkompanie
4 th Panzer Division	XVI Corps	Motor	4	2	Leichte or Mittlere Panzerkompanie, or Schützenkompanie
SS Totenkopf Divn	XVI Corps	Motor	3	2	SS Schützen or Kradschützen company
5 th Panzer Division	XXXIX Corps	Motor	4	2	Leichte or Mittlere Panzerkompanie, or Schützenkompanie
7 th Panzer Division	XXXIX Corps	Motor	4	2	Czech Panzer company (Pz 38)
20 th Motorized Divn	XXXIX Corps	Motor	4	2	Motorized Schützen company

AXIS FORCES – at start					
FORMATION	AFFILIATION	MOBILITY	ACTIVATION	UNIT STRENGTH	TABLETOP UNIT OPTIONS
ARMEEGROUP B – 6 th ARMY (*)					
188 th Infantry Division	IV Corps	Leg	4	2	Heer Infantry company
31 st Infantry Division	IV Corps	Leg	4	2	Heer Infantry company
61 st Infantry Division	IV Corps	Leg	4	2	Heer Infantry company
30 th Infantry Division	XI Corps	Leg	4	2	Heer Infantry company
19 th Infantry Division	XI Corps	Leg	4	2	Heer Infantry company
14 th Infantry Division	XI Corps	Leg	4	2	Heer Infantry company
269 th Infantry Division	XXVII Corps	Leg	4	2	Heer Infantry company
253 rd Infantry Division	XXVII Corps	Leg	4	2	Heer Infantry company
217 th Infantry Division	XXVII Corps	Leg	4	2	Heer Infantry company
7 th Infantry Division	X Corps	Leg	4	2	Heer Infantry company
35 th Infantry Division	X Corps	Leg	4	2	Heer Infantry company
ARMEEGROUP B – 18 th ARMY (*)					
56 th Infantry Division	IX Corps	Leg	4	2	Heer Infantry company
216 th Infantry Division	IX Corps	Leg	4	2	Heer Infantry company
256 th Infantry Division	XXVI Corps	Leg	4	2	Heer Infantry company
208 th Infantry Division	XXVI Corps	Leg	4	2	Heer Infantry company

Axis Reinforcements:

The following units become available during the course of the campaign:

AXIS FORCES – reinforcements					
FORMATION	AFFILIATION	MOBILITY	ACTIVATION	UNIT STRENGTH	TABLETOP UNIT OPTIONS
ARMEEGROUP A					
9 th Panzer Division	Reserve	Motor	4	2	Leichte Panzerkompanie, or Schutzenkompanie
29 th Motorized Division	Reserve	Motor	4	2	Motorized Schutzen Company
ARMEEGROUP B					
254 th Infantry Division	Reserve	Leg	4	2	Heer Infantry company

Reinforcement Arrival:

German reinforcement units may be committed from May 29th (turn 8). Army Group A reserve units arrive in Arras, those from Army Group B arrive in Ghent.

Allied Forces:

ALLIED FORCES – at start					
FORMATION	AFFILIATION	MOBILITY	ACTIVATION	UNIT STRENGTH	TABLETOP UNIT OPTIONS
BEF					
Lord Gort	BEF	Motor	+1	-	Leader, affects British units only
General Brooke	BEF	Motor	-	-	Leader, affects British units only (added support choice)
BRITISH I ARMY CORPS					
1 st Infantry Division		Semi-Motor	3	2	Guards or Regular rifle company
42 nd Infantry Division		Semi-Motor	4	2	Territorial rifle company
BRITISH II ARMY CORPS					
Maj. Genl Montgomery	3 rd Infantry Div	Motor	+1	-	Leader, affects 3 rd Infantry Division only
3 rd Infantry Division		Semi-Motor	3	2	Guards or Regular rifle company
4 th Infantry Division		Semi-Motor	3	2	Regular rifle company
5 th Infantry Division		Semi-Motor	3	2	Regular rifle company
50 th Infantry Division		Semi-Motor	4	2	Territorial rifle company
BRITISH III ARMY CORPS					
2 nd Infantry Division		Semi-Motor	3	2	Regular rifle company
44 th Infantry Division		Semi-Motor	4	2	Territorial rifle company
46 th Infantry Division		Semi-Motor	4	1w	Territorial rifle company
48 th Infantry Division		Semi-Motor	4	1	Territorial rifle company
BOULOGNE					
20 th Guards Brigade	British	Semi-Motor	3	1w	Guards rifle company
21 st Division Infanterie	French	Leg	5	1w	Compagnie de Fusiliers-Voltigeurs (Reserve)
CALAIS					
30 th Guards Brigade		Semi-Motor	3	1w	Guards rifle company
3 rd RTR		Motor	2	1w	Armoured regiment or Divisional cavalry squadron
FRENCH 1 ST ARMEE					
III Corps	French	Leg	4	3	Compagnie de Fusiliers-Voltigeurs (Active or Colonial) or Compagnie de Fusiliers Porttes
IV Corps	French	Leg	6	4	Compagnie de Fusiliers-Voltigeurs (Active or Colonial) or Compagnie de Fusiliers Porttes
V Corps	French	Leg	6	3	Compagnie de Fusiliers-Voltigeurs (Colonial) or Compagnie de Fusiliers Porttes
Corps de Cavalerie	French	Motor	4	2	Escadron de Combat or Escadron de Reconnaissance
FORCES MARITIMIES DU NORD (NORTHERN COASTAL FORCES)					
60 th Infantry Division	French	Leg	5	2	Compagnie de Fusiliers-Voltigeurs (Active)
68 th Infantry Division	French	Leg	5	2	Compagnie de Fusiliers-Voltigeurs (Active)

Allied Initial Deployment –

- Allied formations may not be deployed in an area under German or Belgian control at start, otherwise they may deploy as follows:

- French 1st Army – within 1 area of Lille
- Boulogne and Calais garrisons – in that area
- BEF – any area east of the Fuhrer Halt Line
- Forces Maritime du Nord – Dunkirk

Force Changes / Restrictions –

Flames of War forces are selected from the appropriate list as set forth in the Army List Section. Each entry will note the base list to be used, plus any added or deleted options to accurately represent that formation.

Replacements –

- The Axis CiC receives 15 armor & 20 general replacement points each replacement turn
- The Allied CiC receives 0 armor & 5 general replacement points each replacement turn
- Replacement Integration - both sides in this campaign use dedicated replacements

Axis Initial Deployment –

- Axis formations may be deployed in any areas noted on the map as starting under German control. Only units of the same army or group may deploy together in the same area initially.

- The starting deployment area is shown in parentheses after the name of the group / army on the Order of Battle
- (*) - Forces from Armeegroup B may deploy in either Ghent, Oudenaarde, Tournai or Douai



2.0 Campaign Timeline

The campaign commences on May 22nd and ends by June 5th (a total of 15 days).

Below is the turn record chart, showing events and actions for the campaign:

Dunkirk 1940 - Turn Record Chart								
1) Wed May 22		4) Sat May 25 [h]		7) Tue May 28 [w]		10) Fri May 31		13) Mon Jun 3
2) Thu May 23		5) Sun May 26 [1]		8) Wed May 29 [ar, pw]		11) Sat Jun 1		14) Tue Jun 4
3) Fri May 24 [h]		6) Mon May 27		9) Thu May 30		12) Sun Jun 2 [1]		15) Wed Jun 5
Milestones indicated on the turn chart above are: [1] – replacements available [ar] - Axis reinforcements arrive [h] – check for halt order [w] – begin rolling for weather [cr] - Allied reinforcements arrive [pw] – Panzer withdrawal begins								

3.0 Weather

Determining Weather –

The weather during this campaign started out mild and sunny, but several fronts brought overcast and storms at points during the action.

To reflect this, each turn commencing with the May 28th turn, the Allied CiC rolls for weather at the start of each turn. On a roll of 5+ the weather becomes overcast and stormy for the day.

Weather Effects –

Weather other than clear affects operations as follows:

Overcast/Stormy –

- No airpower will be present
- Double the movement costs for each type of connector
- Add an extra 2 to terrain rolls for waterway areas and areas adjacent to waterway areas for the rest of the campaign

4.0 Coordination and Supply

Allied Coordination –

The campaign covered a wide area, and small forces were forced to hold off much larger forces quite frequently.

To reflect this, the following rules apply to units occupying the same area:

- French Corps formations may not occupy any area with any other formation except a leader.
- French and British forces may never occupy the same area together, unless they are occupying a coastal area

If a unit is ordered to move in such a way as to violate the coordination rules the referee will adjust that unit's movement to comply with these rules.

Optional Rule:

If willing players are available, the French and British armies can be represented by two different overall commanders, each of whom turns in their moves separately.

While this nicely reflects the actual coordination problems the Allies faced, it significantly handicaps them in the campaign, so if this rule is used the Allied forces are awarded an extra 15 victory points.

Axis Coordination –

German forces had a significant material superiority in this area during the campaign timeframe. They were inhibited in bringing their full force to bear by the lack of multiple approach routes for many of the Allied defensive positions.

To reflect this, the following rules apply to units occupying the same area:

- German units from different corps, groups or armies may not occupy the same area
- German reserve formations may share an area with other units from their army group (they are not assigned to any specific corps)

If a unit is ordered to move in such a way as to violate the coordination rules the referee will adjust that unit's movement to comply with these rules.

Supply Areas –

Supply areas for Axis formations are Ghent, Oudenaarde, Tournai and Arras. Supply areas for the Allied formations are Boulogne, Calais and Dunkirk.

Lille is a special case for the Allied side only. As long as Lille is under Allied control, any Allied force within 1 area of Lille may ignore the firepower penalty for being out of supply for up to 3 platoons in each tabletop action. The three platoons must be secretly designated after deployment.

5.0 Aerial Operations

Tactical Air Support –

During this period in the war the Luftwaffe maintained almost total air superiority over Northern France, Belgium and Holland. To reflect this, tactical air support is not purchased but rolled for once an engagement commences. To determine the level of Axis Air Support in an engagement roll one d6 and consult the table below:

Air Support Table	
Die Roll	Axis Air Support Level
1-2	Sporadic
3-4	Limited
5-6	Priority

No air support is available if the weather is overcast / stormy.
Subtract 1 from the roll for every 3 areas away from an Axis supply source
Add 2 if the Axis CiC expands a Luftwaffe priority point

No air support is available if the weather is overcast / stormy.

Luftwaffe Priority –

Even though they dominated the skies for most of the campaign, the Luftwaffe could not be everywhere. The commanders on the ground could not dictate where the air priority would lie each day, but they could influence decisions by escalating support requests through the command structure.

To reflect this, the German CiC for the campaign has a pool of 6 Luftwaffe priority points. These represent urgent requests for priority supported by the higher command levels.

Each time a point is used, all engagements for that turn gain a +2 die roll modifier on the Air Support Table. Once all 6 Luftwaffe priority points have been expended no more are available for the duration of the campaign.

Overwhelming Air Superiority –

When rolling for the number of aircraft in a flight, the Axis player automatically receives the benefit of the Stuka Schwerpunkt rule – he rolls 2 aircraft dice and takes the highest result each time he receives a support flight.

5.0 Aerial Operations (cont)

Port Attacks –

Once the Luftwaffe was in range, it wrecked havoc with the port facilities in Dunkirk and other coastal port areas.

Once a German unit is within 3 areas of any Allied Supply Source area, the German CiC may expend a Luftwaffe priority point to mount an all out aerial blitz on the port. The player rolls 1d6 and succeeds in destroying the port facilities on a roll of 3+.

A destroyed port counts as a beach area for evacuation purposes, with the exception of Dunkirk, where the mole can be used once the port is destroyed. The mole cannot be used for evacuation while the port is still intact.

Allied Fighter Support –

By this stage of the campaign the Allied Air Forces were very disrupted, many of their bases had been overwhelmed, and aircraft losses had been very high. The remaining French Air Forces were now heavily concentrated on supporting their thin line along the Somme River.

The British Royal Air Force (RAF) was the only hope for the remaining Allied troops in the north. The RAF provided fighter support where it could from bases in England.

To reflect this, any engagement within 3 areas of an Allied supply area automatically receives sporadic air support, which may only be used for interception.



6.0 Movement

The movement point (MP) cost to use each connector type is as follows:

Dunkirk Movement Table		
Connector Type	MP Cost	Special Rules
Road	1	-
Trail	2	-
Leaving waterway area	+1	Cost is added to normal connector cost
Refugee connector	+1	See refugee rule

Effect of Weather on Movement –

During an overcast / stormy turn the MP cost for each connector type is doubled.

Refugees and Movement –

The German advance forced many civilians from their homes, and they and their belongings choked the roads leading away from German occupied areas.

To reflect this, the following special movement rules are in effect for this campaign:

- German units must expend one additional movement point for each connector they use which is attached to an Allied controlled area
- Allied units must expend one additional movement point for every connector used that is within 2 areas of a German controlled area

Movement Events –

Several events can affect / limit movement options for each side, reflecting outside interference with the conduct of operations:

• **Halt by order of the Fuhrer!** – on certain turns it is possible that the German High Command will order a halt to offensive operations.

To reflect this, on each turn with a halt number, the Axis CiC rolls 1d6. if the result is equal to or less than the halt number a halt has been imposed.

During a halt no Axis unit may activate to enter an enemy controlled area west of the Fuhrer Halt Line.

A halt remains in effect until rescinded. Each turn after the halt is imposed the Axis CiC rolls 1d6, the halt is lifted on a roll of 5+. Add one for each turn that the halt has been in effect to date.

Once a halt has been in effect no further halts will be ordered.

• **French Counterattack** – during the first campaign turn, units of the French 1st Armee may not be given any movement orders. The army is focused on a local counterattack near Cambrai.

6.0 Movement (continued)

British Night Withdrawals –

The BEF, with its core of regular soldiers, was able to accomplish prodigious feats during the Dunkirk campaign. On multiple occasions, BEF units were heavily engaged throughout an entire day, and still managed to withdraw in decent order during the night to take up new positions for the following day. This was done at the cost of tremendous fatigue, and heavy losses in vehicles and material, but it was a major factor in preserving the BEF for evacuation.

To reflect this, a BEF unit may be ordered to hold its area during the day, and to then execute a night withdrawal.

The unit is treated as stationary for that day for the purposes of any engagements, etc. After all engagements for that campaign turn have been resolved, any unit with a night withdrawal order is moved back up to 2 areas, regardless of the results of any engagement it fought that turn.

The destination area for the night withdrawal is chosen by the British CiC after all of the engagements for that turn have been resolved. If desired at that point, the unit may cancel its withdrawal and remain in place, but it still incurs the attrition penalty below, and is required to regroup during the following campaign turn.

Units that executed a night withdrawal must regroup in their new location, and take an automatic 10 armor and 5 general attrition points, in addition to any others they may have incurred that turn.

A night withdrawal may cross, but not end in, an area under enemy control. If it does so, the attrition penalty for the withdrawal is doubled.

If there is no legal area for the force to complete its night withdrawal to the force is considered dispersed and captured and it is removed for the duration of the campaign.

Allied Movement Restrictions –

The areas initially under Axis control were already strongly held by units not involved in the offensive. No Allied unit may enter any of these areas at any time.

7.0 Engagement Special Rules

Setting up the table –

This campaign uses the following terrain placement tables:

Basic Low Countries table:

Roll for one random feature for every 2' by 2' section of table (6 rolls for a 4' by 6' table)

Low Countries Terrain Table 1	
Terrain	Die Roll
None	1-2
Crop Fields	3-4
Orchard	5
Small wood	6
Ditch or Boggy Ground	7+

If a terrain feature is indicated, one should be placed by the defender anywhere within that section of the table. Terrain features should be at least 8" and no more than 16" in length and width, and may cover no more than ¼ of the surface area of that section of the table.

Modify the results from the basic table based on the area terrain as follows:

- Open areas – subtract 1 from die rolls
- Village areas – defender may place 1 village in addition to other terrain
- Ridge terrain – defender may place 1 additional ridge

- Waterway terrain – add 1 to die rolls, the defender may place a 4" wide waterway, representing a canal, from one table edge directly to the opposite table edge (the canal must be placed at a 90 degree angle from the table edge). The canal must be placed prior to placing any other terrain. If a canal is present, the attacking force may recycle their first platoon that is lost – it enters the table as a reinforcement the turn following the original platoon's elimination and its loss counts for attrition, but not for calculating victory points for that mission.

- Wooded terrain area – the defender may place 2 large (roughly 16" by 16") woods in addition to any other terrain rolled for. Do not subtract from any terrain rolls for an area with wooded terrain

- Coastal area – the defender may place 2 large (roughly 16" by 16") areas of dunes in addition to any other terrain rolled for. Dune areas may not be placed more than 12" from any table edge.

In addition, any orchards rolled in a coastal area are instead areas of scrub.

- Old Fortified Areas – any forces in an area noted as being an old fortified area may field the following in any tabletop actions – 36" of trench line, two AT obstacles and 4 elements of barbed wire.

7.0 Engagement Special Rules (Continued)

Terrain Specifics –

Village –

Each village should consist of 3+d3 buildings, and also include a small walled orchard of at least 6" by 6".

Villages in this area were mostly sturdy stone walled buildings. Any infantry stand touching or within a building or orchard wall is considered in bulletproof cover and concealed.

Spring Fields –

During the operation the area was covered with newly planted crops. Crop fields provide no cover and do not block line of sight, but they are difficult going for vehicles.

Ridges –

The ridge areas were of huge tactical importance due to the generally flat terrain in this area. Any unit or vehicle on a ridge or hill can see over standing crop fields, but not woods. Ridges are treated as difficult ground and provide concealment to any team or vehicle on them.

Ditches –

Ditches are linear features that are represented by a number of 8" sections.

If ditch terrain is selected the defender rolls 1d6 and places that number of 8" ditch sections in the designated area of the table. Each ditch section must connect to either a canal or another ditch section.

Dunes –

Areas of dunes were prevalent near the coast. Dunes are treated as very difficult going for vehicles and provide cover for infantry and man-packed gun teams only.

Scrub Areas –

Scrub areas are covered with low lying bushes and stunted trees. They are treated as difficult going, and provide concealment for any team touching them.

7.0 Engagement Special Rules (Continued)

Urban Areas –

Engagements in an urban area are fought out on a cityfight table. A cityfight table is 4' by 4' and all terrain must be either building or street, with a maximum of one open space (park or equivalent) of up to 12" square.

The defender lays out the board, using as many ruined and intact buildings as possible. The attacker then may move up to d6 buildings by no more than 6" from their original location, leaving any open space or street terrain clear.

All engagements in an urban area are fought out as Not One Step Back missions unless they are played using the Total War rules.

Weather and Terrain –

Once the weather has been overcast and stormy the low lying terrain close to the coast changed drastically as boggy areas sprang up.

Commencing with the first campaign turn that there is stormy & overcast weather, the defender adds an additional +2 to all terrain rolls in any waterway area, or any area directly connected to a waterway area.

German Heavy Armor –

German forces during Dunkirk 1940 had access to a variety of medium panzers, but they needed to be careful with them as replacements for any lost in action were few and far between.

To reflect this, German forces receive extra armor attrition when they lose any of their medium tank models in action. Instead of 1 armor attrition point for each AFV lost, the Germans receive the following attrition if they lose any Czech panzer, PzKw III or PzKw IV models in action:

Situation	Armor Attrition Points
Each PzKw 35 or 38 lost	+1
Each PzKw III lost	+2
Each PzKw IV lost	+3

Light AFVs –

During the Early War period most armored vehicles were technically light AFVs. To accurately reflect the effect of attrition of these critical assets, ignore the light AFV rule for attrition – any vehicle with an armor rating counts as a full AFV for attrition purposes.

8.0 Allied Special Rules

The Belgian Army –

The Belgian army had lost most of its country and taken terrible losses by the time of the Dunkirk campaign, but it still fought on for quite some time and tied down significant German forces while doing so.

Several areas on the campaign map start under Belgian control. Allied forces may move through but not end their movement in a Belgian controlled area. German units may not enter a Belgian controlled area except via assault.

Belgian forces do not fight tabletop actions, but German forces may attempt to seize control of it by activating an assault against it by one or more units.

A Belgian-controlled area is considered to have an intrinsic SP level of 2 for defensive purposes. If the German player activates an assault, it succeeds on a d6 roll of 5+. Add 1 to this roll if the German force SPs are at least double the the defenders, and add 2 to the roll if they are 3-1 or greater.

Once a Belgian controlled area has been taken it may not return to Belgian control, even if an Allied force regains control of it.

Belgian Surrender –

Once 2 or more Belgian-controlled areas have fallen to German forces, there is a chance that the Belgian king will accept an armistice and surrender to the Germans.

The Belgian army starts with a resistance level of 8. For each area that the Germans have taken from the Belgians their resistance level is reduced by 1.

Once the Belgian resistance level is 6 or less, commencing on the turn following the Allied CiC rolls 1d6 at the beginning of each turn. If the die roll is equal to or greater than the Belgian resistance level the Belgian army is exhausted and the King offers an armistice to the Germans.

If an armistice is arranged, no German force may enter or assault a Belgian-controlled area that turn, as the troops are tied up managing the surrender of individual Belgian units.

Commencing the following campaign turn, all areas formerly Belgian controlled are now open and uncontrolled. Either side's forces may enter such areas, requiring activation to do so as normal. Such areas become controlled in the normal way.

8.0 Allied Special Rules (Cont)

Naval Bombardment –

The Allies maintained a strong naval presence off the Channel coast, and those areas close to the coast bombardment support was available from the fleet.

To reflect this, the Allied player may gain naval support for any engagement fought within 1 area of an Allied Supply Area. The support is considered to be the largest Allied artillery size offered in your tactical rules set. The Flames of War stats are shown below.

	Range	ROF	AT	FP	Special Rules
Naval Bombardment	-	-	5	1+	<i>smoke bombardment</i>

The Allied commander must designate a single command or FO stand to call down the Naval fire, which will only range in on a roll of 6 for each attempt. The stand used to call down the naval fire may not move, shoot or observe for another battery during the turn it spots for the fleet.

Backs to the Sea –

The German command was very nervous about casualties and believed that the Luftwaffe would finish off any Allied forces attempting evacuation. At the same time, the Allied forces fought fanatically in coastal areas knowing that their backs were to the sea.

To reflect this, any time a Allied force loses a tabletop engagement in a coastal area by more than a 1:6 ratio, the Allied player rolls 1d6 and on a 4-6 the Allied forces rally area and are able to barely hang on to their positions, at the cost of heavy casualties. The Allied player retains control of that area, although their force incurs an additional 10 general attrition points (in addition to any they already received for the action).

On any other result, the normal engagement result rules apply.

Lord Gort –

The commander of the BEF had access to the force's extensive motor pool. Up to two British units that are within 1 area of Lord Gort may move as if they were Motor mobility each turn.

Brooke –

Destined to play a very important role in the overall direction of the British war effort, General Alan Brooke did a superb job coordinating forces from different BEF units during the withdrawal. Any force that includes Brooke may take an extra support choice from their allowable choices when selecting its forces for a tabletop engagement.

8.0 Allied Special Rules (Cont)

Evacuation –

The Allied forces in this area were cut off from their main forces in the south, and Britain in particular could ill afford to lose her only significant pool of trained soldiers. Once it was clear that a counterattack could not reopen communication with the south, the preparations for an evacuation by sea began.

The “Miracle of Dunkirk” was in reality a very well planned and coordinated sea evacuation, which leveraged Allied naval power to allow redeployment from the northern pocket.

To reflect this, the Allied player has the capacity to evacuate up to 4 SPs of Allied units each turn from any coastal area(s).

The number of SPs that can be evacuated from a specific area is limited by its evacuation capacity:

- Up to 4 SP per turn may be evacuated for any Allied controlled Supply Source area if the port facilities are intact
- Up to 2 SP per turn may be evacuated from the Dunkirk mole if the port has been destroyed
- Up to 1 SP per turn may be evacuated by beach from any other coastal area

A unit may be evacuated over several turns if required based on available capacity. Once a unit has begun embarking it may not participate in combat in any way, and is destroyed if the Allied player loses an engagement in the embarkation area before the entire unit has embarked.

Each unit which has been completely evacuated provides victory points for the Allied CiC (see Winning the Campaign).

Evacuated forces are considered to have been re-deployed to another area, and such forces may not re-enter the campaign in any manner once evacuated.

9.0 Axis Special Rules

Panzer Withdrawal –

The German High Command wanted to withdraw and regroup their panzer units once victory in the north was assured, knowing that they would be needed to deliver the knockout blow to the ragged Allied line in the south.

On each turn indicated as a panzer withdrawal turn, the Axis CiC must withdraw 1 panzer unit (it is removed from the campaign into strategic reserve), or lose 10 victory points.

The Axis CiC may choose which panzer formation is withdrawn each time a withdrawal is required.

10.0 Winning the Campaign

Victory –

Both sides' goals for the campaign were quite different. The Axis forces wanted to destroy the northern Allied armies, and then quickly release and regroup their mobile formations to strike south into the heart of France.

The Allied forces wanted to delay the Axis as long as practical, to allow time to construct a more solid defense along the Somme River, while saving as much valuable equipment and even more valuable trained personnel through evacuation.

To reflect this, each side receives Victory points as follows:

Dunkirk Victory Point Table		
Action	Allied VPs	Axis VPs
Each British SP evacuated	2	-
Each French SP evacuated	1	-
Each turn the Axis holds an Allied supply area		5
Each turn in control of an objective area	2	1
Every 5 armor or 10 general attrition points received by German forces	1	-

At the end of the campaign, the side with the highest VP total is declared the winner. If the winner manages to accumulate a 3:2 or higher ratio of VPs they have won an overwhelming victory.

11.0 Strategies:

Map Movement and Area Control –

The Allies have to walk a careful line, defending tenaciously to slow the Axis drive down and hold the key coastal ports as long as possible, without sacrificing the bulk of the forces which will be desperately needed later. The Axis forces need to balance the need to drive hard for the coast with managing their casualty levels, and being ready to withdraw their key panzer units when they are needed to the south.

Tactical / Tabletop –

Remember that you know the mission prior to planning your army list for a given engagement. Think through your plan for the action, remember the restrictions on deployment, etc. when setting up your force. This is a key element for achieving victory on the tabletop.

German - The German forces fall roughly in two groups, fast and hard hitting (but prone to attrition) Panzer forces, and the solid but slow moving core of infantry units pressing steadily against the Allied line. Your core units have lots of different options to bring to the tabletop, allowing lots of customization by mission and opponent if the Axis has good intelligence.

This brings a tactical flexibility, which combined with an overall training and some weapons advantages (the 88mm gun, PzKw III and IV tanks, etc.) makes the German units very tough through the campaign.

Allied – on the other hand, playing the Allied forces is really an exercise in getting deployment right and making your firepower advantages tell before you are inevitably outmaneuvered.

British forces, particularly regulars and guards, can be very tenacious on defense. British armor, with no hope for replacement, is a precious but powerful asset that should be used carefully and for maximum effect.

The French forces are more varied – the infantry can be tough on defense but brittle, while the armor, while very good, is also a wasting asset that must be used very carefully.

Allied strategy needs to inflict maximum casualties and maximum delay on the seemingly inexorable advance of the German forces, while husbanding their own resources to ensure continued ability to resist long enough to cover the evacuation.

Move and Attrition Sheet – Axis Armeegroup A

Formation	Current Attrition Points			Attrition Status	Start Area	Destination Area	Via*
	Armor	General	Total				
Armeegroup A – Kleist Group							
General Guderian							
1 st Panzer Division							
2 nd Panzer Division							
10 th Panzer Division							
SS Liebstandarte IR							
Grossdeutschland IR							
6 th Panzer Division							
8 th Panzer Division							
SS Verfuigungs Division							
Armeegroup A – Hoth Group							
3 rd Panzer Division							
4 th Panzer Division							
SS Totenkopf Division							
5 th Panzer Division							
7 th Panzer Division							
20 th Motorized Division							
Armeegroup A – Reserves							
9 th Panzer Division							
29 th Motorized Division							

* indicate the area to be moved through to get to the destination if the formation is moving through multiple areas

Move and Attrition Sheet – Axis Armeegroup B

Formation	Current Attrition Points			Attrition Status	Start Area	Destination Area	Via*
	Armor	General	Total				
Armeegroup B – 6 th Army							
188 th Infantry Division							
31 st Infantry Division							
61 st Infantry Division							
30 th Infantry Division							
19 th Infantry Division							
14 th Infantry Division							
269 th Infantry Division							
253 rd Infantry Division							
217 th Infantry Division							
7 th Infantry Division							
35 th Infantry Division							
Armeegroup B – 18 th Army							
56 th Infantry Division							
216 th Infantry Division							
256 th Infantry Division							
208 th Infantry Division							
Armeegroup B – Reserves							
254 th Infantry Division							

* indicate the area to be moved through to get to the destination if the formation is moving through multiple areas

Move and Attrition Sheet – Allied

Formation	Current Attrition Points			Attrition Status	Start Area	Destination Area	Via*
	Armor	General	Total				
Lord Gort							
General Brooke							
British 1 st Infantry Division							
British 42 nd Infantry Division							
General Montgomery							
British 3 rd Infantry Division							
British 4 th Infantry Division							
British 5 th Infantry Division							
British 50 th Infantry Division							
British 2 nd Infantry Division							
British 44 th Infantry Division							
British 46 th Infantry Division							
British 48 th Infantry Division							
British 20 th Guards Brigade							
French 21 st Infantry Division							
British 30 th Guards Brigade							
British 3 rd Royal Tank Regiment							
French III Corps							
French IV Corps							
French V Corps							
French Corps de Cavalerie							
French 60 th Infantry Division							
French 68 th Infantry Division							

* indicate the area to be moved through to get to the destination if the formation is moving through multiple areas

Battle Outcome Sheet

Overview –

Location of Battle: _____

Outcome –

Winning Side: _____

Winner's Victory Points: _____

Loser's Victory Points: _____

Axis Losses	Losses:				Attrition Points:		
	AFV Platoons Lost	Total AFVs Lost	Other Platoons Lost	Other Platoons Below ½ Strength	Armor	General	Total
Parent Formation:							

Allied Losses	Losses:				Attrition Points:		
	AFV Platoons Lost	Total AFVs Lost	Other Platoons Lost	Other Platoons Below ½ Strength	Armor	General	Total
Parent Formation:							

Khamsin Dunkirk – Key Charts

Low Countries Terrain Table 1

Terrain	Die Roll
None	1-2
Crop Fields	3-4
Orchard	5
Small wood	6
Ditch or Boggy Ground	7+

Terrain Types:

- Open areas – subtract 1 from die rolls
- Village areas – defender may place 1 village in addition to other terrain
- Wooded terrain – defender may place 2 large (roughly 16" by 16") woods in addition to any other terrain rolled for. Do not subtract from any terrain rolls for an area with wooded terrain
- Ridge terrain – defender may place 1 additional ridge
- Waterway terrain – add 1 to die rolls, the defender may place a 4" wide waterway, representing a canal, from one table edge directly to the opposite table edge (the canal must be placed at a 90 degree angle from the table edge). The canal must be placed prior to placing any other terrain. If a canal is present, the attacking force may recycle their first platoon that is lost – it enters the table as a reinforcement the turn following the original platoon's elimination and its loss counts for attrition, but not for calculating victory points for that mission.
- Coastal area – the defender may place 2 large (roughly 16" by 16") areas of dunes in addition to any other terrain rolled for. Dune areas may not be placed more than 12" from any table edge. In addition, any orchards rolled in a coastal area are instead areas of scrub.
- Old Fortified Areas – any forces in an area noted as being an old fortified area may field the following in any tabletop actions – 36" of trench line, two AT obstacles and 4 elements of barbed wire.

Dunkirk Air Support Table

Die Roll	Axis Air Support Level
1-2	Sporadic
3-4	Limited
5-6	Priority

No air support is available if the weather is overcast / stormy. Subtract 1 from the roll for every 3 areas away from an Axis supply source
Add 2 if the Axis CiC expands a Luftwaffe priority point

Attrition Table

Situation	Armor Attrition Points	General Attrition Points
Each AFV lost (except *)	+1	-
Each AFV platoon counting as lost	+2	-
Every 3 light AFVs lost	+1	-
Each non-AFV platoon reduced below ½ strength	-	+1
Each non-AFV platoon counting as lost (including light AFV platoons)	-	+3
Each independent team counting as lost	-	+1
Each PzKw 35(t) or 38(t)* lost	+1	-
Each PzKw III* lost	+2	-
Each PzKw IV* lost	+3	-

Khamsin Dunkirk – Key Charts

Dunkirk 1940 - Turn Record Chart

1) Wed May 22		4) Sat May 25 [h]		7) Tue May 28 [w]		10) Fri May 31		13) Mon Jun 3
2) Thu May 23		5) Sun May 26 [1]		8) Wed May 29 [ar, pw]		11) Sat Jun 1		14) Tue Jun 4
3) Fri May 24 [h]		6) Mon May 27		9) Thu May 30		12) Sun Jun 2 [1]		15) Wed Jun 5

Milestones indicated on the turn chart above are:

[1] – replacements available

[ar] - Axis reinforcements arrive

[h] – check for halt order

[w] – begin rolling for weather

[cr] - Allied reinforcements arrive

[pw] – Panzer withdrawal begins

ATTRITION EFFECTS

<u>Cumulative</u>		<u>Unit Effect</u>
<u>Armor Attrition Points</u>	<u>Total Attrition Points</u>	
15	-	Reduce the maximum vehicles for any AFV platoon fielded from this unit by 1
30	-	Reduce the maximum vehicles for any AFV platoon fielded from this unit by 2
-	40	-1 to all activation rolls
-	60	Unit deploys 1 less stand (of majority type) in each platoon fielded in any tabletop action; -2 to activation rolls
-	120	Unit is combat ineffective

Reduce maximums – simply reduce the maximum number of AFVs allowed in any given platoon on the list by 1. For example, an Italian Medium tank platoon is allowed a maximum of 5 M14 tanks. At 15AP it may only field 4, and at 30 AP it may only be fielded with 3 tanks. For reduced maximums note that the cost of the unit is adjusted (only pay for 4 tanks in the example above)

Deploy 1 less stand – units at this level of attrition pay normal points for all of their platoons, but when fielding them 1 stand of the majority type is removed at deployment. For example, a German panzergrenadier platoon is bought at full strength with 1 command MG team and 6 MG teams. It deploys only 1 command MG and 5 MG teams on the table, the other team already counting as lost. If in effect, this replaces any maximum AFV restriction.

Khamsin Dunkirk – Key Charts

Dunkirk Victory Point Table		
Action	Allied VPs	Axis VPs
Each British SP evacuated	2	-
Each French SP evacuated	1	-
Each turn the Axis holds an Allied supply area		5
Each turn in control of an objective area	2	1
Every 5 armor or 10 general attrition points received by German forces	1	-

Dunkirk Movement Table		
Connector Type	MP Cost	Special Rules
Road	1	-
Trail	2	-
Leaving waterway area	+1	Cost is added to normal connector cost
Refugee connector	+1	See refugee rule
Movement Allowance		
Mobility	Movement Points per Turn	
Recon	6	
Motor	4	
Semi-Motor	2	
Leg	1	

Naval Bombardment Table					
	Range	ROF	AT	FP	Special Rules
Naval Bombardment	-	-	5	1+	<i>smoke bombardment</i>

Both forces moving		Defender stationary		Defender stationary in fortifications	
Die Roll	Encounter Type	Die Roll	Encounter Type	Die Roll	Encounter Type
1	Free for all	1	Hold the Line	1	Trench Fight
2	Free for all	2	Hold the line	2	Trench Fight
3	Encounter	3	No retreat	3	The Big Push
4	Encounter	4	No retreat	4	The Big Push
5	Encounter	5	Breakthrough	5	The Big Push
6	The Cauldron	6	Hasty Assault	6	Breakout