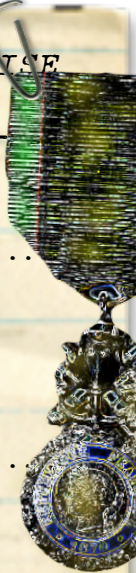


SCENARIO 8

TO: L'artillerie Spéciale Groupe 2 et 6
 FROM: Commandant Louis Bossut
 SUBJECT: " Tank Assault "
 April 16, 1917



RED POPPIES

In conjunction with elements of the 151^e Infanterie, you are to move north east around the edge of Juvincourt and penetrate the enemy position as far as possible.

Order of Battle: Map: Juvincourt Length: 7

German: Set up first.

Elements of Bavarian Reserve Infantry Regiment 12 and Close Combat Battery 218 set up anywhere in hex columns G, H and/or I.

- 4 X Rifle Companies (+2/2/8/3: +1/2/7/1)
- 1 X 77mm Battery (0/0/7/1: +3(+5)/9/8/0)
- 1 X Machine Gun Platoon (0/0/7/1: +2(-1)/5/8/0)
- 1 X OMA Battery at +3 in telephone mode

French:

Spéciale Artillerie Groupe 2 and 6 as well as elements of the 151^e Infanterie Regiment set up in any hexes of column A.

- 8 X Schneider Tank Platoons (+3(+4)/2/9/3: +2(+3)/2/8/2)
- 4 X Rifle Companies (+2/2/8/3: +1/2/7/1)
- 1 X Machine Gun Platoon (0/0/7/1: +2(-1)/5/8/0)

Victory Conditions: The French player wins at game end if he controls hexes I06, I07, I08 and I09 and/or exits 4 tanks of the north edge via hexes I10 and I11.

Scenario Notes: When the German 77mm artillery battery makes an anti-tank attack the target must make 2 CC vice the usual 1. The more severe of the two results applies, i.e. destruction overrides dispersal which overrides no result. The instant a French tank unit exits the north edge via I10 or I11 the German can no longer make OMA signal success rolls for any reason.

From: Infanterie Regiment 151

To: Corps HQ

Subject: Action at Juvincourt

German 77mm guns opened fire at 400 yards. Some tanks got through to the enemy artillery and disrupted their fires. But the Boche got the best of us. We withdrew at dusk leaving 18 smoldering tanks behind.

