

# SCENARIO 12: THE BATTLE FOR CASSEL

The little French town of Cassel stands on a hilltop 20 miles or so south of Dunkirk and 176 metres above the plain of Flanders. On a good day you can see Belgium, England, France and Holland from the top, where stands a statue of General Haig (who had his headquarters there in World War I).

On 28 May, the day Belgium surrendered, Cassel was held by the 145th Brigade of the 48th Division supported by the brigade's and the Worcestershire Yeomanry's 24 anti-tank guns and K Battery of the 5th Royal Horse Artillery with four 18pdr howitzers. The infantry consisted of two battalions: the 2nd Battalion of the Gloucestershire regiment and the 4th Battalion of the Oxfordshire & Buckinghamshire Regiment.

The British defence had two days to dig in before being attacked by 6th Panzer and the Leibstandarte SS Adolf Hitler motorised infantry. 6th Panzer's Panzer Regiment 11 put in an immediate attack without waiting for artillery or infantry support. It was equipped with 34 Panzer 35(t)s, 17 Panzer IVs and 15 Panzer IIs, a tank-type ratio of about 2:1:1.

The battle lasted from 10am until midnight, when the Germans broke off the attack after losing 40 Panzers. The British troops were surrounded by the German advance and eventually forced to surrender.

Once again it proved fruitless for tanks to attack regular infantry dug into an urban environment and supported by adequate anti-tank weapons.



BEF infantry section

## LEGENDS OF BRITAIN

### MAD JACK CHURCHILL

"Any officer who goes into action without his sword is improperly dressed." – Jack Churchill

Born in Surrey in 1906, Jack Churchill was a many-talented man; amongst other things, he excelled at archery (he represented Britain at the 1939 World Archery championships) and bagpipe-playing. In his early life he served in the army in Burma, and then worked as a newspaper editor, an actor and a male model. At the outbreak of the war he joined the army again. As part of the BEF, he went into battle in France carrying a Scottish broadsword at his side and a longbow on his back. In May 1940 he became the only British soldier to have killed an enemy in World War II with a bow, when he shot dead a German NCO.

After Dunkirk, he joined the Commandos, with whom he participated in many actions in almost every single theatre where British troops fought, earning many decorations. He used to go into battle not only with broadsword and bow, but also with bagpipes. In 1943 in Sicily, he led a single corporal against a German observation and mortar position behind enemy lines, capturing 42 prisoners; he himself was eventually captured and held in Germany until the end of the war in Europe. Shipped with all hurry to Burma to fight the Japanese, he arrived too late, the war was over. Disappointed, he allegedly commented: "If it wasn't for those damn Yanks, we could have kept the war going another ten years!"

**Cost:** 195pts (Veteran)

**Team:** 1 officer and up to 2 other men

**Weapons:** Jack Churchill is equipped with broadsword and bow (counts as a rifle). Other men are equipped with submachine gun, pistol or rifle/carbine as depicted on the model.

#### Options:

- Churchill may be accompanied by up to 2 men at a cost of +14pts per man

#### Special Rules:

- Lead by example (and bagpipe!): Churchill's Morale bonus is +4. Whenever his order die shows Down or Rally, Churchill is playing his bagpipes, and so the range of his Morale bonus is increased to 24".
- Tough Fighters, as described on page 70 of the *Bolt Action* rulebook.
- Behind enemy lines: When Outflanking as described on page 119 of the *Bolt Action* rulebook, this unit ignores the -1 modifier to the Order test for coming onto the table.





A BEF Carden-Lloyd carrier and crew

## FORCES

The British force is selected from the British Dunkirk Perimeter selector (see page 90).

The German player should use the 1940 Panzer Division selector (see page 70) with tank types suitable for 6th Panzer Division. Half the units **must** be tanks (i.e. fully tracked and half-tracked vehicles for the purposes of this scenario).

## THE BATTLE

Use 'Scenario 1: Envelopment' from the *Bolt Action* rulebook. The British are the defenders and should be set up in cover amongst buildings, ruins and rubble. Note all German forces except for tanks (i.e. tracked vehicles, as above) must be placed in reserve in the second wave.

## VICTORY – CAMPAIGN POINTS

Players receive one Campaign Point for winning the scenario by two to five victory points and three Campaign Points for winning by six or more victory points. Both players get a Campaign Point each for a draw. A player receives a bonus of two Campaign Points if he destroys all his opponent's tracked vehicles and a bonus of three Campaign Points if he completely destroys his opponent's forces.

Pz 35(t)



## PLAYER NOTES

The German player faces a quandary in that his tanks will be first on the table which raises the dilemma of whether he sends them in against the hidden anti-tank weapons before waiting for other arms in support. Standard military tactics suggest not, but then he will lose tempo and he must get units into the defender's set-up zone by the end of the game to secure a decent score of victory points. On balance, I suspect most players will send in the tanks immediately and trust to fortune.

The British player might be tempted to maximise anti-tank weapons at the expense of all else, but he should remember that half the German units might not be armoured.

If the German player wishes to be historically accurate he should take only tank choices, Panzer 35(t)s, Panzer IIs and Panzer IVs and forgo Preparatory Bombardment. However this will make for a very difficult scenario to win. If the players decide to follow this course, the British player should forget the advice above and take as many anti-tank weapons as he can stuff into his platoon(s).