

ARRAS

May 21, 1940



The History

On May 21, 1940 Lord Gort, commander of the BEF (British Expeditionary Force), orders a counterattack versus the 7th Panzer Division, commanded by General Rommel, supported by motorized Totenkopf regiment, to try to slow the rush of the Germans toward the sea.

The English commander divide his forces into two almost equal parts and set out to conquer some villages near the national highway No. 25, flanked by the railroad.

His right side is covered by elements of the French 3rd DLM (light mechanized division) and the 13th BCC (fighting tank battalion) under the command of General De Gaulle.

At first the English attack seems unstoppable, and the German infantry is facing the British heavy tanks (Matilda I and II) only with anti-tank rifles and 37 mm pieces whose shells literally bouncing off the thick armour of the British tanks, when it seems that all is lost for the Germans the arrived

on the field of 105 mm howitzers and above some 88 mm flak guns, that thanks to a brilliant idea of Rommel, are used as anti-tank weapons with great effect, this trick allows to stop the English advance while Rommel himself, with a battalion of tanks of the 7th Panzer Division, with an encircling manoeuvre, trying to get the right wing on the English side but to his disappointment, he met the French De Gaulle's tanks with which hires fierce fighting .

All along the front the battle lasted all day but gradually the momentum of the Anglo-French fades, leaving the Germans masters of the field.

The wargame

The scenario recreates the clash between the English left wing and elements of the German 7th Armoured Division in and around the villages of Achicourt and Agny.

The wargame lasts 16 rounds (from 02:00 pm to 10:00 pm) with the last 2 rounds of twilight and reduced visibility.

The 1st round starts with the English player who attacks.

The Germans can reserved fire.

The woods are passable only by foot with the usual penalty, are not passable by vehicles.

The hill is slight.

The 2 national roads are wide and allow the passage of 2 vehicles side by side.

The railroad has a low mound and is therefore considered soft cover.

The brick houses absorb 3 damages, while the timber 2.

Battle Orders

British (left wing) (regular)



4th RTR (Royal Tank Regiment) - turn 1 from "A"

HQ SQN = 2 x Vickers Mark VI

A SQN = 1 x Matilda I + 1 x Matilda II

B SQN = 1 x Matilda I + 1 x Matilda II

C SQN = 2 x Matilda I

4th Northumberland Fusiliers (part) - turn 1 from "A"

1 SQN = 8 Fig., 8 x motorcycles + 2 Fig., 1 x 2", 1 x dingo scout car.

92nd Heavy Artillery Regiment (part) - turn 3 from "A"

368th Battery = 2 x 18/25 2 pdr. with 8 crew, 2 x Quad towing tractor + OP Team on 1 x car light

65th Antitank Artillery Regiment (part) - turn 3 from "A"

206th Battery = 2 x 2 pdr ATG with 6 crew, 2 x Dragon carrier.

151st Anti-tank Battery aggregate (part) - turn 3 from "A"

1 x Hotchkiss 25 mm ATG with 3 crew, 1x Bren carrier

1st Btn 6th Durham Light Infantry - turn 4 from "A"

HQ = CO + 7 Fig., Boys ATR, 1 x 2" mortar, 2 x light trucks

Inf. Coy = 8 Fig., 1 x light truck

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Weapons Coy = 6 Fig., 1 x MMG, 1 x 3" mortar, 2 x 2 light trucks

AA Coy = 3 Fig., 1 x AA Bren, 1 x Bren carrier

Bren Section = 4 Fig., 1 x Boys ATR, 1 x 2" mortar, 2 x Bren Carrier

Heavy artillery (off table)

2 x 5,5" howitzers + OP team on 1 light car.

Begin to shoot alternately after the OP Team is positioned. The OP Team entry at turn 3 from "A"

French (poor)



Dainville garrison, located in the village and its vicinity – from turn 1

Infantry Coy = 8 Fig.

Weapons Coy = 6 Fig., 1 x MMG, 1 x 81 mm mortar

350th independent company of infantry tanks = 2 x Renault FT17 (37 mm shorter)

1 OP team, 1 x car or light truck (that direct the shooting of 81 mm. mortar).

1 OP team, 1 x car or light truck (that direct the shooting of two off table 75mm. field gun that begin to shoot alternately after the OP Team is positioned).

Germans (elite)



1st Btn 6th Rgt Schutzen located behind the railway between the villages of Achicourt and Agny from turn 1

HQ = CO + 15 Fig., 1 x ATR, 1 x 50 mm mortar, 2 x light car

Infantry Coy = 8 Fig., 1x SdKfz 251/1

Infantry Coy = 8 Fig., 1 x truck

Infantry Coy = 8 Fig., 1 x truck

Weapons Coy = 9 Fig., 2 x MMG, 1 x 81 mm mortar, 2 x light truck or heavy car

Gun Coy = 6 Fig., 1 x 75 mm IG, 1 x 37 mm ATG, 2 x light truck or heavy car

42nd Anti-tank Btn (part) - from turn 1 located behind the railway between Achicourt and the end of the table

AT Coy = 6 Fig., 2 x 37 mm ATG, 2 x heavy cars or light trucks or SdKfz 10

2nd Btn 6th Rgt Schutzen – turn 6 from “B”

as 1st Btn

Company motorcyclists - turn 6 from "B"

8 Fig., 8 x motorcycles

HQ of the 7th Brigade Schutzen – turn 6 from "B"

CO + 5 Fig, 1 x heavy staff car

1 x SIG 33 (150 mm) Pz I with 3 crews + OP Team on 1 car light

3 Fig., 1 x Flak 20 mm, towed by 1 x SdKfz 10 or mounted on 1 x Opel blitz truck or 1 x SdKfz 10/4

78th Artillery Regiment (part) turn 6 from "B"

8 Fig., 2 x 105 mm. howitzers, 2 x SdKfz 11, OP Team on 1 x light car

23rd AA Artillery Rgt (part) – turn 7 from "B"

AA Battery = 8 Fig., 2 x 88 mm. heavy flak gun, 2 x SdKfz 7, OP Team on 1 x light car

Air support

1 x Ju 87 Stuka (2 x MMG + 3 x medium bombs) + 1 Me 109 (2 x HMG + 1 x 20 mm Autocannon).

3 serial passages from turn 8 onwards.

Morale



Morale test for the English or German infantry battalions at 20 losses.

For the British tanks the morale test is for squadrons, but with a special rule for squadrons composed of 1 Matilda I + 1 Matilda II:

if the two tanks the first to have heavy damage or be destroyed is the Matilda II – morale test yes;

if the two tanks the first to have heavy damage is instead the Matilda I – morale test no;

if the two tanks the first to be destroyed is the Matilda I – morale test yes.

Morale test for the squadron of the 4th Northumberland Fusiliers at 5 losses.

Morale test for the French garrison head at 8 losses.

Morale test for the company of FT17 with a tank with heavy damage or destroyed.

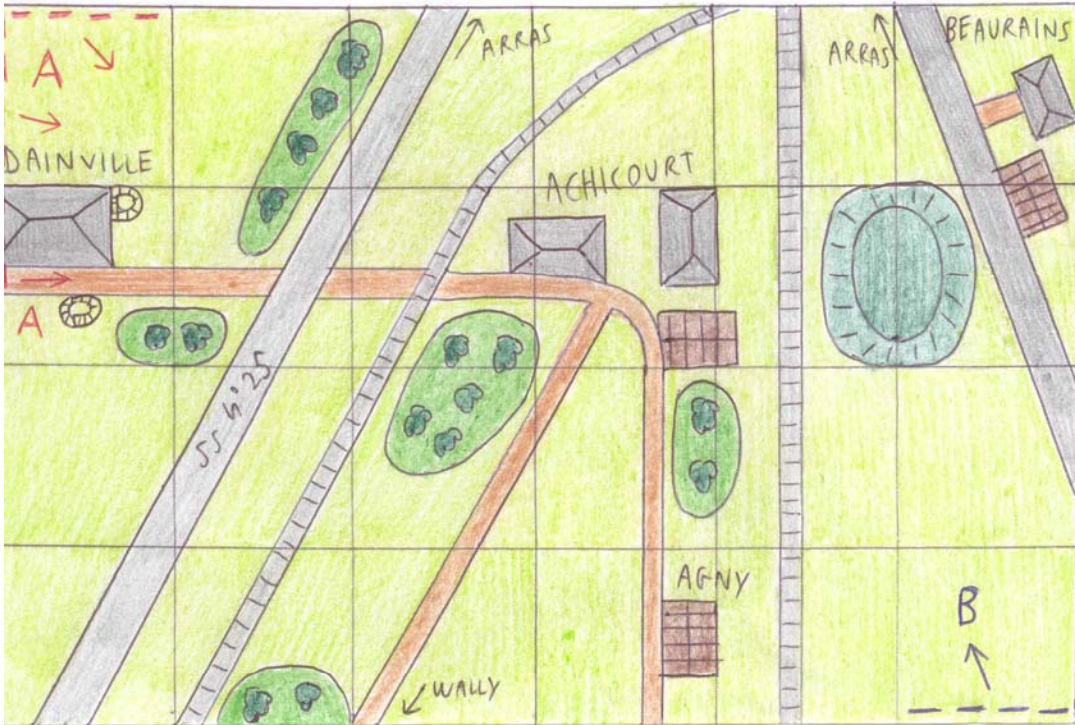
Morale for the German's motorcyclists company at 4 losses.

Other units as artillery batteries, not tested morale.

Winning conditions

The Anglo-French player wins if conquest and held until the end of the game the villages of Achicourt and Agny. The German player wins if he prevents the victory to the Allies.

30,0m (12')



STRADA LARGA (LARGE STREET)



STRADA STRETTA (LITTLE STREET)



FERROVIA (RAILROAD)



CASA DI LEGNO (WOODEN HOUSE)



CASA IN PIETRO (STONE HOUSE)



BOSCO ROBO (OPEN WOODS)



COLINA LIEVE (GENTLE SLOPE)



POSTAZIONI PREPARATE (PREPARED PLACINGS)