

## SCENARIO KE1

# LION'S SHARE



**VICTORY CONDITIONS:** The Germans win immediately upon Exiting  $\geq 22$  Exit VP of German units from the south edge of board 17.

**West of ARRAS, FRANCE, 21 May 1940:** In spite of the numerous problems that plagued the British and French in launching their limited counterattack at Arras, the Allies had actually succeeded in causing considerable turmoil in the German command structure, not to mention amongst the two German infantry regiments that had become the focus of the attack. The 74 British Matilda I and II Infantry Tanks of the 1st Infantry Tank Brigade had caused some losses amongst the truck-borne infantry as they waddled forward, and since the standard German 37mm anti-tank guns seemed to make no impression on the attacking tanks, the German infantry had found itself with a rather severe case of "tank terror". Seemingly unable to affect the outcome of the fighting, the German infantry were fleeing the battle. At that moment, Rommel himself arrived on the scene. He personally organized the defense of Infanterie Regiment 7., using FlaK guns and artillery pieces to slow the rampaging British tanks. That done, he recalled Panzer Regiment 25. to the aid of the infantry. The *Panzertruppen*, far to the north and west of Arras, turned about and raced southeast, attacking into the right flank of the Allied penetration in the waning afternoon light.

### BOARD CONFIGURATION:

### BALANCE:



In the French reinforcements, replace one H35 with one S35.



In the Victory Conditions, change " $\geq 22$  Exit VP" to " $\geq 20$  Exit VP".



	17
91	

## TURN RECORD CHART

SIMULTANEOUS Setup (See SSR 2)	1	2	3	4	5	6	7	END
GERMAN Moves First								



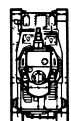
**Elements of 6th Battalion the Durham Light Infantry, British 50th Division [ELR: 3]** set up on board 17 and/or on/south of hexrow N on board 16: {SAN: 3}

1 4 <sup>2</sup> -5-7	2 2-2-8	3 6-1	4 8-0	1 2-7	1-12	40L 3 200 M10	26 15mm T9 14PP
5	2			2	2	2	2



**Elements of 2ème Cuirassée, 3ème Division Légère Mécanique** enter on/between 17Q1 and 17EE1 on Turn 3:

*13 47 -12*/*	10 37* -12*/*
2	2



**Lead Elements of Panzer Regiment 25, Panzer Division 7 [ELR: 3]** enter from the north edge of board 16 on Turn 1; all Personnel/SW must enter as Passengers: {SAN: 2}

1 4 <sup>1</sup> -6-7	8	1 3-8	14 3 75* -1/5	15 3 37L 4/4	15 1 20L(4) -1/5	*33 1 20L(4) -1/5/*	28 21PP
3			2	6		3	

## SPECIAL RULES:

- EC are Moderate, with no wind at start. Due to the gathering darkness, there is a +1 LV Hindrance in effect for all LOS/fire at hexes/targets  $\geq 13$  hexes.
- Setup is simultaneous, with the German setting up offboard. Stand an extra board across the playing area so neither player can see the other's setup. When both sides have finished setting up, remove the extra board, place the Sniper counters and begin play.

**AFTERMATH:** The British Durham Light Infantry, outpaced during the afternoon's attack and unable to join the sharp edge of the fighting, had set up positions west of Arras to protect the flank of the Allied penetration. As the German tanks hurried to

Rommel's aid, they fell afoul of the British anti-tank guns conveniently sited astride their axis of approach. The Panzers - girded for a set-piece battle against British tanks - were taken completely by surprise at having to face anti-tank guns along the march to contact. Allied reinforcements only added to their troubles. After a timid advance in the wake of the British spearhead, French armor of the 3rd Light Mechanized Division made an appearance on the battlefield to bolster the British positions. In what proved to be one of the few tank versus tank engagements of the day, the French tankers managed to bag several German tank kills of their own. As the sun set on the Allied counterattack, Panzer Division 7. had suffered some 400 casualties, and had lost 20 tanks to the DLI anti-tank guns and French tanks, or the lion's share of what Rommel's division would lose in the entire campaign.