

GUNNER! ARMOR PIERCING!

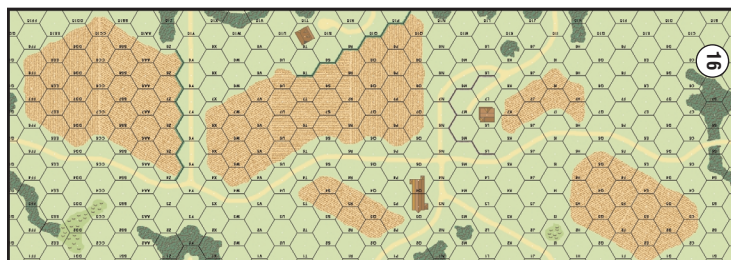
BB 27.1

CONCEPT: TIM HUNSDORFER DESIGN: BRIAN BLAD



ALONG THE SOMME, FRANCE, 29 MAY 1940:

German armor probed the Somme lines for weaknesses, which were rare. The French moved up the 4th Armored to both plug gaps and to counterattack in order to reach the Dunquerque pocket. It was too big a job, even for DeGaulle. Armored units were thrown away in small packets in a vain attempt to convince the Germans the Somme line was heavily defended. Aerial recon had already laid this lie bare to the OKW.



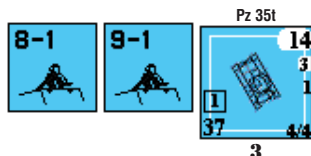
VICTORY CONDITIONS: The side with the highest CVP total wins

SIMULTANEOUS SET UP		1	2	3	4	5	6
<div> <div>+</div> <div>DR 1-3: GERMANS MOVE FIRST</div> </div> <div> <div>○</div> <div>DR 4-6: FRENCH MOVE FIRST</div> </div>							



Elements of the 6th Panzer Division [ELR:3] enter on Turn 1 anywhere on North Edge {SAN:0}:

GERMAN



VASL artwork used with permission of Rodney Kinney

Elements of the 4th DCM [ELR:3] enter on Turn 1 anywhere on East Edge {SAN:0}:

FRENCH



SSR:

1. EC are moderate with a mild breeze from the NW at start.

AFTERMATH:

As in almost all encounters along the Somme, superior French armor couldn't match German mobility and crew training. Even inferior German vehicles outmaneuvered and defeated the French tanks.