



**South of the OISE-AISNE CANAL, FRANCE, 5 JUNE 1940:** At 05:00 hours, the Germans attacked at multiple points along the Oise-Aisne Canal, with a total of ten infantry divisions. Defending the canal were the Algerian *tirailleurs* of the *18e régiment de tirailleurs algériens* (RTA), *87e d'infanterie d'Afrique* (DIA). Using smoke to mask the crossing sites while assault troops of the *1. Gebirgs-Division* (Mountain Division) and the *72. and 255. Infanterie-Divisionen* crossed the 20-metre-wide canal in rubber boats, establishing a small bridgehead on the southern bank. French artillery pounded the German bridgehead, with the mountain troops taking the brunt of the bombardment, suffering 41 dead and 115 wounded. Throughout the morning the Germans continued to press their attack and gradually enveloped both flanks of the *87e DIA*. But in a spirited action, the *18e RTA* supported by three FT-17 tanks launched a counter-attack, which resulted in 100 German soldiers captured. Nonetheless, this success provided only a temporary relief, as by 1500 hours the German assault battalions had succeeded in advancing 2-3 kilometres south of the canal, destabilizing the French line.

## BOARD CONFIGURATION



### BALANCE:

- ✚ Exchange 8-0 for 8-1 SMC
- 🎯 Reduce Game Length to 5½ Turns



### VICTORY CONDITIONS:

The French win at Game End if there are no Good Order German MMC in a building hex  $\leq 2$  hexes from H7.

## TURN RECORD CHART

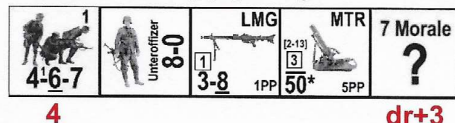
✚ GERMAN Sets Up First	🎯 1	✚ 2	3	4	5	6	END
🎯 FRENCH Moves First							

Estimated Playing Time 3 hrs 45 mins

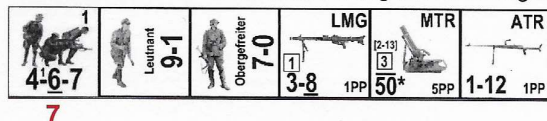
### SPECIAL RULES:

- EC are Moderate with no wind at start. Kindling Attempts are NA.
- The French 60mm mortar is crewed by the 1-2-7 crew.
- German side makes a Secret dr+3, receiving "?" equal to the result.

**Elements I./Gebirgsjäger-Regiment 100** set up on any hex  $\leq 2$  hexes from H7:



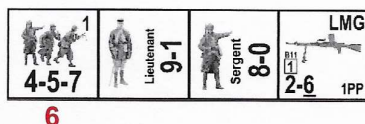
**Reinforcements** enter on Turn 1 along the north edge:



**Elements 18e régiment de tirailleurs algériens** set up on any Level 2 hill hex east of hexrow G:



**TURN 1** enters on/between Q6 and Q15:



**TURN 2** enters either on the I1 road or the A5/6 road (not both):

