

# GUNNER! ARMOR PIERCING!

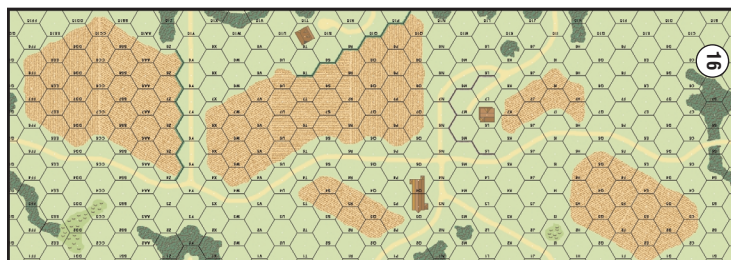
BB 27.1

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 4<sup>th</sup> 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.



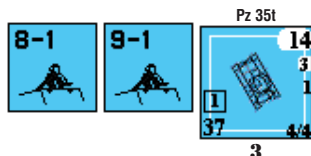
VICTORY CONDITIONS: The side with the highest CVP total wins

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 6<sup>th</sup> 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 4<sup>th</sup> DCM [ELR:3] enter on Turn 1 anywhere on East Edge {SAN:0}:

FRENCH



## 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.

## SSR:

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