

Je recule pas!

**A France 1940 Mini
Campaign Following the
French 4e DCR**



4P Press

**Designed for the 4P Press
rules, Push**

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Table of Contents

Campaign Overview	3
Campaign Forces (your "Battlegroup")	3
French Battlegroup (4e DCR Detachment).....	4
German Battlegroup (Kampfgruppe Hartlieb).....	5
Campaign Rules	6
Tracking Your Battlegroup	6
Replacements.....	7
Captured Equipment	7
Winner Rewards Between Scenarios.....	8
Victory Points and Campaign Winner	9
Air Support and Weather	9
Campaign Quality Changes	9
Scenario 1: Montcornet (May 17, 1940).....	10
Setting.....	10
Weather and Conditions	10
Table Layout.....	11
Forces	11
Special Rules	11
Victory Conditions	12
Campaign Effect.....	12
Scenario 2: Crecy-sur-Serre (May 19-20, 1940)	13
Setting.....	13
Weather and Conditions	14
Table Layout.....	14
Forces	14
Special Rules	14
Victory Conditions	15
Campaign Effect.....	15

Scenario 3: Abbeville Bridgehead (May 28-29, 1940).....	16
Setting	16
Weather and Conditions	16
Table Layout.....	17
Forces	17
Special Rules	17
Victory Conditions	18
Campaign Effect.....	18
Scenario 4: The Retreat South (June 8-10, 1940).....	19
Setting	19
Weather and Conditions	19
Table Layout.....	20
Forces	20
Special Rules	20
Victory Conditions	21
Campaign Final Tally.....	21
Designer Notes.....	21

Je recule pas! The 4e DCR Sticks It to the Boche

Campaign Overview

The 4e Division Cuirassée was a hodge podge unit put together on the fly on May 11, 1940, and placed under the command of the charismatic and entirely vain Colonel Charles de Gaulle. The unit consisted of existing tank battalions plus whatever additional battalions and support units that could be scraped together .

It saw its first action with that very week, and over the next four weeks it would fight at Montcornet, Crecy-sur-Serre, Abbeville, and as a rearguard as the French retreated south. The division fought hard despite knowing the cause was lost, even after de Gaulle was replaced as commander after being called into a government post.

The 4e DCR gave the Germans a taste of their own medicine by showing them that French armor meant business. The B1 bis heavy tank was largely immune to German tank fire and respectable firepower. The missing ingredient, and boy was it a doozy, was air cover. A lack of training as a formed unit and indifferent operational support from the French high command could be overcome, but Stukas were another story.

In this mini campaign players take the role of the 4e DCR commander or the German counterpart, across four scenarios. The Germans will win the broader campaign; there's nothing to be done about that, but the 4e DCR can win tactical victories along the way. The French player is fighting to hurt the enemy, accomplish the local objective, and, most importantly, preserve the force for the next fight. Across four scenarios a skilled French player can win the campaign on points despite the war being lost around them. Who knows, the brass may notice you and promote you to lead the Free French forces over that drama queen de Gaulle.

Campaign Forces (your "Battlegroup")

Each side starts the campaign with a core battlegroup. These units carry across scenarios. Losses, replacements, and casualties carry forward. The battlegroup composition reflects what was historically available to each side at this point in the campaign.

French Battlegroup (4e DCR Detachment)

Core units:

- Battlegroup HQ: 1 B1 bis tank (Veteran crew, the actual de Gaulle commanded B1 bis HQ tank has the HQ trait, with all that entails for nearby unit Rally and Morale).
- 1st Heavy Tank Section: 2 B1 bis tanks (Veteran, Slow, massive armor, 47mm turret gun Pen 5, 75mm hull howitzer for HE), it's got it all. But speed.
- 2nd Heavy Tank Section: 2 B1 bis tanks (Veteran, Slow, same profile as 1st)
- Light Tank Platoon: 4 R35 tanks (Trained, 40mm Front armor, 37mm gun Pen 3, Slow, one-man turret penalty: -1 die when firing on the move). Painfully slow infantry tanks, not fast moving scouts.
- Motorized Chasseur Company: 3 infantry bases (Veteran, motorized in trucks).
- Truck Transport: 3 light trucks for the Chasseurs (Resistance 2, no armor).
- Engineer Section: 1 base (Veteran, Engineer trait).
- Support Section: 1 13.2mm Hotchkiss MG team (HMG, Sustained Fire), 1 81mm Brandt mortar, 2 25mm AT guns (1 SA-L Mle 1934 plus 1 Hotchkiss CA Mle 1939; both Pen 4, both Trained crews; the Hotchkiss CA was nominally an AA gun but in practice was used overwhelmingly in the AT role, where its high-velocity AP round punched out Panzer Is and IIs with glee).
- AA Section: 2 13.2mm Hotchkiss Mle 1930 AAMGs (Trained, AA trait, Open-Topped, truck-mounted, quadruple mountings, HE-capable rounds; effective against low-flying aircraft, anti-infantry only against ground targets).
- Off-table: 75mm Mle 1897 artillery battery (representing 322e RACP elements, available in scenarios where stated).

Total: 9 tanks (5 B1 bis, 4 R35), 3 trucks, 3 motorized infantry plus engineers, support weapons, 2 AA assets. Gumption tokens: 4 per turn. Doctrine: On Target and On Time (one free artillery mission per turn from the 75mm battery when available; no Coordinate Fire spends).

Notes on French equipment characteristics:

- B1 bis: the most heavily armored tank of 1940. German tanks (Pz I, II, III, early IV) cannot frontally penetrate it. Only the 88mm Flak in ground role and the 105mm artillery can reliably kill a B1 bis from the front. The 47mm gun is good (Pen 5) and the 75mm hull howitzer provides excellent HE against infantry. However, B1 bis crews fight with a -1 die penalty when firing on the move (representing the

one-man turret problem; the commander loads, aims, fires, and commands simultaneously). The B1 bis is also Slow and fuel-hungry.

- B1 bis fuel check: at the start of each scenario, each B1 bis takes a fuel check (4+ on d6). On 1-3, the tank has fuel for only half the scenario duration and must withdraw or be abandoned by turn 5. This represents the chronic fuel supply problems that crippled French heavy armor in 1940.
- R35: the most numerous French tank in 1940. 40mm armor is good against German small-caliber AT, but the 37mm gun is weak (Pen 3) and only effective against Pz I and Pz II. Same one-man turret penalty as the B1 bis. Slow.
- French AA: It exists. The two 13.2mm Hotchkiss AAMGs are the actual AA weapons; truck-mounted quadruple mountings firing explosive rounds, effective against low-flying aircraft (especially Stukas pulling out of their dives). Position these to cover key approaches and concentrated tank assemblies. They have only marginal anti-infantry capability against ground targets; they are AA weapons, not infantry support. Stukas are the primary German air threat in this campaign and the AAMGs are your only meaningful counter; lose them and the German air becomes a much bigger problem.
- Two 25mm AT guns: the SA-L Mle 1934 and the Hotchkiss CA Mle 1939. Both Pen 4, both effective against German light armor at short range. The Hotchkiss CA was nominally an anti-aircraft gun but it fired only AP rounds and was used in practice as a light AT gun. It does NOT have the AA trait in this campaign, it was an AT weapon. Use these guns to ambush German light tanks at close range; they will reliably kill Pz I and Pz II and can damage Pz III in the flank or rear.

German Battlegroup (Kampfgruppe Hartlieb)

Core units: To determine the exact core units, the German player rolls a d6 at the start of the campaign: 1-3= Pz III Fs are in the 1st Panzer Platoon, whilst a 4-6 equips it with the Pz38(t).

- Battlegroup HQ: 1 Pz command tank (Veteran crew, Kampfgruppe commander).
- 1st Panzer Platoon: 3 Pz tanks (Veteran, 37mm gun Pen 3 against French armor; totally ineffective against B1 bis frontally).
- 2nd Panzer Platoon: 3 Pz II F tanks (Veteran, Recon, Fast, 20mm gun Pen 2)
- Light Recon: 2 Pz I tanks (Trained, 7.92mm MGs only; reconnaissance and infantry support, no AT capability).
- Motorized Infantry Company: 3 infantry bases (Veteran, mounted in Sd.Kfz 251 halftracks).
- Halftracks: 3 Sd.Kfz 251 (Open-Topped, Hull MG).

- Pioneer Section: 2 infantry bases (Veteran, Engineer trait, Close AT is the Geballte Ladung bundled grenades that German pioneers used against tanks in 1940). Also mounted in halftracks.
- Support Section: 1 MG34 HMG team, 1 37mm PaK 36 AT gun (Pen 3, ineffective against French heavy armor but adequate against light). Mounted in halftracks.
- Heavy AT: 1 88mm Flak 18 gun in ground role (Trained crew, Pen 8, Long Gun, Sustained Fire, Resistance 3 with no inherent cover; available in scenarios 3 and 4 only, see scenario notes).
- Off-table: 105mm leFH 18 medium artillery battery (available in scenarios where stated).
- Off-table: Stukas (Ju 87 B, Bomb 5d Pen 5, as the German you will like these, as the French, not so much).

Total: 8 tanks, 3 halftracks, 5 infantry bases plus support weapons. Gumption tokens: 5 per turn. Doctrine: Schwerpunkt (German units gain 1 extra Pressure die when Pressing; pay 1 extra Gumption to Coordinate).

Notes on German equipment in May-June 1940: the panzer divisions were equipped with a mix of Pz I, II, III, and IV variants, along with a substantial number of Czech made Pz38(t) tanks. The Pz38(t)s were the best tank fielded by the Germans; they were fast and well armed, but though their 37mm was more effective than the German versions on the the Pz III F, both guns were ineffective against French heavy armor. The 88mm Flak became the German anti-tank workhorse during 1940 nothing else they had could kill a B1 bis frontally. Stuka dive bombers and 105mm artillery were the other reliable French tank-killers.

Campaign Rules

Tracking Your Battlegroup

Before the campaign begins, write down all your units on a campaign roster. After each scenario, update the roster: which units survived intact, which infantry bases were Routed (gone permanently), which vehicles were Bailed (potentially recoverable), and which vehicles were destroyed (gone permanently).

Routed infantry bases are permanently lost, they were killed, captured, or scattered beyond recovery and you won't be seeing them again.

Bailed tanks (vehicles whose crews evacuated under fire but where the vehicle itself was not destroyed) may be recovered between scenarios (see Replacements

below). Vehicles that took Catastrophic Hits (Penetration excess of 3 or more) are Killed and cannot be recovered.

Replacements

Between scenarios, each side has two sources of force restoration.

Replacement Infantry. Each side automatically receives ONE new infantry base per scenario interval. The new base is added to the roster and joins one of the player's existing companies (player chooses which). Per the campaign quality rules, the new base adopts the receiving company's current quality (replacements joining a Veteran company become Veteran through informal training and integration).

Vehicle Salvage. Each side may attempt one salvage roll between scenarios. Choose one of your own Bailed vehicles (not Killed) and roll 1d6. On 4+, the vehicle is recovered with a new Trained quality crew and returns to service for the next scenario at Cautious Stance. On 1-3, the vehicle could not be recovered in time and is permanently lost. The salvage roll is only available to the side that controlled the ground where the Bailed vehicle sat at scenario end (otherwise the enemy may have captured it, see Captured Equipment rule).

Note on French replacement quality: French replacements in 1940 were variable. Use the standard 'replacement adopts company quality' rule, but the French replacement pipeline was breaking down by late May; by scenario 3 the French roll 1d6 for replacement quality (1-2= Poor, 3-5= Trained, 6= as company quality). This represents the increasing chaos of the French logistics and training system.

Captured Equipment

WWII armies regularly used captured enemy equipment, and the 1940 campaign was no exception. Both sides captured significant material from the other and were happy to use it against the former owners.

The winner of each scenario may add captured enemy equipment to their force for the next scenario, subject to specific conditions described below.

Captured Support Weapons. The winner may claim one enemy support weapon (HMG, mortar, AT gun, infantry gun, or similar crew-served weapon) provided the weapon was physically present and operating on the battlefield during the scenario and its parent unit was Routed during play. Off-table assets (artillery missions, air strikes) cannot be captured because they were never physically present. A weapon that was Killed cannot be captured (it is wrecked). The captured weapon joins the winner's force for the next scenario with a Trained quality crew.

Captured Vehicles. The winner may claim any Bailed enemy vehicle (tank, halftrack, assault gun, armored car) provided all of the following are true: the vehicle was Bailed during the scenario (not Killed); the vehicle was not Steeled back into operation by its original owner during play; at end of scenario the winner has a Steady or Pressing unit within 6 inches of the Bailed vehicle's position; no enemy Steady or Pressing unit is closer to the Bailed vehicle than the winner's nearest unit. Captured vehicles enter the next scenario at Cautious Stance with a Trained quality crew.

The captured equipment uses its original profile; a captured B1 bis fights as a B1 bis, a captured Pz III fights as a Pz III. The original owner may not attempt salvage rolls on captured equipment; it has been physically taken by the enemy.

Bailed units that do not meet the above conditions are considered destroyed and removed from the force pool.

Winner Rewards Between Scenarios

In addition to captured equipment, the winner of each scenario receives a tactical or strategic bonus for the next scenario. The loser receives standard replacements only; no additional bonuses for losing. No participation trophies in this war buddy.

After Scenario 1 (Montcornet): Winner receives +1 Gumption tokens per turn in scenario 2. If the French win, they may pre-deploy one B1 bis tank in any concealed position on the table in scenario 2 (representing exploitation of tactical success and good reconnaissance). If the Germans win, they may delay-deploy one French unit of their choice (the French player rolls 1d6 each turn at the start of the Movement Phase; that unit arrives on a 4+ from a designated table edge).

After Scenario 2 (Crecy-sur-Serre): Winner exercises one strategic choice in scenario 3. If the French win, they choose which table edge the Germans enter from in scenario 3 (constraining the German approach axis). If the Germans win, the 88mm Flak gun arrives one turn earlier than Scenario 3 normally specifies and may begin Concealed.

After Scenario 3 (Abbeville): Winner receives +1 Gumption tokens per turn in Scenario 4. The winner also gains tactical intelligence: the winner may peek at the loser's deployment in Scenario 4 before placing their own units (the loser deploys first, fully revealed; the winner then deploys with complete information).

Victory Points and Campaign Winner

Each scenario awards campaign points:

- Clear Victory: 3 points (Scenario 4 doubled: 6 points)
- Marginal Victory: 2 points (Scenario 4 doubled: 4 points)
- Marginal Loss: 1 point (Scenario 4 doubled: 2 points)
- Clear Loss: 0 points

Scenario 4 is double-weighted (6/4/2/0). After all four scenarios, the side with more total points wins the campaign. Ties go to the side with fewer total permanent losses across the campaign (Routed infantry plus Killed vehicles).

Air Support and Weather

Each scenario specifies its air situation. As a general rule, German air support in 1940 was Reliable (3+ to arrive) while French air support is not available (the Armée de l'Air rarely supported tactical engagements; players should assume no French air across the campaign- sucks to be them). Weather is generally good throughout May-June 1940 ; clear skies, warm temperatures, no winter penalties. Specific scenarios may have local weather notes.

Campaign Quality Changes

Each player makes up to two quality checks for their force after each scenario: one promotion and one demotion if applicable. The 4e DCR is a hastily assembled formation; quality changes will be significant across the campaign as units gain combat experience or are diluted by replacements.



Scenario 1: Montcornet (May 17, 1940)

Setting

May 17, 1940. Eight days into the German offensive. The panzers have broken through at Sedan and are racing west toward the Channel. Behind the leading panzer divisions are supply elements, rear-area units, and second-line formations stretched across hundreds of kilometers. The French High Command has been unable to organize an effective response, but now Colonel de Gaulle, newly appointed to command the still-forming 4e DCR, pounces.

De Gaulle's force moves east from Laon toward Montcornet. The objective is to hit the German rear, disrupt the panzer corridor's logistical tail, giving them the surprise party of their lives. Local German opposition consists of supply troops, security elements, and one motorized infantry battalion; not the elite panzer divisions that have already pushed further west. The attack achieves complete surprise and scares the bejesus out of the ubermensch typists and cooks facing it.

Weather and Conditions

Clear spring weather. Normal movement everywhere. German air available (3+ to arrive starting turn 3, representing the time needed for Luftwaffe to redirect to a developing situation). French air not available, of course.

Table Layout

Rolling French countryside. The village of Montcornet sits in the center-east of the table (3 stone buildings plus a small church). A road runs east-west through the village. Open fields with scattered woods (Light Cover) make up most of the terrain. A small river crosses the table from north to south at the western third, crossable only at a stone bridge near the village.

French entry: from the west edge. The French choose which half (north or south) of the west edge to enter from.

Germans: deployed in and around the village. The German player places 2 infantry bases inside the village, 1 infantry base east of the village in the open with the supply trucks (Resistance 1, no armor), and the Pz I recon section anywhere in the village or immediately adjacent.

Forces

French (attacker): de Gaulle's lead element. 1 B1 bis (HQ), 2 B1 bis from 1st Heavy Tank Section, 4 R35 from Light Tank Platoon, Motorized Chasseur Company (3 bases) in trucks, Engineer Section, 2 13.2mm Hotchkiss AAMGs, Support Section (13.2mm HMG, 81mm mortar, 2 25mm AT guns). Off-table 75mm artillery available (free mission per French doctrine). Total: 7 tanks, 3 trucks, 3 infantry bases plus supports including 2 AAMGs and 2 AT guns.

Germans (defender): 1 infantry company (3 bases, Veteran), 2 Pz I tanks (light recon, MG-only), supply trucks (3 Resistance 1 vehicles representing the rear-area logistics caught off guard), MG34 HMG team. The Germans have no heavy armor, no AT guns, and no artillery in this scenario; they are caught flat-footed. Stuka strike available from turn 3 onward (4+ to arrive).

Special Rules

Surprise: Germans cannot React during turn 1. Their first opportunity to React is turn 2. They are *very* surprised indeed.

Supply trucks: the 3 supply trucks are not combat units but represent valuable logistical assets, such as schnapps and toilet paper. Each truck a French unit destroys counts as a campaign objective. Supply trucks have Resistance 1, no return fire, move at half speed (or stay put). Capturing or destroying them is a French objective.

Stuka warning: when the Stuka arrives, the French two 13.2mm AAMGs can engage as a Reaction per the AA mechanic. Losing both AAMGs means the French losing their only counter to German air.

Victory Conditions

Multiple paths to a French victory reflect the historical pattern of the actual Montcornet attack; it succeeded in achieving local damage but had to withdraw before German reinforcements arrived.

French Clear Victory (3 campaign points): Destroy all 3 supply trucks AND have Steady or Pressing units in control of the village center at end of turn 6, with French casualties no more than 1 tank Killed.

French Marginal Victory (2 campaign points): Either (a) destroy at least 2 supply trucks AND have at least 1 Steady or Pressing unit within 6 inches of the village center at end of turn 6, OR (b) destroy 3 supply trucks regardless of village control. Either represents a successful raid that achieves operational damage.

German Clear Victory (3 campaign points): Hold the village (Steady or Pressing German units within 6 inches of village center at end of turn 6) AND prevent the destruction of more than 1 supply truck.

German Marginal Victory (2 campaign points): Either hold the village with 1-2 trucks destroyed, OR inflict 2+ Killed French tanks regardless of village control.

Campaign Effect

The winner of this scenario receives +1 Gumption in scenario 2 and either French pre-deployment of a B1 bis (if French win) or German delayed deployment of a French unit (if Germans win). The winner may also capture eligible enemy equipment lost during this scenario.



Scenario 2: Crecy-sur-Serre (May 19-20, 1940)

Setting

Two days after Montcornet. The Germans have organized a response to the French armored thrust. De Gaulle attempts a second attack, this time toward the Serre River with the village of Crecy-sur-Serre as the immediate objective. But the Germans now know the game is afoot. They have brought up panzer reinforcements, dug in infantry, and Stukas are flying continuous reconnaissance patrols. No surprise party this time, at least not as the Germans as the guest of honor.

This is a much harder fight than Montcornet. The French still have an armor advantage in individual tank quality, but the Germans are no longer surprised, their full panzer detachment is engaged, and German air support is feisty. The French must press their attack against a prepared defense this time.

Weather and Conditions

Clear weather continues. Normal movement. German air now active (3+ to arrive each turn from turn 1). French air still not available.

Table Layout

Open French farmland with the village of Crecy-sur-Serre in the center-north of the table (4 stone buildings, including a church). The Serre River runs east-west through the southern third of the table, crossable only at one stone bridge in the table center. North of the village: open ground with scattered woods and a low ridge running east-west providing Hull Down positions. South of the river: open ground with light cover.

French entry: from the south edge (south of the river). The French must cross the bridge or send infantry across at a ford with a 4+ a success infantry treats the river as Rough terrain. Unsuccessful means the infantry must wait one turn more before fording the river. Their objective is the village in the north.

Germans: deployed in and around the village. They may place units anywhere within 12 inches of the village center, including on the ridge to the north (Hull Down positions). Pioneer Section may be Concealed at start in the village.

Forces

French (attacker): full battlegroup (minus scenario 1 losses, plus replacements). Off-table 75mm artillery available (free mission per French doctrine).

Germans (defender): full battlegroup minus losses, plus replacements. 105mm artillery battery NOT available (still moving forward). Stuka strike: roll 3+ each turn from turn 1; if arrives, attacks French unit of German choice.

Special Rules

Concealed pioneers: German Pioneer Section begins Concealed in the village. They reveal when they fire, move, or are spotted by an enemy with a successful spotting check. Their Close AT capability makes them particularly dangerous to French tanks at close range: if a B1 bis enters the village without infantry support, expect pioneers to swarm it.

Bridge as choke point: the stone bridge can take 1 tank or 2 infantry bases at a time. Tanks crossing must take a full turn's movement just to cross. The bridge is a major decision point; the French can either commit to forcing it with armor (vulnerable to

AT fire from the village), or send infantry across the ford to clear the village before bringing tanks across.

Victory Conditions

French Clear Victory (3 campaign points): Control the village center at end of turn 8 with at least 2 Steady or Pressing units within 6 inches of the village center, AND have suffered no more than 2 Killed tanks during the scenario.

French Marginal Victory (2 campaign points): Either (a) control the village center at end of turn 8 with at least 1 unit (any condition), OR (b) have units across the river in any condition AND have destroyed 4+ German bases (vehicles or infantry combined).

German Clear Victory (3 campaign points): Maintain control of the village (Steady or Pressing German units within 6 inches of village center at end of turn 8) AND have inflicted 3+ Killed French tanks.

German Marginal Victory (2 campaign points): Either hold the village with fewer than 3 Killed French tanks, OR force the French to withdraw south of the river by end of turn 8 (no French units north of the river).

Campaign Effect

The winner of this scenario receives the scenario 2 winner's specific bonus (French: choose German entry edge in scenario 3; Germans: 88mm Flak arrives one turn earlier in scenario 3 and may begin Concealed). The winner may also capture eligible enemy equipment lost during this scenario.



Scenario 3: Abbeville Bridgehead (May 28-29, 1940)

Setting

Late May 1940. The German panzers have reached the Channel coast, cutting off the BEF and French First Army in the north. The 4e DCR has been shifted west to attack the German corridor near Abbeville on the Somme. Their objective is to reduce the German bridgehead south of the river and contain the corridor. This rather optimistic attack is the French High Command's last major offensive attempt of the campaign.

The Germans here are ready and waiting. They have had two weeks to dig in, site weapons, prepare positions, smoke cigarettes and watch nudie films. The 88mm Flak gun in ground role is now available; the German's definitive answer to the B1 bis. The 105mm artillery is also available. The 4e DCR is facing a real defensive position for the first time.

Weather and Conditions

Clear weather, normal movement. German air available (3+ to arrive from turn 1). French air not available (zzz)

Table Layout

Open French farmland south of Abbeville. The Somme River forms the northern edge of the table (the German rear). A village (3 brick buildings, 1 wooden farmhouse) sits in the center of the table. North of the village: open fields with scattered woods running up to the river. South of the village: more open ground with a small wooded area providing French concealment. The Germans have prepared positions with dug-in infantry, sited AT guns, the 88 emplaced for long-range fire.

French entry: from the south edge. Their objective is to reduce the German bridgehead - clear or pin German positions and approach the river. (No need to physically reach the river; the objective is to take the village and inflict losses).

Germans: deployed in prepared positions throughout the village and surrounding fields. The 88mm Flak deploys at the German player's choice but must be at least 12 inches from the south edge (giving it a long firing arc against the French advance). Pioneer Section may begin Concealed.

Forces

French (attacker): full battlegroup minus campaign losses, plus replacements. Off-table 75mm artillery available (free mission per French doctrine).

Germans (defender): full battlegroup minus losses, plus replacements. The German player is free to giggle over the 88mm Flak being available (deployed at scenario start, Trained crew, Resistance 3 no inherent cover ; the German player will need to position carefully). 105mm artillery battery available. Stuka strike: 3+ to arrive each turn from turn 1.

Special Rules

Prepared positions: all German infantry, AT, and HMG units deploy in prepared positions providing Hard Cover (+2 Resistance) in addition to any terrain cover. The 88mm Flak does NOT get prepared position cover (it had to be set up too quickly to entrench properly) and remains at Resistance 3.

88mm Flak overwatch: the 88 can see and engage across most of the table. The French player must approach with this in mind. The 88 will kill any French tank from any facing. A Pen 8 plus excess Pen of 3 or more = Killed. If it can see it, the 88 can kill it. The French must either suppress the 88 with artillery, smoke its firing position, or take losses and accept them. The 88 is itself vulnerable: any successful Pen hit Routs the gun crew and leaves the once formidable gun lying in less than formidable ruins.

Victory Conditions

This is the hardest scenario for the French, and historically the actual Abbeville attack achieved local gains but not its full objective.

French Clear Victory (3 campaign points): Control the village (Steady or Pressing French unit within 6 inches of village center at end of turn 8) AND have destroyed the 88mm Flak gun OR forced its crew to Rout.

French Marginal Victory (2 campaign points): Either (a) control the village without disabling the 88, OR (b) destroy the 88 plus 3+ other German bases without controlling the village. Either represents partial achievement of the operational objective.

German Clear Victory (3 campaign points): Hold the village AND keep the 88 operational AND inflict 4+ Killed French tanks during the scenario.

German Marginal Victory (2 campaign points): Hold the village with the 88 operational, regardless of French tank losses; OR force French withdrawal with fewer than 4 Killed French tanks.

Campaign Effect

The winner of this scenario receives +1 Gumption in scenario 4 plus tactical intelligence (loser deploys first, fully revealed; winner deploys with full information). The winner may also capture eligible enemy equipment lost during this scenario - destroying or capturing the 88mm Flak is particularly valuable here.



Scenario 4: The Retreat South (June 8-10, 1940)

Setting

Early June 1940. The Germans have launched *Fall Rot*; the second phase of the campaign aimed at finishing France off and hurrying home to the Frau und Kinder, not to mention some decent beer. German panzers are advancing south across the Somme and the Aisne. The 4e DCR, having seen better days but still in being, has been ordered to cover the French retreat south. Their mission is to run away, but slowly enough for the broader French withdrawal to complete. Once that happens they are free to run like hell.

This is the climactic scenario of the campaign. The Germans are pursuing aggressively. The French must inflict losses while preserving their force. The 4e DCR must lose slowly and not let the Germans pour through their lines and into the retreating French main body.

Weather and Conditions

Warm summer weather, normal movement. German air is dominant and Stukas arrive on 3+. French air is nothing the French commander even bothers to request.

Table Layout

Open French countryside running north to south. The French must defend a position while preparing to withdraw south off the table. The terrain features a small village in the center-north (the forward defensive position, 3 buildings), open fields with woods in the middle, and a second small village in the center-south (the secondary position). The French entry edge is the south, the German entry edge is the north.

French deployment: French units may deploy anywhere on the table south of the northern village edge (forward positions in the northern village, fallback positions in the southern village or in between). The French should consider depth - committed in the north or held in reserve to the south.

Germans: enter from the north edge starting turn 1. They may enter from any point on the north edge (or per winner reward from scenario 3 if applicable).

Forces

French: full battlegroup minus all campaign losses, plus replacements. Off-table 75mm artillery available.

Germans: full battlegroup minus losses, plus replacements. 88mm Flak available (if it survived scenario 3, otherwise not available, they don't grow on trees you know). 105mm artillery battery available. Stuka strike: 3+ to arrive each turn.

The winner of scenario 3 receives +1 Gumption tokens per turn this scenario and chooses the loser's deployment first.

Special Rules

Rearguard withdrawal: at the end of turn 6, the French player may begin withdrawing units off the south edge. Any French unit that exits the south edge in good order (at Steady or Cautious) counts as 'preserved' for victory purposes.

Pursuit pressure: starting turn 4, the Germans gain +1 Pressure die when firing at French units in the open (not in cover, not Concealed).

Final reserve: the French player may declare ONE B1 bis tank as 'final reserve' at scenario start. This tank gains +1 Pressure die when firing for the rest of the scenario, representing the determination of the crew making a last stand. However, the tank may NOT withdraw south; it must fight until destroyed or until scenario end.

Victory Conditions

Victory here is measured by both delay (holding the position) and preservation (exiting units off the south edge). The French need to do both, not just one.

French Clear Victory (6 campaign points): Exit at least 4 French combat units off the south edge in good order (Steady or Cautious) by end of turn 8 AND have destroyed at least 3 German bases during the scenario.

French Marginal Victory (4 campaign points): Either (a) exit 3 units in good order with 2+ German bases destroyed, OR (b) exit 2 units in good order with 4+ German bases destroyed.

German Clear Victory (6 campaign points): Fewer than 2 French units exit the south edge in good order, OR the French have suffered 5+ Killed tanks during the scenario.

German Marginal Victory (4 campaign points): Some French units escape (2-3) but fewer than the French marginal threshold, with German casualties under 4 bases destroyed.

Campaign Final Tally

After this scenario, total up all campaign points. The side with the most points wins the campaign. The 4e DCR cannot prevent the historical German operational victory, but it can win the campaign on tactical points if the French player fights well across all four scenarios and goes home with the At Least You Tried trophy.

Designer Notes

There's no way the French are really going to stick it to the Germans, that's just good old propaganda in the title to make the French player feel good about themselves. However, there is some really cool kit to be pushed around the table top and the scenarios are actually competitive, unless the German player gets lucky with the Stuka die rolls, in which case the French player is cooked. Another however though, if the French player can knock off that horribly annoying 88mm gun then life will be much easier for the French armor and it will wipe that smug look off the German player's face.