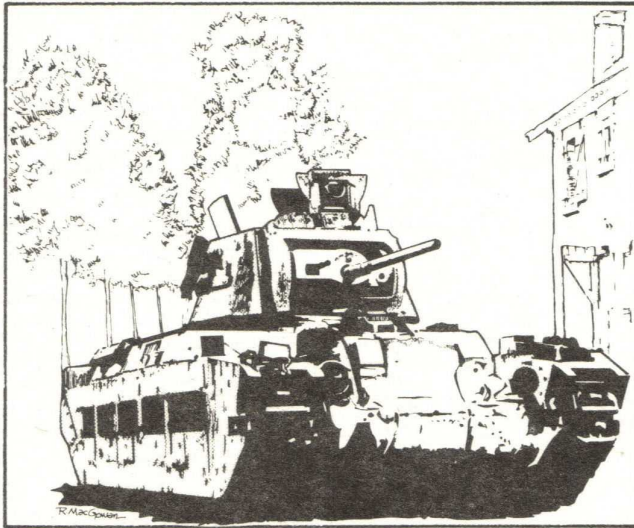


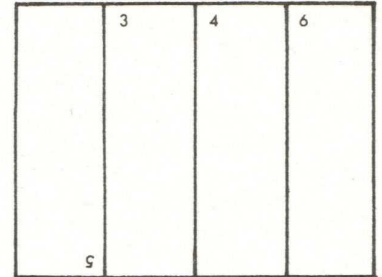
Scenario 30

AD HOC AT BEAURAINS



ARRAS, FRANCE, May 21, 1940: Quite unexpectedly, the British launched a major counterattack from Arras against the spearheads of Rommel's breakthrough, catching the initial German units unprepared as they attempted to deploy. The Germans were able to halt the supporting infantry of the Durham Light Regiment but the British armor under General Martel pushed on alone deep into the German position. Desperately, Rommel, using elements of his own 6th Rifle Brigade along with any guns he could round up, pieced together a defense outside of Beaurains. Here the lone tanks of the 4th Royal Tank Regiment took on Rommel's scratch Kampfgruppe.

Board Configuration



Rules Introduced: Sections 134 - 135

TURN RECORD CHART

	+1 [⊙]	+2 [⊙]	3	+4	5	+6	7	8	9	10	restart on turn 11 (1)
+ German moves first	⊙6				END	⊙1	⊙2	⊙3	⊙4	⊙5	

VICTORY CONDITIONS

The British win by moving at least seven of their tanks off the east edge of the board. The German wins by preventing the British victory conditions.

Scattered elements of Rommel's 7th Panzer Division enter as indicated:

Turn 1—South edge of board 3:

2-4-7	24 1S/7PP	37L [⊙]
2	2	2

Turn 2—North edge of board 4:

4-6-7	8-1	LMG 2-8 B12	7 B12	18 1S/5PP -1/-4	18 -4/-5 37L(6)
5	2	2			

Turn 4—East edge of board 6:

15 -2/-3 20L(4) -1/2	14 -1 37L(4) 4/4	16 -2/-3 37L(4) 4/2	16 -2/-3 37(4) 4/2
2	2	2	

Turn 4—South edge of board 6:

2-4-7	47	24 1S/7PP
2	2	2

Turn 4—North edge of board 6:

35 1C/1SW -1/-4	9-2	7 B12

Turn ?—Anywhere along East, South, or North edge:

21 1S/7PP	AA 88L V	2-4-7
2	2	4

"FRANKFORCE", Left Wing Armor of 4th Royal Tank Regiment enters as indicated:

Turn 1—West edge of board 5:

CE 9-1 Gen. Frank	8 +1 40L -1/2
	6

Turn 2—West edge of board 5:

6* 0 -1/4
6

SPECIAL RULES

- 30.1** Building 6N4 is considered a second level stone building. All other buildings on board 6 are considered to be of wooden construction.
- 30.2** The Germans have one module of 105mm off-board artillery support.
- 30.3** The arrival of the German flak guns is dependent on an escalating die roll commencing with the German sixth player turn Rally Phase. A die roll of '1' is needed to bring on these forces during turn 6; a die roll of '1' or '2' on turn 7; '1', '2', or '3' on turn 8, and so on.
- 30.4** The number of British tanks required to exit the east edge of the board is modified by -1 for every turn the German 88's are on the board prior to turn 8 and by +1 for every turn the 88's arrive after turn 8. Arriving units may not delay their arrival on the board.
- 30.5** Vehicles entering the board during the same player turn on the same hex must do so sequentially.

- 30.6** Use an 88mm/L74 Flak 41 to represent the second Flak 36/37 being careful to note that the Flak 36/37 characteristics are used. Use the existing A11 and A12 counters supplied in the counter mix (six of each) regardless of MG variations.

AFTERMATH: After overrunning an outlying AT section and thrashing a few scattered German tanks, the British were finally brought to bay by Rommel's mixture of weapons. The key to the solution was the timely arrival of a flak section which rectified the crumbling situation in short order. The Germans, nonetheless, had discovered to their dismay that their previously victorious panzers were far from unbeatable.