JAVA 2
FRENCH MUSTERED

DOUAI, FRANCE, 22 May 1940: General Maxime Weygand, recalled from Syria, took over as Command-in-Chief from General Gamelin on 20 May; the following day he 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. 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 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. The offensive degenerated into a raid in the direction of Cambrai. It achieved limited success, reaching the outskirts of Cambrai, only to be driven back by gathering German forces.

MAP CONFIGURATION

VICTORY CONDITIONS:
The French win immediately, if they Exit $\geq$ 120 VP off the south edge; *or* at Game End, if they control all the Bridges.

TURN RECORD CHART

GERMAN Sets Up First	1 ①	2 ②	3 ④	4 ⑥	5 ①	6 ②	7 ④	8 ⑥	9	10	END
FRENCH Moves First											

SPECIAL RULES:

1. EC are Moist with a Mild Breeze from the northwest. Plowed Fields (EX. U14) are in effect (B15.6). Vineyards (EX. HH20) are in effect (B12.7). The (A18-L15-HH15-VV19) Stream is Flooded (B20.44), all other streams are Deep (B20.43); the (Y20) Bridge is Stone (B6.); all other bridges are Wood (B6.42); and the (KK5) bridge is a Foot Bridge (B6.44). There is a Steeple (B31.2) in hexes F11 and BB13. Hex (F11) contains a Building-Road (Q5.5).

2. Bore Sighting is NA. Kindling Attempts are NA.

3. Prior to setup, the German side must make a secret DR+6, receiving a number of Concealment counters, equal to the result. In addition, the German side makes a secret dr/2 (FRD), receiving a number of Road-blocks equal to the result.

4. Each German 3.7cm Pak 35/36 and 7.5cm leIG 18 receives a Kfz 1, only if the gun enters from off map.

5. The German 5-4-8/2-3-8 MMC are considered to have underlined Morale (A19.13).

6. The German Phone (Radio if enter from off map) represents one module of 105mm OBA (HE & Smoke). 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.

7. Prior to setup, the German must designate his platoons to setup/enter as follows:

- Roll for Concealment counters and Roadblocks, add to on map OB;
- 5 Platoons + 3 Divisional Support Platoons setup on map; after all setup, any MMC in suitable terrain may make an Entrenching Attempt (B27.1); Guns may setup using HIP (A12.3), but must make an entrenching attempt to setup emplaced (use a 1S foxhole to signify emplacement);

- 2 Platoons + 2 Divisional Support Platoons enters on a dr; starting on Turn 1 (and each turn thereafter until they enter) must make a dr; if the dr $\leq$ the circled number listed on the Turn Record Chart, the reinforcements enters along the south map edge; and
- 2 Platoons + 2 Divisional Support Platoons enters on a dr; starting on Turn 5 (and each turn thereafter until they enter) must make a dr; if the dr $\leq$ the circled number listed on the Turn Record Chart, the reinforcements enter along the south map edge.

8. The French have one module of 105mm OBA (HE & Smoke). 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.

9. Prior to setup, the French side must designate his platoons to enter as follows:

- 2 Platoons from each Compagnie de Fusiliers Voltigeurs + 3 Divisional Support Platoons are to enter on Turn 1 along the north edge within its designated area;
- 2 Platoons from each Compagnie de Fusiliers Voltigeurs + 3 Divisional Support Platoons are to enter on Turn 3 along the north edge within its designated area; and
- 1 Platoon from each Compagnie de Fusiliers Voltigeurs + 3 Divisional Support Platoons are to enter on Turn 5 along the north edge within its designated area;

10. Each Compagnie de Fusiliers Voltigeurs must be allocated a designated entry area, from which to enter its units from:

- Entry Area #1: A0-I0;
- Entry Area #2: W0-EE0;
- Entry Area #3: MM0-UU0; and
- Divisional Support Platoons may enter from any/all Entry Areas.

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Elements II/487.Infanterieregiment, supported by the 267.Panzerjägerabteilung, 267.Infanteriedivision sets up on hex numbered ≥ 7 (See SSR 3-7)
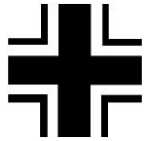
On Map: See SSR 3

7 Morale
?
ROADBLOCK

DR+6   dr/2 (FRU)

[ELR: 3]

(SAN: 2)

Platoon 1:
4-6-7 | Leutnant 9-1 | LMG 1 3-8 1PP | ATR 1-12 1PP | MTR leGrW36 3 50* [2-13] 5PP
4

Platoon 2:
4-6-7 | Unteroffizer 8-0 | ATR 1-12 1PP | MTR leGrW36 3 50* [2-13] 5PP
3

Platoon 3:
4-6-7 | Unteroffizer 8-0 | MTR leGrW36 3 50* [2-13] 5PP
2

Platoon 4:
4-6-7 | Feldwebel 8-1 | LMG 1 3-8 1PP | ATR 1-12 1PP | MTR leGrW36 3 50* [2-13] 5PP
4

Platoon 5:
4-6-7 | Feldwebel 8-1 | LMG 1 3-8 1PP | ATR 1-12 1PP | MTR leGrW36 3 50* [2-13] 5PP
4

Platoon 6:
4-6-7 | Obergefreiter 7-0 | MTR leGrW36 3 50* [2-13] 5PP
2

Platoon 7:
2-4-7 | MMG 2 5-12 3PP | HMG 3 7-16 4PP
4   2   2

Platoon 8:
2-4-7 | MMG 2 5-12 3PP | HMG 3 7-16 4PP
4   2   2

Platoon 9:
2-2-8 | MTR GrW 34 3 81* [2-60] M11
4   4

DIVISIONAL SUPPORT

Platoon 10:
2-2-8 | AT Pak 35/36 3 37L H6[9] M12 | 30 Kfz 1 9PP T10 ★
2   2   2

Platoon 11:
2-2-8 | AT Pak 35/36 3 37L H6[9] M12 | 30 Kfz 1 9PP T10 ★
2   2   2

Platoon 12:
2-2-8 | AT Pak 35/36 3 37L H6[9] M12 | 30 Kfz 1 9PP T10 ★
2   2   2

Platoon 13:
2-2-8 | AT Pak 35/36 3 37L H6[9] M12 | 30 Kfz 1 9PP T10 ★
2   2   2

Platoon 14:
2-2-8 | INF leIG 18 2 75* M10 | 30 Kfz 1 9PP T10 ★
2   2   2

Platoon 15:
5-4-8 Ⓔ | Feldwebel 8-1 | LMG 1 3-8 1PP
2

Platoon 16:
Unteroffizer 8-0 | PHONE X12 11

FRENCH MUSTERED

Elements of 106è Régiment de Infanterie Motorisée, supported by the 39è Bataillon de Chars de Combat, 12è Division d'Infanterie Motorisée, enters on **TURN 1** along the north edge (See SSR 8-10):

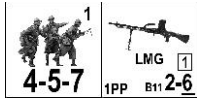## 1er Compagnie de Fusiliers Voltigeurs
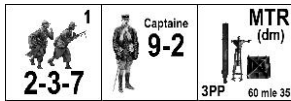
HQ Platoon 1:

2-3-7 | Captaine 9-2 | MTR (dm) 3PP 60 mle 35

Platoon 2:

4-5-7 | 8-0 Sergent — **3**

Platoon 3:

4-5-7 | 7-0 Caporal | LMG 1PP B11 2-6 — **3**

Platoon 4:

4-5-7 | LMG 1PP B11 2-6 1 — **2**

Platoon 5:

2-3-7 | MMG (dm) 2PP — **4   4**

2e Compagnie de Fusiliers Voltigeurs

HQ Platoon 1:

2-3-7 | Lieutenant 9-1 | MTR (dm) 3PP 60 mle 35

Platoon 2:

4-5-7 | 8-1 Sous-Lt | LMG 1PP B11 2-6 1 — **3**

Platoon 3:

4-5-7 | 7-0 Caporal — **3**

Platoon 4:

4-5-7 | LMG 1PP B11 2-6 1 — **2**
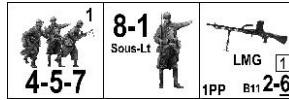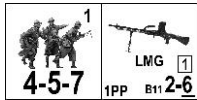
Platoon 5:
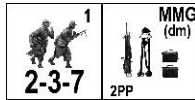
2-3-7 | MMG (dm) 2PP — **4   4**

[ELR: 2]

(SAN: 2)

3e Compagnie de Fusiliers Voltigeurs

HQ Platoon 1:

2-3-7 | Lieutenant 9-1 | MTR (dm) 3PP 60 mle 35

Platoon 2:

4-5-7 | 8-1 Sous-Lt | LMG 1PP B11 2-6 1 — **3**

Platoon 3:

4-5-7 | 8-0 Sergent — **3**

Platoon 4:

4-5-7 | 7-0 Caporal | LMG 1PP B11 2-6 1 — **3**

Platoon 5:

2-3-7 | MMG (dm) 2PP — **4   4**

DIVISIONAL SUPPORT

Platoon 1:

R35 8 4 37* | R35(L) 8 4 37 -/2*/* — **2   2**

Platoon 2:

R35 8 4 37* | R35(L) 8 4 37 -/2*/* — **2   2**

Platoon 3:

R35 8 4 37* | R35(L) 8 4 37 -/2*/* — **2   2**

Platoon 4:

AMD 35 28 1 25LL 2 -/4 — **5**

Platoon 5:

2-2-8 | ART *21 75mle 1897 1 75 M8 | Laffly S15T 9PP T7 — **2   2   2**

Platoon 6:

4-5-8 E | 8-1 Sous-Lt | LMG 1PP B11 2-6 1 | MC w/Sidecar 24 -1 3PP M9 — **4   4**

Platoon 7:

2-2-8 | MTR mle 27/31 3 81* [3-71] M11 — **4   4**

Platoon 8:

4-5-7 | 7-0 Caporal | LMG 1PP B11 2-6 1 — **3**

Platoon 9:

8-0 Sergent | RADIO △ 7 1PP