JAVA 2b THE DRIVE FOR CAMBRAI

DOUAI, FRANCE, 22 May 1940: General Maxime Weygand 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's commander, General Blanchard, attempted to marshal the needed mechanized forces to stage Weygand's offensive. But the confused situation on the ground was chaotic and instead of the required divisions; the French V Corps mustered a single regiment with some armoured support for the assault. This regiment sluggishly advanced south, reaching the outskirts of Cambrai, only to be driven back by gathering German forces.

MAP CONFIGURATION

(Only hexrows A-M and hexes numbered 7-21 are playable)

N

VICTORY CONDITIONS:

The French win at game end if there are no Good Order German (non-crew) MMC ≤ 2 hexes from the F18 Bridge.

TURN RECORD CHART

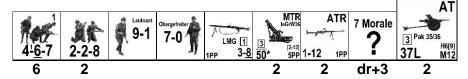|								
⊙ **GERMAN** Sets Up First	**1**	**2**	**3**① ✠	**4**②	**5**④	**6**⑥	**7**	**8** **END**
⊙ **FRENCH** Moves First								

SPECIAL RULES:

1. See JAVA 2 Special Rules 1, 2, & 3.

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].

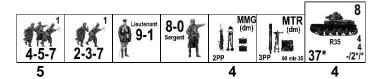**Elements II/487.Infanterieregiment** sets up north of the stream and on any hex numbered ≥ 11:

Reserves enter along the south edge on a dr ≤ the circled number on the turn record chart:
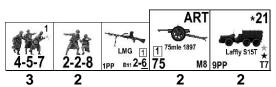

[ELR: 3]

(SAN: 2)

Elements of 106è Régiment de Infanterie Motorisée supported by the 39è Bataillon de Chars de Combat, enters along the north edge on turn indicated

TURN 1:

TURN 3:

[ELR: 2]

(SAN: 2)