

Scenario 1940-1

ARRAS

U.K. Frankforce counterattacks to cut German communications and reinforce the Petreforce garrison. German 7th Panzer and SS Totenkopf attack to seize Allied Bridges; 5th Panzer Attacks to seize Arras.

Allied Forces

Petreforce (BEF) Set up within 6 hexes of Map G Hex 2504

1st Bn/Welsh Guards (-), A Troop/1st East Riding Yeomanry, 352nd Battery/91st Royal Artillery,
26th Anti-tank Battery/52nd Royal Artillery

Frankforce (BEF)

Right Column enters on Map C Hex 0119

Enter Turn 3:

7th Royal Tank Regiment,

Enter turn 9:

8th Durham Light Infantry, 365th Battery-92nd Field Regiment RA,
260th Battery-65th Anti-Tank Regiment RA, 2AT platoon- 151st Brigade Anti-Tank Company and
RCE 21/22-4th Battalion, Northumberland Fusiliers

Left Column enters on Map C Hex 0111

Enter Turn 1:

4th Royal Tank Regiment,

Enter turn 6:

6th Durham Light Infantry, 368th Battery-92nd Field Regiment RA,
206th Battery-52nd Anti-Tank Regiment RA, 1AT platoon - 151st Brigade Anti-Tank Company,
Company A and RCE 11/12 of the 4th Northumberland Fusiliers

French Force:

3^{ème} Division Légère Mécanisée (-) (3 DLM)

Enter Turn 12 on Map C Hex 0721

A & C Companies 1st Cuirassier Regiment

German Forces

Enter Turn 1:

7th Panzer Division: 37th Auf, 25th Panzer (Map G Hexes 1721 to 2221)

SS Totenkopf Division: I/1st Totenkopf (Map G Hex 0119)

Enter Turn 3:

7th Panzer Division: Hq 7th Pz, 7th Kradschutzen (Motorcycle) Bn (Map G Hexes 1721-2221)

Enter Turn 6:

7th Panzer Division: 58th Pioneer, 42nd Pzj, I/78th FA, 86th Flak (Map G Hex 2221)

SS Totenkopf Division: Hq 1st Totenkopf, II/1st Totenkopf (Map G Hex 0119)

Enter Turn 8:

7th Panzer Division: 7th Infantry Rgt, 59th Flak (Map G Hexes 1721-2221)

SS Totenkopf Division: III/1st Totenkopf (Map G Hex 0119)

Enter Turn 9:

7th Panzer Division: II/103rd Flak Rgt, 6th Infantry Rgt (Map G Hexes 1721-2221)

5th Panzer Division: 8th Aufklaurungs, 15th Panzer (Map G Hex 2721)

Enter Turn 12:

5th Panzer Division: 31st Panzer, II/13th Infantry (Map G Hex 2721)

Deploy off map:

705th Feldartillerie Bn/7th Panzer Division Pre-game through Turn 30 (8 hexes off east edge of Map G)
6 steps of Gw38t; after turn 7 may enter Map G Hex 1721

78th Feldartillerie Bn/7th Panzer Division Pre-game through Turn 30 (3 hexes off east edge of Map G)
6 steps of leFH18 (105mm) & 6 steps of FH18 (150mm); after Turn 5 I/78th FA may enter Map G Hex 2221)

704th Feldartillerie Bn/5th Panzer Division Turn 13-Turn 30 (10 hexes off east edge of Map G)

****Other units are included in counter-mix should players wish to experiment with available forces**

Scenario 1940-1

ARRAS

Special instructions:

U.K. Deploys Petreforce first within 6 hexes of Map G Hex 2504. Petreforce P-class and W-class units may begin entrenched and deployed. Petreforce units may not leave their setup hexes before Turn 6.

Allied Radio and Coordination difficulties:

UK artillery units may only conduct fire missions once deployed on the map. UK Artillery units may only fire missions that are observed by units of their assigned HQs; i.e. Petreforce Artillery may only support Petreforce HQ units call for fire, Right Column artillery may only fire for Right Column requesting HQs and the same for Left Column Artillery.

Allied HQs may only issue OPS points to units that are within 2 hexes. TOCs may only spend OPS points for HQs that are visible and within their line of sight.

Allied Refugee traffic problems:

Allied units do not get movement allowance modifier when moving on a major road (RED).

Allied AFVs may not transport P-class units.

Germans move first.

German Artillery units may only support the division to which they are assigned.

Rommel 7th Panzer Division HQ:

7th Panzer Division HQ unit may request fire from any deployed artillery unit (off-map or on map).

7th Panzer Division HQ unit may issue OPS points to any unit that it is stacked with or adjacent to, regardless of subordination.

7th Panzer Division HQ may rally any German unit.

If the 7th Panzer Division HQ is eliminated it may not be re-constructed and all German 7th Panzer Division units suffer a -4 modifier to morale checks for the rest of the game.

Streams may only be crossed at listed bridges or when engineer actions emplace a bridge, pontoon, or assault boats. Bridges may not be destroyed.

The following hexside streams contain standing bridges (place bridge marker):

Map G

0316-0415 0711-0811 1910-2010 2703-2704

Map C

0604-0704 0920-1019 1119-1218 1319-1418 1817-1917 2111-2110

2605-2606 2504-2604

At Start Standing Bridge Controls: Allied Controls German Controls

Game length: 30 turns

Victory Conditions:

German:

- +15 points for each A12 Tank (Matilda 2) destroyed
- +3 points for each other UK/FR step destroyed
- +75 points for controlling all standing bridge hexes at the end of turn 30
- +5 points for each standing bridge hex controlled at the end of turn 30
- +20 points for controlling Map G Hex 2603 and 2704 at the end of turn 30
- +10 points for each German AFV or Infantry unit exited off Map C by end of Turn 30

Allied:

- +2 points for each German step destroyed
- +100 points for controlling all standing bridge hexes at the end of turn 30
- +10 points per standing bridge hex controlled at the end of turn 30
- +30 points for controlling Map G Hex 2603 and Hex 2704 at the end of turn 30

****Other units are included in counter-mix should players wish to experiment with available forces**