



DOUAI, FRANCE, 22 May 1940: General Maxime Weygand issued his Operation Order No. 1, in which he stated “the only way to hold, and beat, the German is by counter-attack”. 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 Weygand’s plan. The confused situation on the ground was chaotic; the Germans’ rapid westward advance towards the channel, made a mockery of mounting a concerted Allied offensive coordinated from the north and south. Instead of the required divisions; the French V Corps mustered a single regiment with some armoured support for the assault. It achieved limited success, reaching the outskirts of Cambrai, only to be driven back by gathering German forces.

MAP CONFIGURATION

(Only hexrows R-VV are playable)



VICTORY CONDITIONS:

Provided the German has amassed ≤ 45 CVP, the French win at game end by controlling the Y20 and PP21 Bridges.

TURN RECORD CHART

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

SPECIAL RULES:

1. See JAVA 2 Special Rules 1, 2, & 3.

2. 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].

3. The French radio represents one-module of 105mm OBA (HE & Smoke); the first fire mission has automatic Radio Contact and Battery Access draw (permanently remove one black chit from the draw pile).

Elements II/487.Infanterieregiment sets up on any hex numbered ≥ 7 :

<td> <td> <td> <td> <td> <td>[ELR: 3] </td> </td></td></td></td></td>	<td> <td> <td> <td> <td>[ELR: 3] </td> </td></td></td></td>	<td> <td> <td> <td>[ELR: 3] </td> </td></td></td>	<td> <td> <td>[ELR: 3] </td> </td></td>	<td> <td>[ELR: 3] </td> </td>	<td>[ELR: 3] </td>	[ELR: 3]					
(SAN: 2)											

Reserves enter along the south edge on a dr \leq the circled number on the turn record chart (each platoon is to make a separate entry dr):

<td> <td> <td> <td> <p>Elements 106è Régiment de Infanterie Motorisée supported by the 39è Bataillon de Chars de Combat, enters on TURN 1 along the north edge:</p> </td></td></td></td>	<td> <td> <td> <p>Elements 106è Régiment de Infanterie Motorisée supported by the 39è Bataillon de Chars de Combat, enters on TURN 1 along the north edge:</p> </td></td></td>	<td> <td> <p>Elements 106è Régiment de Infanterie Motorisée supported by the 39è Bataillon de Chars de Combat, enters on TURN 1 along the north edge:</p> </td></td>	<td> <p>Elements 106è Régiment de Infanterie Motorisée supported by the 39è Bataillon de Chars de Combat, enters on TURN 1 along the north edge:</p> </td>	<p>Elements 106è Régiment de Infanterie Motorisée supported by the 39è Bataillon de Chars de Combat, enters on TURN 1 along the north edge:</p>
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Reinforcements enter on Turn 3 along the north edge:

<td> <p>[ELR: 2]</p> </td>	<p>[ELR: 2]</p>
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(SAN: 2)

