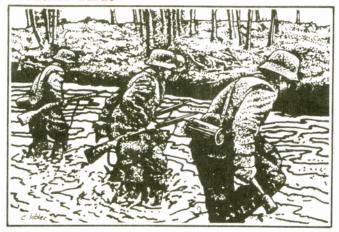
HASTY PUDDING

Scenario R215

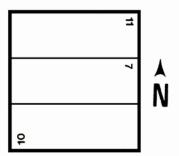


VICTORY CONDITIONS

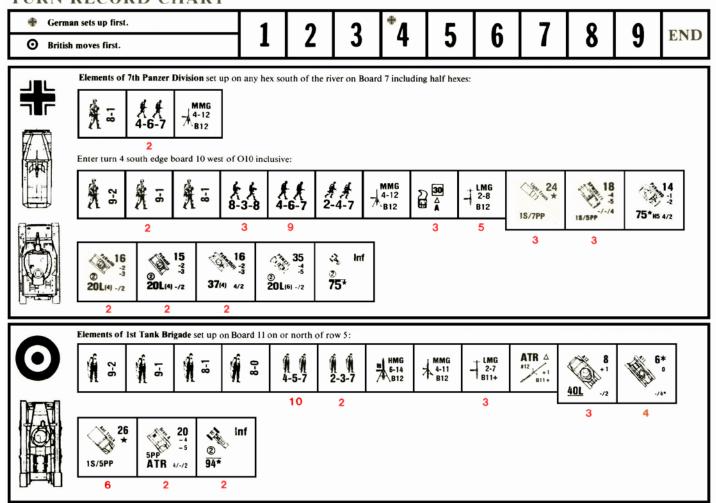
The British player must control the bridge at end of game. To control the bridge it must be intact and the British player must be the last one to have unbroken infantry squad on foot in 711.

FRANCE, May 27, 1940: Throughout May 27th, the Allies stubbornly held off the advancing Germans as they simultaneously prepared for a general withdrawal to a defense perimeter around Dunkirk. In an attempt to buy time, a raid was ordered behind the German lines. Elements of the British 1st Tank Brigade were ordered across a weakly held bridge to threaten assembly areas of the 7th Panzer. The Germans, still apprehensive after their scare from the British thrust at Arras days earlier, reacted strongly.

Board Configuration



TURN RECORD CHART



SPECIAL RULES

- R215.1 8-3-8s are Engineer units with unlimited smoke making capacity.
- **R215.2** Failed Close Assaults into 711 are NOT considered occupation of that hex for victory purposes.
- R215.3 The British may not deliberately try to burn their own AFVs.
- R215.4 There is a two lane stone bridge from 719 to 711.
- R215.5 Islands do not exist.
- R215.6 The red terrain on Board 11 is Level One Hill.
- R215.7 The river is deep and marsh is treated normally.
- R215.8 All buildings are wooden and level one.

AFTERMATH: The small German guard troop was swept aside. While the BEF labored to set up defenses for their bridgehead, the 7th Panzer hastily assembled everything they could find for a counterattack. By using all their reserves the Germans were able to crush the British units across the river and send the rest reeling westward. The massive counterattack substantially delayed the regrouping of the 7th Panzer. By June 4th 338,000 Allied troops, including the survivors of the 1st Tank Brigade, had been lifted from the beaches of Dunkirk.