

The Amy H

Southern Cross Scenario SX 2.1



VICTORY CONDITIONS: The German player wins immediately when there are NO Good Order British Infantry units on or within 3 hexes of 10Y5.

1 km North of Arras France: May 22, 1940: While refueling and reloading shells expended during the raid on Arras, a tank crew belonging to Lt. Harold McGregor was brewing tea when they were alerted to the presence of a German column advancing along the road into the rear areas north of Arras. McGregor quickly organized the Security and Supply Company into fire teams while his crew finished loading the last of the 40mm shells into their racks. As McGregor mounted his tank, the sounds of approaching motorcycles could be heard. A cloud of dust and roar of engine noise announced their arrival as dozens of motorcycles appeared at the end of the street. McGregor lowered his head through the hatch and ordered his Matilda into motion.

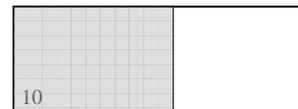
BOARD CONFIGURATION:

Only Hexrows S-GG are in play

BALANCE:

British: Add one 447 to OB

German: Change five 467 to 468



TURN RECORD CHART

🎯 British Player Sets up first	1	2	3	4	5	6	END
⚔️ German Player Moves first							



Support Elements of the British 1st Army Tank Brigade [ELR: 3] Set up within 4 hexes of Hex 10Y5. (SAN: 5)



2 4-4-7	2 2-3-7	2-2-8	8-0	7-0	9-2 1st Lt	4-12	1-12	7 morale	26 T9 14PP *	9 40L -7/2	AA M12 20L (4)
5		2						8	2		Y5



Elements of the 8th Panzer Division [ELR:4] Enters along east edge of board 10. Infantry must enter as motorcycle riders. (SAN:2)



1 4-6-7	1-6	8-1	8-0	3-8	3-8	15 37L 4/4	14 75* 3/5	
8			2		3	8	2	2

Scenario Design: John Skillman

SPECIAL RULES:

1. EC are Moderate with no wind at start.
2. One British MMC and all SW/SMC stacked with it may set up HIP.
3. The British Crew may operate the French AA Gun with no penalty.
4. If the British 9-2 Tank Leader leaves the Matilda for any reason, or starts the scenario out of the Matilda, he is placed on board as a 1-4-9 HERO. The Matilda suffers a +1 DRM so long as the 9-2 is out of the Matilda. Due to having just reloaded ammo, The Matilda makes MA repair rolls on a 1 or 2.
5. Both of the 15 cwt have the option (secretly recorded) of being *AMMO Vehicles*. The British player may detonate the 15 cwt in the same way as a Goliath is detonated (H16 note 93) with the inherent driver of the vehicle as its "controller". See also E10.5.

AFTERMATH: McGregor charged into the German column destroying three enemy tanks before being immobilized by a German 75mm hit. Fearless fighting erupted around the Matilda as British infantry rushed to McGregor's aid. As he fled the overran tank, he took a stray bullet in the thigh and had to be carried back to the depot. There, McGregor jumped into a parked ammo truck and drove it down the street, crashing into a building full of German soldiers. As McGregor scrambled from the truck, he tossed a grenade into it. The resulting explosion scattered the Germans, killing the officer leading the attack. The remaining troops withdrew from the town. Later that same day as withdrawing British soldiers passed the wreck of the Matilda, they saw a name lovingly painted across its turret. THE AMY H..... The rest of the name was gone.