



Counter-Attack of the BEF





France, May '40—Guderian cuts to the Channel and splits the front. Gort answers with a punch at Arras: Franckforce—Matildas and Durhams—drives south of the city, hits Rommel by surprise, scatters his cyclists, and rolls over light guns like they're tin. Then Rommel does what winners do—drags up heavy artillery and 88s, fires direct, and stops the thrust. Dusk brings the Luftwaffe; the counterattack bleeds out. By nightfall the BEF falls back, and the only road left is the sea—Dunkirk.

Lesson: shock opens the door, but you hold it with guns and air. Mass your armor, keep your flanks covered, bring the big artillery, own the sky—and don't stop moving.

~~ General Howitzer

VP's

12



Card Balance

Allies - 6

Axis - 5

Complexity:

4

Conditions:

Countryside



Location:

France

Year:

1940

Theater:

Western

Campaign

Codename

Summary:

This scenario accurately reflects the difficult job the British had in 1940 to try to stop the Axis onslaught with a courageous Counter-Attack by the British Expeditionary Force (BEF).





Allied Strategy:

1. There are a couple of medal objectives available to you, just beyond the train tracks (row 8) at the towns of Agny and Wailly (row 11). If you can position two of your forces within movement distance of both of them, you can set yourself up for a final medal capture and win.



Axis Strategy:

1. You can actually win this one without crossing the railroad tracks on row 8. But the BEF must cooperate by attempting to come in for the kill. You can finish them off, and then save your final coup-de-grace for the Medal in the town at A9.

Battle History Results

3

BR - CounterAttack of BEF



Allies Won



Axis Won

See Results

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