"Those Bloody Guns"



Calais, France — May 25th, 1940

For the BEF, the Battle of France was swiftly nearing its inglorious end. The Germans were pressing towards the coast and the French city of Calais was next up to fall. A stiff British defense would hold the Germans back from May 23rd through May 26th. The British fortified a series of roadblocks along the Canal de Calais on the east side of the city. German Panzergrenadiers attempted a series of assaults only to be repulsed by accurate British small arms. At this point, the German 706th SP Company brought up three of its sIG IB's to pound the British strong points into rubble. The heavy 150mm guns rumbled up and began launching shell after shell into the British positions. The British line was beginning to buckle.

Board Configuration:

VICTORY CONDITIONS: The British Player wins immediately with the destruction of all three of the German sIG IB's. Otherwise the Player controlling the bridge in Hex 23X3 at game end is the winner.





German Player sets up 2nd and Moves first	
British Player sets up 1st and 3rd	

1 2 3 4 5 6

Boards 23 and 45



Elements of 10th Panzer Division and 706th SP Company (ELR 5) (SAN 3) (Set up Second: on Board 45 North of Row Q)





Elements of 2nd Kings Royal Rifle Corps (ELR 4) (SAN 4) (Set First up: on Board 23)



ATR Section 2nd KRRC (ELR 4) (Set up Last HIP: on in any Woods location on board 45 > 4 Hexes from any German Unit)



Special Rules/Notes:

- 1. EC are moderate with no wind.
- 2. The canal is deep and fast.
- 3. The bridges in Hexes 23BB5, 23P7 and 23H4 are destroyed. The only existing bridge across the canal is in Hex 23X3.
- 4. Setup is sequential with the British Player setting up his first force and then the German Player setting up his force and finally the British Player sets up his second force last.
- 5. The British AT Gun does not setup HIP, but can set up concealed.



Aftermath: Unbeknownst to the Germans, a British Ant-Tank Rifle section had managed to cross the canal and began to hunt the German sIG IB's. Accurate fire from their ATR's as well as thrown Demo Charges would eliminate the threat and stall the German assault for yet another day.