

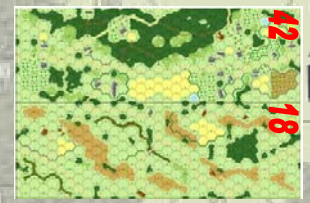


“Alarm, die Tommies kommen!!!“



Wailly, France, May 20th 1940: Unaware of the British intention to counterattack at Arras, 7. Panzer Division started to move out on the morning of the 20th May. Rommel had ordered Panzer Regiment 25 to drive toward Agnez in the northwest of Arras. Two British columns from the 50th Durham Light Infantry supported by Matilda tanks moved west of Arras southward, directly into the path of the German spearhead of infantry and supply elements. At the small hamlet of Wailly they ran into the newly arrived motorized SS Regiment “Totenkopf”.

BOARD CONFIGURATION:



BALANCE:

- ⊙ Prisoners do count VP as per A26.222.
- + At Start NMC for SS MMC receives a -1 DRM (see SSR 2).

Victory Conditions: The British immediately win if they exit \geq two AFVs through the east board edge *and* control \geq eight buildings west of hexrow T. The Germans immediately win if \geq three British AFVs are eliminated/recalled/immobilized. Otherwise - at game end - the British win if they have more VP (calculated as per A26.2) as the Germans. Only British Good Order Infantry/AFV units east of hexrow Q are eligible for VP. VP for Good Order British Infantry units east of hexrow L are doubled. VP for Good Order German Infantry units west of hexrow Q are doubled. Prisoners are worth zero VP. In addition the Germans receive one VP for every German controlled building.

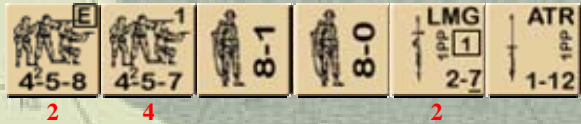
TURN RECORD CHART

+	GERMAN Sets Up First	1	2	3	4	5	6	END
⊙	BRITISH Moves First							

Elements of 50th Durham Light Infantry [ELR: 4] [SAN: 3]

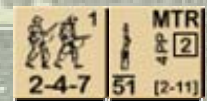
Company A set up on board 18 on/west of hexrow BB: (15 VP)

Company B set up on board 42 on/west of hexrow BB: (16 VP)



Elements of 4th Royal Tank Regiment enter on Turn 1 along the west edge: (27 VP)

Elements of Mortar Platoon set up with Company A or B: (1VP)



Elements of SS Regiment “Totenkopf” [ELR: see SSR 4] set up on board 42 between hexrows T-AA (see SSR 2): [SAN: 3] (16 VP)

Rearguard Elements of Schützen Regiment 6 set up (emplaced) anywhere east of hexrow I: (8 VP)



The German player secretly chooses one “Gun” group before Setup and sets it up - non-emplaced but concealed - anywhere east of hexrow P

- Group 1: 1x 2-2-8, 1x 88L Flak 18, 6x “?” (4 VP)
- Group 2: 2x 2-2-8, 1x 37L AT, 1x 105 ART leFH 18, 3x “?” (8 VP)
- Group 3: 3x 2-2-8, 1x 20L Flak 38, 1x 37L AA Flak 36, 1x 75* leIG18 (12 VP)

26 VP for Building Control at game start

German Reinforcements (see SSR 3)

Adhoc Force 1 (4 VP) 1x 2-4-8, 3x 2-3-7, 1x MMG enter along the east edge	Adhoc Force 2 (5 VP): 2x 2-3-7, 1x 9-2, 2x “?” enter through hex 18A5	Adhoc Force 3 (6 VP) 2x 4-6-7, 1x LMG, 1x 8-1 enter along the north edge between hexrows P-X	Adhoc Force 4 (4 VP) 2x 4-6-8, 1x DC, 2x Sidecar, enter along the east edge of Board 18	Adhoc Force 5 (7 VP) 1x PzKpfw 38(t)A, 1x 9-2 AL enter along the south edge on/east of hexrow S
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Special Rules:

1. EC are Moderate, with no wind at start. Grain is in season. All buildings are single story. All level 2 hill hexes are level one only. Cliffs do not exist. Kindling is NA. Place overlays as follows: OW1 on 42BB2-CC3 and Wd12 on 18G4-H4.
2. Due to the shock of immediately facing an enemy counterattack, all German SS MMC not stacked with a leader must take a NMC after the British Setup is finished. All German SS MMC are Lax.
3. The German player secretly chooses two different Adhoc Forces before Setup. The lower numbered Adhoc Force *must* enter on Turn 1 and the other *must* enter on Turn 2 according to their entry instruction.
4. All German SS units have ELR 2. All other German units have ELR 4.
5. The British Matilda I is radio-equipped.

Aftermath: The surprised and inexperienced SS soldiers withdrew southward and spread panic among the soldiers of Schützen Regiment 6 who crossed their way. Rommel himself organized the defense in this sector by taking what ever was available to fight against the British Infantry and tanks. The arriving of some 88 Flak guns and the lack of reinforcements for the British Attack Groups saved the day for the Germans. This day the 7. Panzer Division had suffered the highest losses in Personnel and Vehicles during the whole French Campaign so long.

SCENARIO CREDITS:
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