

BLOOD BROTHERS

CH #131

ALLIES Sets Up First GERMAN Moves First	1	2	3	4	5	6	7	8
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Elements of the 6th Durnham Light Infantry (British) set up south of the river:

 E 4-5-8 4	 1 4-5-7 4	 2-2-8	 9-1	 8-1	 7-0	 FP: 6 Rng: 14 ROF: 3 HMG	 FP: 2 Rng: 7 ROF: 1 LMG	 1-12 ATR	 MA: 51 Rng: 2-11 ROF: 2 MTR	 7 morale 6	 MP: 16 PP: 4 MG: 2 1/2", ROF: 1 MA: 'BMG' 2
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[ELR: 3]
{SAN: 3}

 MA: 66 ROF: 1 M# 8 s8 ART 2	 1S 4
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Elements of the 12th Division Legere de Cavalerie (French) enter on turn four along the south edge:

 1 4-5-7 5	 8-1	 7-0	 FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	 MP: 12 MA: 37" MG: -2 1/2" 2
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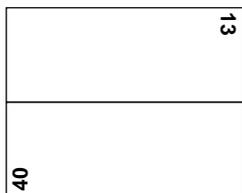
Elements of the 56th Infantry Division set up north of the river:

 E 5-4-8 3	 1 4-6-7 7	 2 4-4-7 5	 2-2-8 2	 9-2 2	 8-1 2	 8-0 2	 FP: 7 Rng: 16 ROF: 3 HMG	 FP: 5 Rng: 12 ROF: 2 MMG	 FP: 3 Rng: 8 ROF: 1 LMG	 MA: 50 Rng: 2-13 ROF: 3 MTR	 FP: 1 Rng: 12 ATR	 FP: 24 Rng: 1 PP: 1 FT
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[ELR: 3]
{SAN: 2}

 FP: 30 Rng: 1 DC 2	 Cnct: 8 Radio	 MA: 75" ROF: 2 M#: 10 INF 2	 MP: 2 M#: 12 PP: 14 6	 MP: 2 M#: 9 PP: 24 2
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BOARDLAYOUT:



VARIATIONS:

- Replace a British 7-0 leader with an 8-1, and add an LMG to their OB.
- The German artillery has Plentiful Ammo.
- Any mutually agreed-upon change to the scenario.

SCENARIO RULES:

1. EC is Wet with no wind at start. The river is deep with a slow current flowing to the west. Fords exist in the following hexes: I2/I3, M1/M2, Q2/Q3, and W1/W2. These Ford hexes are treated as having a +1 TEM/Half-Level LOS Hindrance to fire between units at level 0 and -1, as well as being equivalent to Shallow (Non-Frigid) Stream hex (B20.42). Boats and vehicles may not enter these hexes. Treat all Grain as Marsh. Place **Village-40** overlay (from *Critical Hit "Tanks!" Special Edition*) on board 40. A +1 LV hindrance is in effect during the first four game turns.
2. The Germans have one module of 80+mm OBA (HE and Smoke).
3. All German 5-4-8 squads are Assault Engineers (H1.22).
4. British Carrier A crews are 2-4-8 HS.

OBJECTIVES: The Germans win if they Control 12 stone buildings south of the river at the end of any Game Turn.

BURNES, FRANCE, 31 May 1940: Following the retreat to the channel ports after the Allied armies were split in two, the French and British troops retreating from the lowlands of Belgium and Holland formed a defensive perimeter along the canals surrounding the all-important port of Dunkirk. From these positions, strong French and British rear-guards first fought off probes by the German Panzer units, and later after the Panzers had departed, stronger attacks by German infantry. During the last days of the evacuation, the Germans attacked across the rubble-strewn canal into the perimeter town of Burnes. Using a variety rafts, and debris as bridges, the Germans assault group crossed the canal quickly and stealthily. Resistance greatly stiffened as the Germans penetrated the outskirts of the town. Artillery was called in to soften the defenders, and progress resumed. The British defenders rallied themselves, and with the support of timely French armor attacking into the German flank, forced the Germans to retreat back across the canal. The British unit was pulled out of the line later that day, and sent down to the beach for evacuation. Meanwhile, the French assumed an increasingly greater share of responsibility of defending their allies' backs. Their final reward for this sacrifice was to be left behind and taken prisoner.

