

# JAVA 2c

# ILL-PREPARED



**DOUAI, FRANCE, 22 May 1940:** The French First Army, located in the eastern most positions of what would come to be known as the "Sack" was ill-prepared to carry of General Weygand's plan. General Blanchard, the commander of the First Army attempted to marshal the needed mechanized forces to stage Weygand's offensive. But the confused situation on the ground was chaotic; the French V Corps mustered a single regiment with some armoured support for the assault. The offensive degenerated into a raid in the direction of Cambrai. It achieved limited success, reaching the outskirts of Cambrai.

## MAP CONFIGURATION

(Only hexrows R-GG and hexes numbered ≤ 20 are playable)



## VICTORY CONDITIONS:

Provided the German has amassed ≤ 48 CVP, the French win at game end by controlling all multi-hex buildings.

## TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	7	8	END
FRENCH Moves First									

## SPECIAL RULES:

- See JAVA 2 Special Rules 1, 2, & 3.
- To reflect the hastiness of the defence: after all set up, each German MMC (in suitable terrain) may make an Entrenching Attempt (B27.11). Each German gun may setup using HIP (A12.34) [EXC. each gun does not automatically setup Emplaced; the crew must

make an Entrenching Attempt to emplace their gun (C11.2-.3). Place a Non-Emplaced Gun counters (from CdG) on a gun that fails the emplacement attempt].

**Elements II/487.Infanterieregiment** sets up north of the stream and on any hex numbered ≥ 7:

4-6-7 6	2-4-7 2	2-2-8 4	9-1	7-0	1PP	3-8 4PP	7-16	[2-13] 5PP	1-12 1PP	7 Morale ? dr+3	2 75* M10	3 81* [2-60] M11
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**Reserves** enter on Y20 on a dr ≤ the circled number on the turn record chart (each group is to make a separate entry dr):

8-1 5-4-8 2	1PP 3-8	3 2-2-8 37L	2 M12 9PP	30 T10
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[ELR: 3]   
[SAN: 2]

**Elements of 106è Régiment de Infanterie Motorisée** supported by the 39è Bataillon de Chars de Combat, enters along the north edge on turn indicated

**TURN 1:**

4-5-7 8	2-2-8 2	9-1	8-0	2PP 4	5PP 81mm 2	8 37* -12* 4 4 4
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**TURN 3:**

4-5-7 6	7-0 1PP	1PP 2-6	8 37* -12* 4 4 4
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[ELR: 2]   
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