



Northwest of COMINES, FRANCE, 27 MAY 1940: The German 61. *Infanteriedivision* was in the line on the northwest side of the Allied salient that was being closed between the German Army Groups. With the Belgian collapse, the Ypres Canal line was hastily defended by British forces as the position was critical in keeping the withdrawal routes to Dunkirk open. In very heavy fighting, the British were slowly being pushed back. Extreme efforts were made to evacuate the wounded. The Germans utilized artillery fire and air support to wear down the Allied defenders. Despite the onslaught, the British defending near Comines put up a stout defence. After heavy fighting along most of the line, the British were forced to withdraw. But it was imperative to maintain a coherent defence to keep the salient open to Dunkirk. The British position was further complicated by the impending surrender of Belgium, which left a notable gap on the British left flank. A late counter-attack by elements of the Black Watch momentarily redeemed the situation in the area of the 143rd Brigade, but renewed German pressure the following day compelled a further British withdrawal.

VICTORY CONDITIONS:

The British win at game end, if they have amassed more VP than the Germans. The German accumulates CVP normally (EXC. bonus for captured equipment is NA). The British are awarded VP for WW-MMC exited off the west edge of the map. In addition, for every WW HS exited off the west map edge, the British may count 5 VP of non-WW units exited off the west map edge.

(EX. the British have exited: 6x Squads, 1x WW-Squad, 3x WW-HS, 3x Carriers, 2x 15-cwt Trucks, 2x crews, and 2x 25mm A-T Guns off the west edge. The British can count 5 VP from 2½ WW Squad-equivalent exited, but only 25 of 37 VP from the other non-WW exited units, for a total of 30 VP.)



TURN RECORD CHART

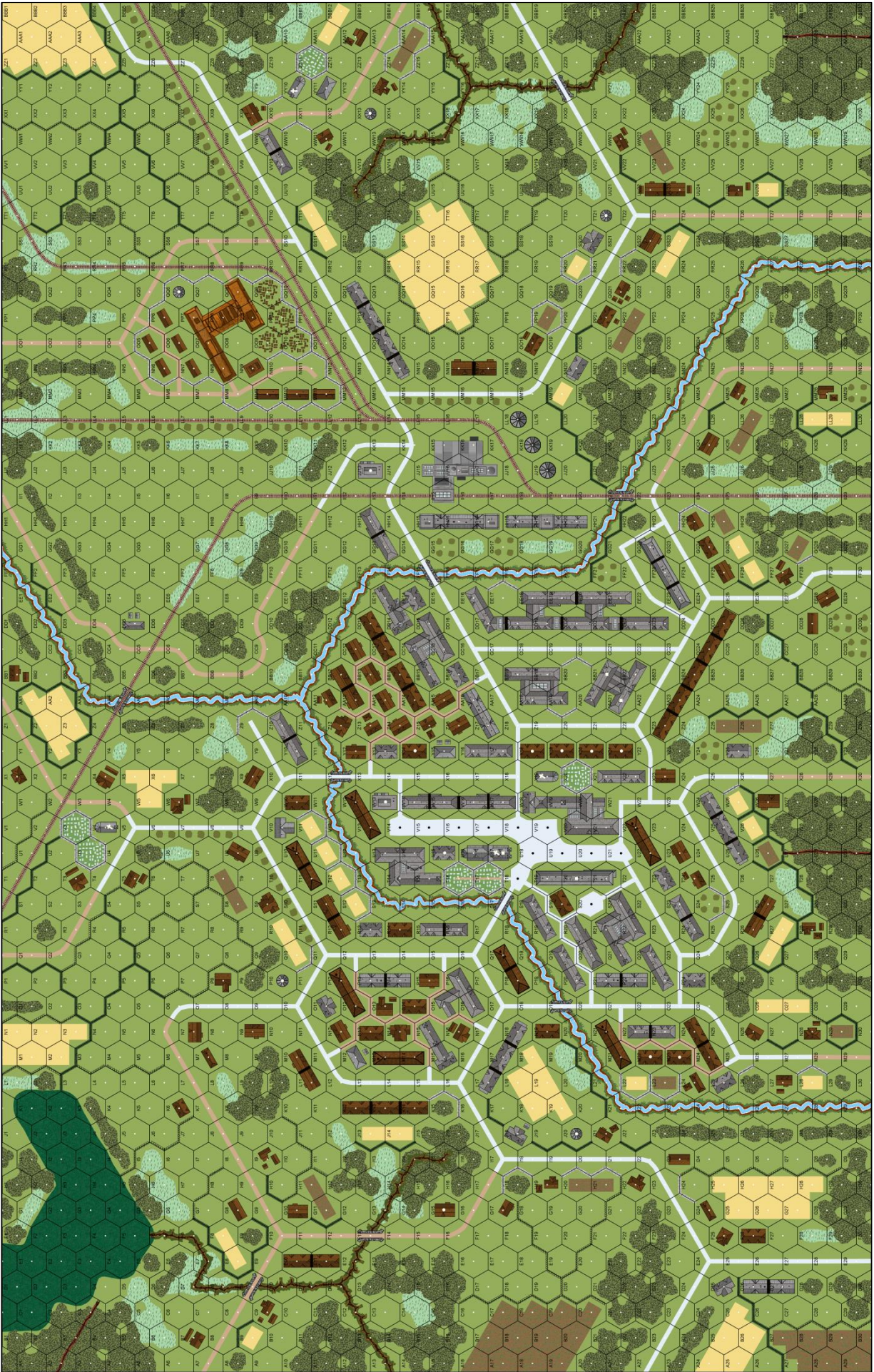
BRITISH Sets Up First	GERMAN Moves First	1 ^①	2 ^②	3 ^④	4 ^⑥	5	6	7	8	9	10	11	12
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SPECIAL RULES:

- EC are Moist with No Wind at the Start. All Rivers are Deep (B21.12). Any whole hex containing only two round, green orchard symbols (EX. MM14) is a Partial Orchard hex (Q2.). All Railroads are GLRR (B32.11). Hexes with a white cross (EX. U17) contain a Steeple (B31.2) location. Hexes containing a large black centre dot (EX. V18) are treated as City Boulevard (B7.1) hexes. Buildings (JJ14 & PP8) are Factories (B23.74) with vehicle-sized entrance along the I114-15, I115-16, MM8-NN8, and QQ8-RR8 hexsides. A hex that contains a grey circular building with white square (EX. P10) is a Water Tower Hindrance with a Tower Location 1 Level above ground level. A large round stone structure (EX. KK18) is a Storage Tank (O9.). Hexes OO9, OO10, PP10, QQ9 are Lumberyards (B23.211). Both Grain (EX.RR15) and Plowed Fields (EX. ZZ14) are in effect (B15, B15.6). Barbed Wire Fences (EX. E19) are in effect (P3.1).
- Each side may make two Self-Rally attempts (A10.6).
- All OBA Battery Access is never lost permanently due to drawing two red chits (C1.21). If a red chit is drawn, when attempting Battery Access, the red chit is returned to the Draw Pile and an additional Red Chit is added.
- Use two sniper counters initial setup ≥ 20 hexes apart. When a side's SAN is rolled, randomly determine which sniper is activated. Each side's SAN may never < 2 ; any action which would reduce a side's SAN to < 2 , instead pins that side's snipers.
- The British sets up as follows:
 - Secretly rolls for fortifications and sets them up on map;
 - Roadblocks are hastily constructed, as a result they receive a -2 DRM to any Clearance attempt (B24.76) or DC attack on them;
 - Secretly roll for WW-MMC and sets them up *concealed* in the (JJ16) Train Station;
 - Attaches Divisional Support Platoons to each company, with no more than two platoons per company;
 - Each company sets up in its designated areas;
 - Each MMC may (in suitable terrain) setup in a foxhole; and
 - Carrier crew is a 2-4-7 HS (D6.82).

- Starting on Turn 1 (and each subsequent turn until they enter), the British makes a DR; if the cdr is \leq circle number on turn record chart, he may enter the wdr (1) 3, (2-3) 4, (4-5) 5, (6) 6 Ambulances (use a designated 15-cwt truck) on a single road hex on the west edge.
- Ambulances are the only vehicles that may transport WW MMC.
- A Walking Wounded (WW) MMC has a 3 MF allotment, which cannot be increased for any reason [EXC: while being carried by any form of conveyance], its IPC is reduced to 2, and it receives a +1 DRM for all CC attacks it makes while all CC attacks made against it receive a -1 DRM. Under no circumstances may a WW MMC become unwounded. All WW MMC must start setup in the (JJ16) Train Station and if outside the (JJ16) Train Station, a WW MMC must pass a TC in order to move during that MPh (EXC. if moving with a Good Order British Leader or as a passenger in an ambulance); failure results in it being marked with a TI counter.
- The British Radio (Phone exchange is NA) represents one-module of 25-pdr (88mm) OBA (HE & Smoke) with all Radio Contact attempts (C1.2) receiving a +1 DRM.
- German Units:
 - Pionier: 5-4-8/2-3-8 MMC has underlined Morale (A1.23) and is an Assault Engineer (H1.22);
 - Motorcycle: if a 4-6-8 squad fails its ELR, it is replaced with two 2-4-8 HS; if a 2-4-8 HS fails its ELR, it is Disrupted (A19.12); and
 - Schützen: a 4-6-7/2-4-7 MMC that Battle-Harden (A15.30) will instead become Fanatic (A10.8).
- The German Radios represents one-module of 105mm OBA (HE & Smoke) and one-module of 150mm OBA (HE & Smoke).
- The Germans secretly designated and setup/enter as follows:
 - Attaches his Divisional Support Platoons to each Kompanie, with no more than four platoons per kompanie;
 - Sets up four platoons from each kompanie on map in their designated areas; and
 - On Turn 1, the remaining platoons from each kompanie are to enter from their designated areas.

GET YOUR MEN OUT, NOW!





Elements 1st Oxfordshire and Buckinghamshire Battalion, 143rd Brigade, 48th Infantry Division sets up as follows:

On Map Fortifications

7 Morale ?	ROADBLOCK 	Fortified
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DR+12 dr/2 (FRD) dr+3

Sets up in JJ16 Train Station

 Walking Wounded 3MF 2 IPC +1 CC	 1 4-5-7	 1 2-4-7
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dr+3 dr+6

26 15 cwt Ambulance 14PP

See SSR 3

[ELR: 2]
[SAN: 2]



Setup Areas (See SSR 5)

- 1) On any hex east of the GG0-AA10-RR30 River and ≥ 2 hexes from a German setup hex
- 2) On any hex south of the K29-AA10-RR30 River and ≥ 2 hexes from a German setup hex
- 3) On any hex east of hexrow I and west of the K29-AA10-GG0 River and ≥ 2 hexes from a German setup hex

A Company:

Platoon No.1

 1 4-5-7	 Captain 9-2	 1 1PP 2-7	 2 4PP [2-11]	 1-12 1PP
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3

Platoon No.2

 2 4-4-7	 Sergeant Major 8-1	 1 1PP 2-7	 2 4PP [2-11]	 1-12 1PP
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3

Platoon No.3

 1 4-5-7	 Corporal 7-0	 1 1PP 2-7	 2 4PP [2-11]	 1-12 1PP
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3

Mortar Section No.4

 2 2-2-8	 MTR M11 2 3-in [6-36] 76* [3-63] ^{92*}
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2

2

B Company:

Platoon No.1

 1 4-5-7	 Subaltern 9-1	 1 1PP 2-7	 1-12 1PP
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3

Platoon No.2

 1 4-5-7	 1 2-4-7	 2 4PP [2-11]
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2

Platoon No.3

 2 4-4-7	 2 2-3-7	 Sergeant 8-0	 1-12 1PP
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2

Patrol No. 4

16 Carrier A 1 4PP T10% 0 BMG 2/-*	16 Carrier B 1 4PP T10% 0 ATR -/-2
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2

Patrol No.5

16 Carrier A 1 4PP T10% 0 BMG 2/-*	16 Carrier B 1 4PP T10% 0 ATR -/-2
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2

C Company:

Platoon No.1

 1 4-5-7	 Sergeant Major 8-1	 1 1PP 2-7	 2 4PP [2-11]	 1-12 1PP
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3

Platoon No.2

 2 4-4-7	 2 2-3-7	 Sergeant 8-0	 1 1PP 2-7	 2 4PP [2-11]
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2

Platoon No.3

 1 4-5-7	 1-12 1PP
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2

DIVISIONAL SUPPORT:

Platoon No.1

 1 2-4-7	 HMG 3 5PP 6-14
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2

2

Platoon No.2

 1 2-4-7	 MMG 2 4PP 4-12
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2

2

Platoon No.3

 2 2-2-8	 AT 3 OOF 25mm [45] 25LL M12	 26 15 cwt 14PP
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3

3

3

PI No.4

 G 4-3-6

3

PI No.5

 G 4-3-6

3

PI No.6

 RADIO 8 1PP

88mm



Elements of the 61. Infanteriedivision sets up each of its kompanies in one of the Setup Area, with that kompanie's reinforcements entering from its designated Entry Area (See SSR 10-12):

Kompanie Setup Area

- a) On/east of hexrow YY
- b) On/between hexrow L-Z in hexes numbered ≤ 4
- c) On/between hexrow Y-QQ in hexes numbered ≥ 27

Reinforcement Entry Area

- East map edge
- North map edge on/between L1-EE0
- South map edge on/between Y29-QQ29

Infanteriekompanie 1:

Platoon 1

1 4-6-7	Major 10-2	LMG 1 1PP	3-8	MTR 10GrW36 [2-13] 50* SPP
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4

Platoon 2

1 4-6-7	Leutnant 9-1	LMG 1 1PP	3-8	MTR 10GrW36 [2-13] 50* SPP	ATR 1-12 1PP
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3

Platoon 3

1 4-6-7	Unteroffizier 8-0	LMG 1 1PP	3-8	MTR 10GrW36 [2-13] 50* SPP
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3

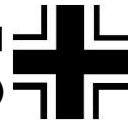
Heavy Weapons Platoon 4

1 2-4-7	2 2-2-8	Feldwebel 8-1	MMG 2 3PP	5-12	MTR GrW 34 [2-60] 81* M11
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4 2 4 2

[ELR: 3]

(SAN: 2)



Infanteriekompanie 2:

HQ Platoon 1

1 4-6-7	Leutnant 9-1	LMG 1 1PP	3-8	MTR 10GrW36 [2-13] 50* SPP	ATR 1-12 1PP
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3

Platoon 2

1 4-6-7	Feldwebel 8-1	LMG 1 1PP	3-8	MTR 10GrW36 [2-13] 50* SPP	ATR 1-12 1PP
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3

Platoon 3

1 4-6-7	Unteroffizier 8-0	LMG 1 1PP	3-8	MTR 10GrW36 [2-13] 50* SPP	ATR 1-12 1PP
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3

Heavy Weapons Platoon 4

1 2-4-7	2 2-2-8	Feldwebel 8-1	MMG 2 3PP	5-12	MTR GrW 34 [2-60] 81* M11
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4 2 4 2

Pionierkompanie 3:

Platoon 1

3 5-2-4-8	Hauptmann 9-2	FT X10 1PP	24-1	DC X12 1PP	30-1
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3 3

Platoon 2

3 5-2-4-8	Feldwebel 8-1	FT X10 1PP	24-1	DC X12 1PP	30-1
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3 3

Platoon 3

3 5-2-4-8	Unteroffizier 8-0	FT X10 1PP	24-1	DC X12 1PP	30-1
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3 3

Divisional Support:

Platoon 1

3 2-2-8	AT 3 Pak 35/36 H6[9] M12 37L 9PP	Kfz 1 T10
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3 3 3

Platoon 2

2 2-2-8	INF 1eIG 18 M10 75*	Wagon cs 3 T6
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2 2 2

Platoon 3

2 2-2-8	INF sIG 33 M8 150*	Wagon cs 3 T6
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2 2 2

Platoon 4

34 1 PSW 221 CMG -151	*33 1 PSW 222 B11 20L[4] -151*
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2 2

Platoon 5

34 1 PSW 221 CMG -151	*33 2 PSW 222 B11 20L[4] -151*
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2 2

Platoon 6

3 4-6-8	Unteroffizier 8-0	MTR (dm) 10GrW 36 50mm 3PP	MC w/Sidecar M9 24
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3 3

Platoon 7

RADIO 8 1PP

105mm

Platoon 8

RADIO 8 1PP

150mm

Platoon 9

14 3 Kfz 10/4 B11 20L[4] CS 5 MA:AA
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4

Platoon 10

1 4-6-7	Unteroffizier 8-0	LMG 1 1PP	3-8	MTR 10GrW36 [2-13] 50* SPP
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3

Platoon 11

1 2-4-7	HMG 3 4PP	7-16
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4 4

Platoon 12

3 2-2-8	AT 3 Pak 35/36 H6[9] M12 37L 9PP	Kfz 1 T10
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3 3 3