

# DEGAULLE COUNTERATTACKS

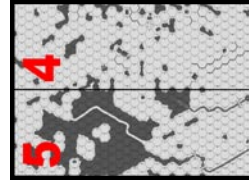
## OAF Scenario 25.1

110709



**Ham, France, May 19, 1940:** After nine day of fighting the 4th DCR had suffered heavy losses. Realizing the urgency to eliminate the bridgehead over the Somme, over which large quantities of supplies and German troops were racing west, General DeGaulle gathered together as many tanks as he could find to augment those of his own division and sent them north. The counterattack which hit the 10th Panzer could not have come at a better time. Most of the panzers had moved west, what remained in the vicinity of the bridgehead were in the repair shops or short of ammo and fuel. As the thin screen of anti-tank guns slowed the French attack, Stukas were called in to stop the French armor...

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** To win the French must exit at least 5 tanks off the north edge. The German wins by avoiding the French victory conditions.

### TURN RECORD CHART:

+	German Sets up First	1	2 <sup>+</sup> ①	3 <sup>+</sup> ②	4 <sup>+</sup> ③	5 <sup>+</sup> ④	6 <sup>+</sup> ⑤	7 <sup>+</sup> ⑥	END
+	German Moves First								

**Elements of the 10th Panzer Division -**  
set up hidden on any whole hex of boards 4 and/or 5.

Turn ?: See SSR 25.1.2:

9-1  
4-6-7  
2-4-7

2      4

MMG  
4-12  
B12

2

AT  
37L

2

AA  
88L  
V

2

150/36+  
Stuka  
MMG(12)

2

**Elements of the 4th DCR -** enter anywhere along the south edge.

R35  
9  
37\*(4) -12

4

B1bis  
11  
T47\*  
B75\* 2 1/2

3

S35  
14  
47 -12\*

2

D2  
10  
47 2/2

2

### SPECIAL SCENARIO RULES:

**OAF 25.1.1:** German units may set up hidden even in open ground hexes, but are revealed the instant the French achieves a LOS to that hex. The covered arc of the 3 German guns must be recorded before the start of play. *VSQI Note: For verification in VSQI players may utilize the "Delayed Notes" under the "INFO" tab for recording each guns CA prior to play.*

**OAF 25.1.2:** The German player rolls a die during each of his Rally Phases in an attempt to bring on the Stukas. The die roll required must ≤ the circled number in the Turn Record Chart for that game turn.

**OAF 25.1.3:** The number of French tanks required to exit the north edge of the board is modified by -1 for every turn the Stukas arrive prior to turn 4 and by +1 for every turn the Stukas arrive after turn 4. Stukas may not delay their arrival on the board.

**OAF 25.1.4:** The French player must pre-commit his tanks to the hex(es) they will enter on, by stacking them off-board adjacent to the hex each will use. All vehicles which enter the board on the same hex must do so sequentially, with the second vehicle paying 1 additional MP to enter, the third 2 additional MPs, the fourth 3 additional MPs, etc. This remains true even if the entrance is via a road hex, although the actual MPs expended would be 1/2, 1 1/2, 2 1/2.

**OAF 25.1.5:** Boresighting and Kindling attempts are not allowed.

**OAF 25.1.6:** The German 88 may not setup in a building hex (63.46).

**OAF 25.1.7:** The French R35 tanks do not have radios (129.51—52).

**OAF 25.1.8:** Tanks may not use the road movement rate if buttoned up (135.9).

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