



DOUAI, FRANCE, 22 May 1940: General Maxime Weygand, recalled from Syria on 20 May, issued his Operation Order No. 1 the following day. In this order he stated “the only way to hold, and beat, the German is by counter-attack”. The French V Corps mustered a single regiment with some armoured support for the assault and immediately sent out reconnaissance units. Quick off the mark, these armoured car and motorcycle units raced southward in search of the Germans; almost immediately, they ran into a light screen of German infantry, task to protect the panzers spearheads’ right flank. The French were forced to halt until stronger follow up units could be brought forward to deal with Germans.

MAP CONFIGURATION

(Only hexrows II-VV and hexes Numbered 3-21 are playable)



VICTORY CONDITIONS:

The French win immediately by exiting ≥ 8 CVP off of the south edge via the PP21 Bridge.

TURN RECORD CHART

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

SPECIAL RULES:

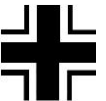
- See JAVA 2 Special Rules 1 & 2.
- To reflect the hastiness of the defence: after all set up, each German MMC (in suitable terrain) may make an Entrenching Attempt (B27.11). Each German gun may setup using HIP (A12.34) [EXC. each gun does not automatically setup Emplaced; the crew must

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].

Elements II/487.Infanterieregiment sets up north of the stream and on any hex numbered ≥ 12 :

1 4-6-7 6	2 2-2-8 2	8-1	7-0	1PP 3-8	3 50*	1-12 1PP	7 Morale ?	2 75* M10
							dr+3	

[ELR: 3]
(SAN: 2)



Elements Escadron de Reconnaissance enters as PRC on **Turn 1** along the north edge:

E 4-5-8 4	9-1	8-1 Sous-Lt	1PP B11 2-6	3PP 60 mte 35	24 M9	28 25LL

[ELR: 2]
(SAN: 2)

