

# LOOSENING THE NOOSE



## ASL SCENARIO FT304



**VICTORY CONDITIONS:** The French win at game end if they have amassed  $\geq 9$  VP. Each stone-building/stone-rubble Controlled by the French is worth 1 VP [EXC: Buildings X6 and U5 each are worth 2 VPs]. If building H4 is Controlled by the French before Turn 4 and until game end, it is worth 2 VPs.

**NOTRE-DAME-DES-NEIGES, SOUTH OF DUNKERQUE, FRANCE, 3 June 1940:** The *Halt Befehl* at the end of May didn't stop the attacks on the Dunkerque pocket by German infantry. At the beginning of June, the pocket was still defended by several French divisions that, despite the losses, were still holding firm against German attack. On the 2<sup>nd</sup> of June a first counterattack was launched by one battalion supported by six Somuas. The attack managed to gain two kilometers but was stopped thereafter. Another attack was decided for the following day with all the troops available, namely only two exhausted infantry battalions and the last tanks of the *1<sup>ère</sup> Brigade Légère Mécanique*. With the lack of coordination typical of French attacks in May, the attack was launched at the end of the night. The objective was to take the Basse-Colme bridge and so gain some space for the last ships evacuation.

### BOARD CONFIGURATION:



### BALANCE:

✚ The French suffer from Ammo Shortage starting on Turn 3.

🎯 Exchange three 4-5-7 for three 4'-5-8.

### TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	7	END
🎯 FRENCH Moves First								



**Elements of Infanterie-Regiment.51, 18.Infanterie-Division [ELR: 4],** set up on/south of hexrow S with  $\leq 1$  non-HIP MMC per hex. In addition,  $\leq 5$  MMC and any number of SMC/SW may set up on/between hexrows D-J with  $\leq 1$  non-HIP MMC per hex {SAN: 4}:

4 <sup>2</sup> -6-8	4 <sup>1</sup> -6-7	2-4-7	9-1	8-0	7-0	5-12	3-8	1-12	50 [2-13]	7 morale
2	6					2				4



Set up on/between hexrows D-J or on/south of hexrow R:

2-2-8	37L H6(9)
-------	-----------



**Elements of 3<sup>ème</sup> Bataillon, 122<sup>ème</sup> Régiment, 32<sup>ème</sup> Division d'Infanterie, with armor from 4<sup>ème</sup> Cuirassiers, 1<sup>ère</sup> Brigade Légère Mécanique [ELR: 3],** enter on Turn 1 along the east, north and/or west board edge(s) on/north of hexrow C {SAN: 2}:



4-5-7	9-1	8-1	8-0	4-11	2-6	60 [3-42]	*13 47 [12-14]
13				2	2		2

### SPECIAL RULES:

- EC are Wet with no wind at start. Place a shellhole counter in B7 and a Burnt-Out wreck counter in X5. A +1 LV Hindrance equivalent to Mist (E3.32) exists on Turn 1 and 2. Soft Ground is in effect (D8.21).
- Make 4 Random Location DR (E.3) starting from hex G6 (if offboard reroll). Place rubble or shellhole counters in the selected eligible hexes (i.e. a rubble counter can only be placed in a building hex).
- Boresighting is NA.
- An AFV crossing a hedge hexside is subject to a Bog Check in the hex being entered.

**HISTORICAL RESULT:** The many streams and irrigating ditches severely hampered the effect of AFVs but, with great elan the 3/122<sup>ème</sup> nevertheless manage to take Notre-Dame-des-Neiges hamlet and the Moeres Farm, just several hundred meters from the bridge. It then continued the attack toward the bridge but was forced to retreat because the attack of the second battalion, without armor support that was late, was stopped and therefore the right wing of the 3/122<sup>ème</sup> was undefended.