

JAVA 8 CROSSROADS AT LES ATTAQUES



LES ATTAQUES, FRANCE, 23 May 1940: Guderian's push to the coast with XIX Panzerkorps was sealing off escape routes for the Allied Forces in northern France and Belgium. The capture of Calais was therefore a high priority and the goal of the 1.Panzerdivision. Among the Allied units deployed to stop the Germans was mix of miscellaneous forces such as the 5th Searchlight Brigade, and the 3rd Battalion, Royal Tank Regiment – whose tanks had only just been unload off a ship in Calais that morning – rushed forward attempting to block the 1.Panzerdivision's attempt to cross the Calais-St.Omer road near the village of Les Attaques. The 1.Panzerdivision's leading units not waiting to regroup, attacked with whatever truck-borne and motorcycle troops and light panzers it had at hand; hoping that reinforcements and more importantly supplies and ammunition would soon follow up. Despite being heavily outgunned and generally lacking air support, many of these scratch Allied forces put a stiff fight; using Bren guns, rifles, mortars, and anti-tank rifles, as well as a bus and a 3-ton lorry set up as barricades, the 1st Searchlight Regiment with tenacity of a bulldog, held up the German panzer for three hours at the village before being forced to surrender. After heavy fighting around Les Attaques, the route was open for the advance on Calais. The Citadel fell on 26 May, after heavy air and artillery bombardments and several assaults by ground forces.



MAP CONFIGURATION



VICTORY CONDITIONS

The Germans win immediately, if they have exited ≥ 8 Supply Trucks (SSR 10) off the west edge of the map; or at game end, if they exited ≥ 4 Supply Trucks and control the (N8) Church and the L68, S62, and M43 bridges.



TURN RECORD CHART

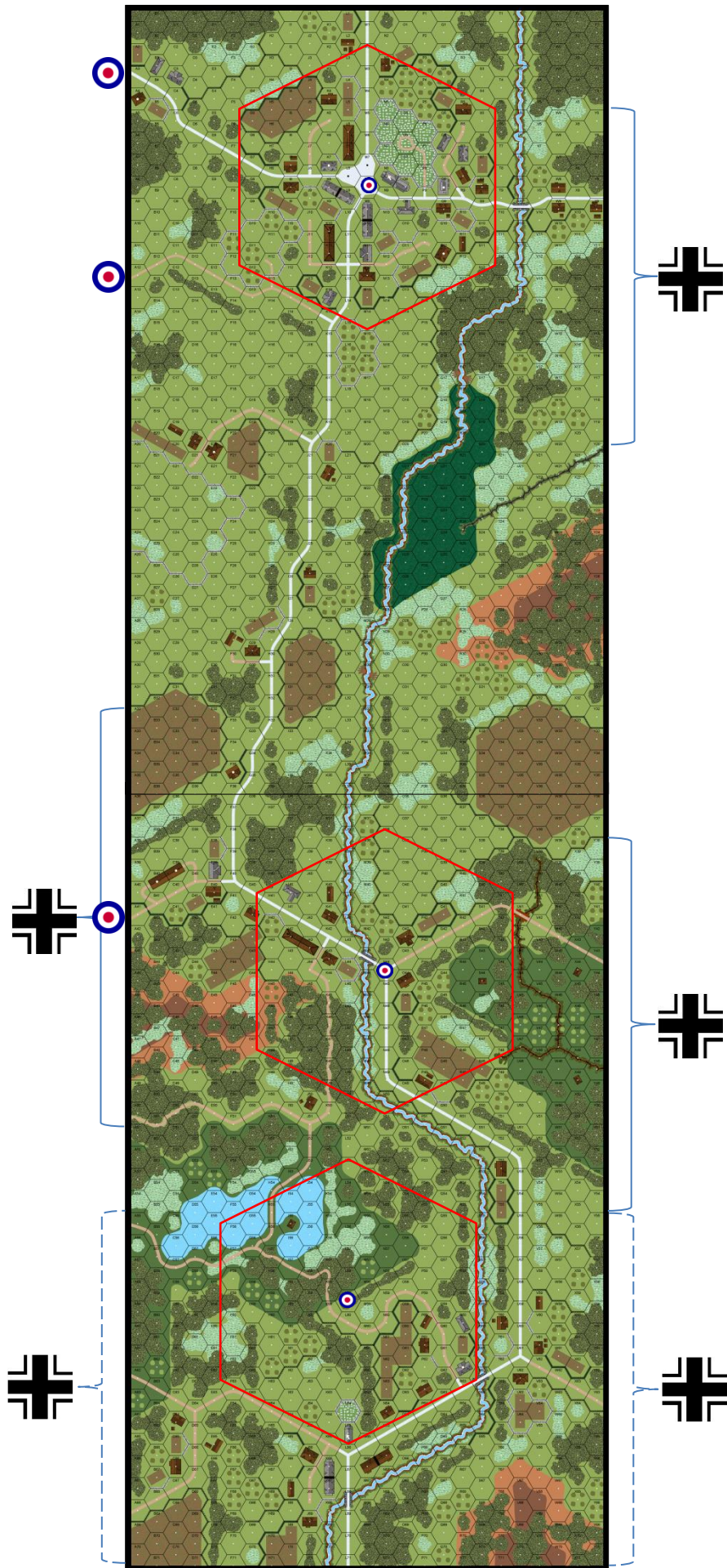
BRITISH Sets Up First	1	2	3	4	5	6	7	8
GERMAN Moves First	9	10	11	12	13	14	15	END

SPECIAL RULES:

- EC are Moist with a Mild Breeze from the southwest. Plowed Fields (EX. J30) are in effect (B15.6). The Stream is Flooded (B20.44) [EXC. Marshes are still in effect] with a Ford (B20.8) located in hexes M30 and R17. The U41 Bridge is wooden (B6.42). There is a Steeple (B31.2) in hexes N8 and L65. Buildings with a large white dot (EX. A4) are single-hex, two-story houses (B31.3). Hexes L8, M7, and M8 are Boulevard (B7.) hexes. Building B40-C39 is a Factory (B23.74). Barbed Wire Fences (EX. H20) are in effect (Q7).
- Use two sniper counters initial setup ≥ 40 hexes apart. When a side's SAN is rolled, randomly determine which sniper is activated. Each side's SAN may never < 2 ; any action which would reduce a side's SAN to < 2 , instead pins that side's snipers.
- Each side may make two Self-Rally attempts (A10.6). Bore Sighting is NA.
- British Units:
 - A13 Mk I/II tanks use Red To Hit Numbers (crews unfamiliar with their new vehicles);
 - A9 CS tanks has No Smoke Ammunition (packed on a separate ship); and
 - Carrier crews are 2-4-7 HS;
 - 1-2-7 MMC are the gun crews of the accompanying guns; and
 - 18-pdr guns have no AP Ammunition (not expected to be used).
- The British side sets up as follows:
 - Makes a secret DR+6, receiving a number of "?" counters equal to the result;
 - Makes a secret dr (halved, FRU) receiving a number of improvised roadblocks equal to the result. An improvised roadblock receives a -2 DRM, to any clearance attempts (B24.76), or to any DC/HE attacks against it;
 - Secretly allots 3 Divisional Support Platoons to each (A-C) company;
 - Sets up one (A-C) company in each of the following areas:
 - On any hex ≤ 6 hexes from hex M8;
 - On any hex ≤ 6 hexes from hex N44; and
 - On any hex ≤ 6 hexes from hex L59.
 - To reflect the hastiness of the defence: after all set up, each MMC (in suitable terrain) may make an Entrenching Attempt (B27.11). Each 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].

- At the beginning of each British RPh of Game Turns 3, 5, 7, 9, and 11, the British player randomly picks on chit from a set of five numbered 1 to 5 to determine the corresponding reinforcement Troop of D Squadron. After the chit is draw, it is discarded, and the British makes an entry dr. On a dr of 1-3, the selected Troop enters on A3; on a dr of 4-5, the selected Troop enters on A12; and on a dr of 6, the selected Troop enters along on A41.
- German Units:
 - Pionerie: 4-6-8/2-4-8 MMC has underlined Morale (A1.24) and is an Assault Engineer (H1.22) with Sapper capabilities (H1.23);
 - Kradschützen: if a 5-4-8 squad fails a MC by more than its ELR, it is replaced with two 2-3-8 HS; if a 2-3-8 HS fails a MC by more than its ELR, it is Disrupted (A19.12); and
 - Schützen: a 4-6-7/2-4-7 MMC that Battle-Harden (A15.30) will instead become Fanatic (A10.8).
- The German receives one module of 75mm OBA (HE Only).
- The German side enters as follows:
 - Secretly allots 2 Divisional Support Platoons to each (1-4) kompanie;
 - Designates an entry area for each kompanie:
 - On/between hexes A55 to A70 or Y55 to Y70 (not both)
 - On/between hexes A32 to A50;
 - On/between hexes Y38 to Y54, and
 - On/between hexes Y5-Y19
 - Each kompanie enters 3 platoons on Turn 1 and the remainder of its platoons on Turn 2. The German may enter all, some, or none of his platoons mounted as Passengers on its vehicles. If a platoon enters dismounted, its vehicles are eliminated from play.
- At the beginning of each German RPh of Game Turns 3, 5, 7, and 9, the German side determines the makeup of the convoy to enter on L71 that turn. Each German Convoy (E11.) consists of Supply Trucks [make a secret dr (halved, FRU) for the number of each type] loaded with supplies. When a Supply Truck is destroyed make a dr to determine its cargo: dr (1-3) Rations, dr (4-6) Ammunition (D10.1); each truck has 0 PP for passengers.

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Elements of the 1st Searchlight Regiment, 5th Searchlight Brigade, supported by the 3rd Battalion, Royal Tank Regiment, British Expeditionary Force must setup as per SSR 4 to 6:

A Company:

Platoon 1

2 4-4-7	Subaltern 9-1	1 2-7
3		

Platoon 2

2 4-4-7	Sergeant 8-0	2 4PP 51 [2-11]
3		

Platoon 3

2 4-4-7	1 2-7	1-12 1PP
2		

Platoon 4

2 1-2-7	2 76* 3-in [6-36] [3-63] ^{5,2*}
2	

B Company:

Platoon 1

2 4-4-7	Sergeant Major 8-1	1 2-7
3		

Platoon 2

2 4-4-7	Sergeant 8-0	2 4PP 51 [2-11]
3		

Platoon 3

2 4-4-7	1 2-7
3	

Platoon 4

2 4-4-7	1-12 1PP
2	

C Company:

Platoon 1

2 4-4-7	Sergeant Major 8-1	1 2-7	2 4PP 51 [2-11]
3			

Platoon 2

2 4-4-7	Sergeant 8-0	2 4PP 51 [2-11]	1-12 1PP
3			

Platoon 3

2 4-4-7	2 4PP 51 [2-11]	1-12 1PP
3		

D Squadron: See SSR 6

HQ Troop 1

Amour Lieutenant 9-1	16 A13 Mk I 40L	14 A9 CS 94* 4x2 ¹ /6/2 ²
2 ¹		

Troop 2

16 A13 Mk II 40L
3 ²

Troop 3

18 Mk VIB CMG -10
3

Troop 4

16 A13 Mk II 40L
3 ²

Troop 5

18 Mk VIB CMG -10
3

1- AAMG is not available
2- CMG is 4FP only

Defences: Set up on any hex in any setup area (SSR 5)

7 Morale ?	ROADBLOCK
DR+6 dr/2 (FRU)	

[ELR: 4]

(SAN: 2)



DIVISIONAL SUPPORT

Platoon 1

37 Daimler SC BMG
3

Platoon 2

2 18-pdr 84* B11 M7	ART
2	

Platoon 3

16 Carrier A BMG T10 ⁴ 0 2/-*	16 Carrier B ATR T10 ⁴ 0 -/-2
2	

Platoon 4

16 Carrier A BMG T10 ⁴ 0 2/-*	16 Carrier B ATR T10 ⁴ 0 -/-2
2	

Platoon 5

2 2-3-7	2 4PP 4-12
4	

Platoon 6

2 2-3-7	2 4PP 4-12
4	

Platoon 7

1 4-5-7	Corporal 7-0	1-12 1PP
2		

Platoon 8

G 4-3-6
3

Platoon 9

G 4-3-6
3

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Elements of the 1. Infanterieregiment, and the 1. Panzerregiment, 1. Panzerdivision: sets up as per SSR 7 to 10:

Schützenkompanie 1:

HQ Platoon 1

1 2-4-7	9-1	2PP 3-8	23 T9 14PP
2		2	

Platoon 3

1 4-6-7	1PP 3-8	1-12 1PP	23 T9 14PP
3			3

Schützenkompanie 2:

HQ Platoon 1

1 2-4-7	9-1	2PP 3-8	23 T9 14PP
4		4	2

Platoon 3

1 4-6-7	1PP 3-8	3PP 50mm	1-12 1PP	23 T9 14PP
3				3

Kradschützenkompanie 3:

Platoon 1

5-4-8	9-2	1PP 3-8	24 -1 3PP M9
3			3

Platoon 3

5-4-8	8-1	1-12 1PP	3PP 50mm	24 -1 3PP M9
4				4

Leichtpanzerkompanie 4:

HQ Platoon 1

9-1	15 B11 1 2 BMG 3/-	15 B11 1 1 20L[4] -/5
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Platoon 2

8-1	15 B11 1 1 CMG -/6*	15 B11 1 1 20L[4] -/5
	2	3

Platoon 3

8-1	15 B11 1 1 CMG -/6*	15 B11 1 1 20L[4] -/5
	2	3

Platoon 4

14 1 3 75* 3/5
2

DIVISIONAL SUPPORT

Platoon 1

4-6-8	8-1	X12 30-1	23 T9 14PP
3		6	3

Platoon 2

2-2-8	3 Pak 35/36 Hej9 M12	25 T10 9PP
3	3	3

Platoon 3

2-2-8	2 IeIG 18 M10	25 T10 9PP
2	2	2

Platoon 4

8-0	8 1PP
	75mm

Platoon 5

4-6-7	7-0	1PP 3-8	3PP 50mm	1-12 1PP	23 T9 14PP
3					3

Platoon 6

*34 1 PSW 221 B11 1	*33 2 PSW 222 B11 1
2	2

Platoon 7

*34 1 PSW 221 B11 1	*33 2 PSW 222 B11 1
2	2

Platoon 8

*23 2 PSW 231(6R) B11 0
4

Platoon 2

4-6-7	8-0	1PP 3-8	3PP 50mm	23 T9 14PP
3				3

Mortar Platoon 4

2-2-8	5PP 81mm	23 T9 14PP
2	2	2

Platoon 2

4-6-7	8-0	1PP 3-8	3PP 50mm	1-12 1PP	23 T9 14PP
3					3

Mortar Platoon 4

2-2-8	5PP 81mm	23 T9 14PP
2	2	2

Platoon 2

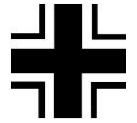
5-4-8	8-0	1-12 1PP	3PP 50mm	24 -1 3PP M9
4				4

Platoon 4

2-3-8	2PP 3-8	24 -1 2PP M9
2	2	2

[ELR: 3]

(SAN: 2)



Supply Convoys to enter on Turn indicated on L71 (SSR 10)

Turn 3:

28 21PP T7	24 29PP T2
dr/2 (FRU)	dr/2 (FRU)

Turn 5:

28 21PP T7	24 29PP T2
dr/2 (FRU)	dr/2 (FRU)

Turn 7:

28 21PP T7	24 29PP T2
dr/2 (FRU)	dr/2 (FRU)

Turn 9:

28 21PP T7	24 29PP T2
dr/2 (FRU)	dr/2 (FRU)