

# Strange DEFEAT

## Correct Setup Codes

During production the *Strange Defeat* hex grid was “flipped,” causing the setup codes in the rule book not to make much sense when pieces are placed on the map. Here are the proper codes.

### 3.1 Allied Setup Codes.

**FH:** Any hex of Fortress Holland.

**FA:** Any hex of Holland outside the Fortress Holland area.

**RA:** At Rotterdam or Amsterdam.

**AL:** In hexes 0915, 0914, 0913, 1015 or 1014

**A:** At Antwerp.

**LS:** In hexes 0812, 0912, 1012 or 1011

**CN:** Within three hexes of hex 1011 and in Belgium.

**BN:** In hexes 0915, 1015, 1116, 1115, 1215, 1316, 1315 or 1517.

**B:** Brussels (1214) or Ostend (1517)

**BE:** In or within one hex of Lille.

**BX:** In or east of hexes numbered 24##.

**DK:** At Dunkirk (1617).

**VR:** At Valenciennes (1413).

**MR:** In hexes 1313, 1412, 1411, 1311, 1211 or 1210.

**SR:** In hexes 1110 or 1009.

**AA:** In or adjacent to any of the above units and in France.

**M1:** In hexes 0909, 0908 or 0807.

**M2:** In hexes 0707 or 0606.

**M3:** In hexes 0506, 0605 or 0604.

**M4:** In hexes 0704, 0703, 0702 or 0801

**GR:** Within four hexes of hex 1909.

### 3.2 German Setup Codes.

**AB:** Available for drop per 10.1.

**GB:** In any hex of Germany numbered ##13 or higher.

**GA:** In any hex of Germany numbered between ##12 to ##09 (inclusive).

**GC:** In hexes 0706, 0607, 0507, 0406, 0405, 0505, 0504, 0603, 0602 or 0601.

### 12.5 Maginot's Dream.

The “new” fortress hexes are: 1009, 1110, 1210, 1311, 1411, 1412, 1413, 1514, 1515, 1615, 1616, 1617.

### Air Support Allocations

II May: 0 Allied/5 German

III May: 2 Allied/5 German

IV May: 1 Allied/4 German

I June: 1 Allied/4 German

II June: 2 Allied/5 German

III June: 1 Allied/4 German

IV June: 0 Allied/4 German

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