# THE FRENCH PERIMETER

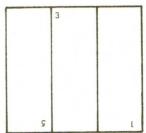
#### Scenario 207



SPYCKAR, FRANCE, June 2, 1940: As the last days and hours of the Dunkirk defense passed and the perimeter shrank to within four miles of the city, the British turned their remaining positions over to the French forces. On the western side of the perimeter the Grossdeutschland Regiment, supported by tanks of the 9th Panzer Division hurled themselves at the defenses of the 68th Division near the town of Spycker in an effort to breakthrough to the evacuation beaches on the channel. The determined German attack steadily pushed the defenders back until finally the French resistance stiffened as the Germans entered the outskirts of Spycker.

## **Board Configuration**

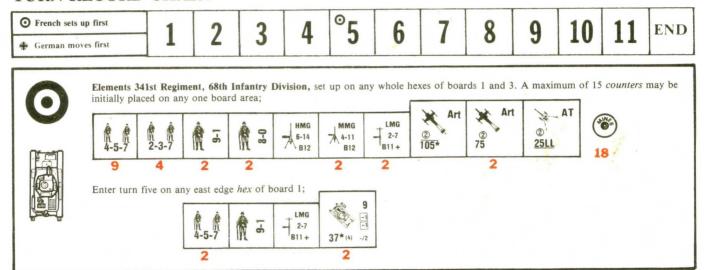


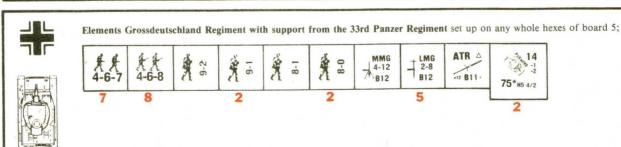


### **VICTORY CONDITIONS**

To win, the German must have "undisputed control" of seven of the eleven multi-story buildings at game end. The French win by avoiding the German victory conditions.

## TURN RECORD CHART





#### SPECIAL RULES

207.1 All wheatfield hexes are considered "Orchard Hexes" (118) for this scenario.

207.2 Hex 1X5 is a 3rd Level Building Hex (125).

207.3 The Mine Factors may only be placed on board "3"

**207.4** There is *no* German Rally *or* Prep Fire Phase during turn one. Instead the scenario starts with the German Movement Phase.

207.5 No Sewer Movement (27) is allowed during this scenario.

**AFTERMATH:** The strongest resistance offered by the French centered around positions reinforced by a group of French 75's. In these guns the French had found a formidable weapon against infantry as well as armored targets. With the German infantry attack temporarily halted by their fire, the support tanks from the 9th Panzer Division moved in to break the hold. Several tanks fell to the fire put out by the 75's, until they were literally crushed under the tracks of the tanks or mowed down by the infantry units. The Germans eventually took Spyckar but at that point they were held. At least for one more day.