Beauman Division - 8 June 1940



All units start in supply. F4 and D11 are all urban squares. C4 and E7 are hamlets which can be placed for scenic purposes but have no impact on combat. C5 is soft ground.

Starting Ops:

The Germans start with 6 Ops. The British start with 3 Ops. Both sides use their Early War Ops. The British cannot use their Airstrike Op in this scenario.

Description:

The defence line on the Somme had fallen, an attempt to hold a line on the Bresle River had been outflanked and Allied units were now falling back to Rouen and the Seine, holding defensive positions as they went. The German Panzer divisions were racing forward attempting to disrupt the Allied divisions as they retreated. An ad hoc British division under acting Major-General Beauman with some assistance from the 1st Armoured struggled to fend the Panzer's off.

Victory:

The game is 16 moves long. The German need to capture 4 objectives and be holding them at the end of the 16th turn to win.

Elements:

The Axis have 3 Elements, two kampfgruppes from the 5^{th} Panzer Division and one from Rommel's 7^{th} Panzer.

The British have 3 Elements. The B and C Infantry Brigades from the Beauman Division supported by Artillery and a small armoured group which can support any unit without penalty. These Brigades were formed of line of communication troops and lacked many of the heavy weapons expected of a full infantry division. I have shown them as being good in defence but lacking the necessary fire power to launch effective attacks. The 3rd Element is a force from the 1st Armoured Division.

ROMMEL SCENARIO

Set Up:

<u>British:</u> The Beauman Division deploys anywhere from A2 to A12 down to G2 to G12. The two Vickers Light tanks from the 1st Armoured deploy anywhere in Row A6 to A12. The British deploy first.

<u>German:</u> The 5th Panzer division deploys anywhere in Column 12 and Row H9 to 12. The 7th Panzer division deploys anywhere Line H.

The Germans move first.

Reinforcements:

The remainder of the first 1st Armoured arrives anywhere in Row A6 to A12 in the marker phase of turn 2.

German	1	3	5	7	9	11	13	15
British	2R	4	6	8	10	12	14	16

ROMMEL SCENARIO

BRITISH FORMATIONS	COMBAT	ARMOUR	SPECIAL
Beauman Division			
B Brigade			
9 x Infantry	3[4]-2[3]-1[2]		Motorised
C Brigade			
9 x Infantry	3[4]-2[3]-1[2]		Motorised
Divisional Support			
1 x 25lb	12 / 3 / [0-1]		Towed Artillery
1 x Cruiser Tanks	4-3-2	2	Unreliable
1 x Matilda	4-3-2	2-4	
1 st Armoured Division			
2 x Vickers Light	4-3-2	1	
2 x Cruiser	4-3-2	2	Unreliable
2 x Infantry	4-3-2		Motorised
1 x 25lb	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
5 th Panzer Division			
KG 1			
6 x Infantry	4-3-2		Motorised
1 x Panzer III	5-4-3	2	
3 x Panzer II	5-4-3	1	
KG 2			
6 x Infantry	4-3-2		Motorised
1 x Panzer III	5-4-3	2	
3 x Panzer II	5-4-3	1	
-st			
5 th PzD Artillery			
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
7 th Panzer Division			
1 x Light Tanks	5-4-3	1	Recon
1 x Panzer IV	5-4-3	3	
3 x Pz38t	5-4-3	3	
3 x Infantry	5-4-3		Motorised
1 x Infantry	5-4-3		Motorised Pioneer
7 th PzD Artillery			
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
1 × 100mm	12 / 3 / [0 1]		. Swea / it ciner y