Battle of Arras 21 May 1940

Background

As the German blitzkrieg swept into France it became clear that something had to be done to stop it. A plan was developed for the British and French to attack with Armour at Arras. Rommel's 7th Panzer Division met the attack.

I have fudged a few things here to reflect the fact that some units which were relatively small in numbers had a disproportionate effect on the fighting.   Matilda II tanks made up only a small part of the attacking tank force but the sheer weight of their armour made them seem unstoppable.   The German Anti-Aircraft unit would normally not appear as a separate unit but in desperation Rommel used it as a front line unit against the British tanks.

Scenario Rules

The battle takes place over 1 long day, there is no night recovery move. The Germans can add 2 to the initiative roll on one roll be turn. This can be done after the dice have been rolled. This is to reflect Rommel's command initiative.

Strategic movement is only available to stands that move at least 2 hexes consecutively along roads.

British tanks and Pz I & II do not get +1D6 benefit when firing at range on infantry, but do get the close range benefits. All Matilda tanks are classified as slow tanks.

The German Flak unit can only initiate distant fire. It will not offensively fire on a stand adjacent to it, but will respond if attacked.

The Germans have 1 airpower available.

The German 1/6th Schutzen Battalion was motoring along oblivious to the allied counter-attack , it cannot move at all during the first round and defends as though it were on [R] orders. The 2/6th Battalion and the 1/7th start in Move status and are marked as having already moved in the first turn. They cannot move at all but will defend if attacked. All other units on the board are in Move status in the first turn.   No Unit can go Dig In, the best defensive order available is Hold. The British move first.

Reinforcements

Reinforcements appear at the marked points at the start of the turn they are specified to appear. They are in Move status and will not move, or initiate combat in the turn they arrive. They will respond if attacked.

Terrain

The stream is fordable.

Victory Conditions

The side holding 4+ victory hexes at the end of the day is the winner.

Two Star General - WW2 Scenario

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Allied Forces	Core Stands	Strength Points	Fighting Strength	Support Stands
7th RTR	2 x Matilda II 1 x Matilda I 1 x HQ	6 3 6	3 2 1	
8th Durham Light Infantry	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Mortar] 1 x AT
4th RTR	1 x MkVI 2 x Matilda I 1 x HQ	2 3 6	2 2 1	
6th Durham Light Infantry	3 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x LA [Mortar] 1 x AT Portee
3rd DLM	1 x Somua 1 x H-35 1 X HQ	4 3 6	3 3 1	
French Motorised Inf	2 x Inf 1 x HQ	5 6	3 1	1 x MG 2 x Truck
Artillery Support	2 x25lb batteries	4	2	
Axis Forces **7th Panzer Division**	**Core Stands**	**Strength Points**	**Fighting Strength**	**Support Stands**
25th Pz Regiment				
1st Battalion	2 x Pz38 1 x Pz IV 1 x HQ	3 4 6	3 3 2	
2nd Battalion [turn 4]	2 x Pz II 1 x Pz I 1 x HQ	3 2	2 2	
6th Schutzen Regiment				
1st Battalion	2 x Infantry 1 x HQ	5 6	3 1	1 x SDKFZ 251 [armd inf/MG] 1 x LA 1 x Truck
2nd Battalion	2 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x 37mm AT 2 x Truck
7th Schutzen Regiment				
1st Battalion	2 x Infantry 1 x HQ	5 6	3 1	1 x SDKFZ 251 [armd inf/MG] 1 x LA 1 x AT 1 x Trucks
2nd Battalion	2 x Infantry 1 x HQ	5 6	3 1	1 x MG 1 x 37mm AT 2 x Truck
SS Totenkopf	2 x Elite Infantry 1 x HQ	5 6	3 1	1 x MG 1 x 37mm AT 1 x LA [Mortar] 2 x Truck
Flak Regiment	1 x 88mm 1 x 20mm 1 x HQ	4 3 6	3 [+2 vs tank] 2 [+1 vs tank] 1	
Artillery Support	2 x batteries	4	2	

Day I	1	2	3	4 [R]	5	6	7	8	9

Counter Attack at Arras 21 May 1940

Units on map: 8th DLI, 7th RTR, 25lb, 4th RTR, 6th DLI, 25lb, 3rd DLM, FR Mot, Dainville, 1/6th, SS, 1/25th Pz, 2/7th, Flak, 105mm, 1/7th, 105mm, 2/6th

Standard Map Symbols

Symbol	Description	Symbol	Description
	River/stream		Impassible mountains
	Hillside		Woods on a hilltop / Woods on the flat
	Hill top		Towns
	Rough Ground [fields, orchards etc]		Defensive Works
	Impassable cliff edges		Major River
	Swamp		Bridge
	Reinforcement Arrival Point		

Note: Only full hexes can be entered by stands