

TO LOSE A BATTLE

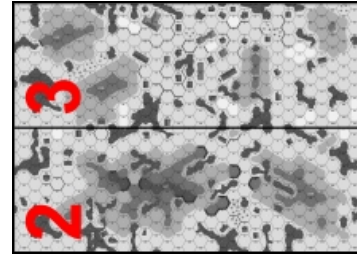
WWW Scenario 82

090923



CLAIRFAYTS, FRANCE, May 16th 1940: As Rommel and his 7th Panzer Division crossed the French frontier headed into what he expected was the "Maginot Line", he found instead a shallow belt of anti-tank obstacles and pillboxes manned by remnants of the French XI Corps. By prematurely opening fire, the Germans lost an initial opportunity to coax the French defenders into surrendering. With the opportunity lost the French anti-tank and machine-gun fire became uncomfortably effective, especially against the lightly armored German tanks.


BOARD CONFIGURATION:




















VICTORY CONDITIONS: The German player wins by exiting 10 squads off the west edge of the playing area within one hex of 3A5/3A6 or 2A5/2A6. AFV's with functioning main armament count as 2 squads, but at least 4 squads exited must be non-AFV. The French player wins by avoiding the German victory conditions.
















TURN RECORD CHART:

🎯 French set up first	1	2	3	4	5	6	7	8	9	10	11	END
⚔️ Germans move first												

 **Elements of 18th Infantry Division, 11th Corps** - set up anywhere on boards 2 and 3, west of hex row V inclusive:

										
		2	8	4	2			2		
										
		2	5	24	7	3				

 **Elements of 25th Panzer Regiment and 6th Infantry Regiment** - 7th Panzer Division, enter turn 1 or later on any east edge hexes.

														
				2	3	12	2	4	2	2		5	4	4

SPECIAL SCENARIO RULES:

- WWW 82.1:** Treat all trenches as anti-tank ditches (I37.7).
- WWW 82.2:** Trenches may not be set-up on road hexes and may not be occupied by ordinance weapons [Exception: 1/2" support weapons].
- WWW 82.3:** Mine Factors may only be placed on board 3 half or whole hexes west of hexrow V inclusive.
- WWW 82.4:** German off-board artillery Consists of one module of 105mm with plentiful ammunition.
- WWW 82.5:** The German player may delay the entry of any of his units to later turns, but may not exit any unit off the eastern map edge once entered.

AFTERMATH: Having been warned in advance that the main road through the village of Clairfayts had been mined, the German column swung off to the south around the village. There they discovered several anti-tank obstacles which could not be traversed. The only possible route of advance was through a road blocked by obstacles. Under cover of smoke, engineers were sent to blow the obstacles and the

pill boxes overlooking the road. By last light the fortified zone had been finally penetrated and Rommel's "Phantom Division" was on its way once more.

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