

# THE GHOST DIVISION SPOOKED

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## BACKGROUND:

*Counterattack at Arras 21 May 1940. The battle of Arras, though historically a German victory, is often credited to have caused the German High Command to become overly cautious in deploying their armored units too aggressively against the Allied units by then trapped along the Channel coast. Many say this enabled the "Miracle of Dunkirk".*

*The Allied attack, though supposed to take place on a much larger scale (eventually only some 2000 infantry supported the attack as opposed to the intended 15,000 and much more substantial help from the French had been promised than what actually came to be), came close to becoming an even bigger success. The British swiftly brushed aside the German reconnaissance units in its path as well as the PAK 36's which could do little damage against the heavily armored Matildas. The eventual deployment of German 88's in an anti-tank role and the timely appearance of the Luftwaffe prevented an imminent Allied breakthrough which would have cut German*

*supply lines. Despite this, for the reasons noted above, the counter-attack at Arras is generally seen as one of the few Allied successes during the campaign in the West.*

## OBJECTIVE:

Victory is determined at the end of round 9 as outlined below. The British score VP's by exiting units off the far end of the board (NE-E) from their perspective. An exited tank yields 2 points, a squad or light vehicle 1. Exiting a unit from the road hex marked with a VP marker yields 0.5 points extra. Victory points scored by the British and corresponding battle outcomes:

0.0-3.0 = Major German victory  
3.5-5.5 = German victory  
6.0 = draw  
6.5-8.0 = British victory  
> 8.0 = Major British victory

**Note:** It costs 1 movement point to exit the board. Moving into a half hex (at the cost of 1MP) also counts as exiting the board.

The game lasts for **9 rounds**.

**Actions per turn:** 3

**Starting Initiative:** Germans

**Components needed to play the scenario:**

**Required:**

- Base game
- Map pack expansion one (for additional road overlays)
- Days of the Fox

**Desired:**

- *Fury of the Bear (only for 2 expert tokens, can be easily proxied by another specialization token)*
- *Normandy (for the PAK 40 sculptures). If you do not own the Normandy expansion, use AT specialization tokens from the base game to represent these. Do not attach to squad bases! Instead place them on the board.*

**Special rules:**

- The Germans start in control of their friendly command point objectives (Note: not the neutral ones!)
- Towing: The German AT guns start towed by the Opel Blitzes. They must be offloaded along with the accompanying squad (crew). Once offloaded (simultaneously at the cost of two movement points to be paid for by the truck!), they are immediately fatigued along with the squad (no additional movement points for disembarking need to be paid). The trucks are henceforth immediately removed from the board.

# GERMAN SETUP

## DIVISION ONE

*Reconnaissance units of 6th Schützen regiment*

- 1 Squad Bases
- 2 Regular Infantry
- 1 Elite Infantry
- 1 Officer
- 1 Sdkfz 251



X 1

### Deployment Zone for above units:

Any hexes on map 11B  
(British entry hexes are also legal)

*Elements of 42nd Panzerjäger battalion*

- 3 Squad Bases
- 8 Regular Infantry
- 3 Elite Infantry
- 1 Officer

3 x PAK 36 (Use PAK 40 Proxy)

### Stats:

Equipment; Fragile

Armor: 2

AI: 5-3

AV: 5-4

### Deployment Zone for above units:

Any hexes on map 3A

## DIVISION TWO

*Elements of SS Totenkopf battalion*

- 3 Squad Bases
- 5 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



X 2

### Deployment Zone for above units:

Any hexes on map 2B

### German strategy decks:

German air support I and artillery I (See above; are not available until rounds 3 and 7 respectively; remove all cards from both decks without attack values; cards that read suppressive may also be used to carry out normal attacks).

## STARTING STRATEGY CARDS: 0

### STRATEGY DECKS

- Artillery I (Round 3)
- German Air Support I (Round 7)

### OPERATIONS CARDS

- 012 Massive Confusion

### DEPLOYMENT ZONE

- See notes below unit lists.

### REINFORCEMENTS

- German reinforcements enter play on 1 of the road hexes containing either a German or a neutral command point objective (i.e. each round in which reinforcements become available the Germans player chooses the entry point for those units. All units that become available on a certain round must be placed on the same hex!)

Status Phase Round 1

### Division 1:

*Elements of 42nd Panzerjäger battalion*

- 1 Squad Base
- 2 Regular Infantry
- 1 Elite Infantry
- 1 Officer
- 1 x PAK 36
- 1 x Opel Blitz

Status Phase Round 3

### Division 2:

*Elements of 7<sup>th</sup> Panzer Division*

- 2 x Panzer III
- Cards may now be drawn from the Artillery I deck

Status Phase Round 6

### Division 1:

*Elements of 23<sup>rd</sup> FLAK Abteilung*

- 2 Squad Bases
- 5 Regular Infantry
- 2 Elite Infantry
- 1 Officer
- 2 x FLAK 36
- 2 x Opel Blitz

Status Phase Round 7

- Cards may now be drawn from German Air Support I deck



# BRITISH SETUP

## DIVISION ONE

*Elements of the 4<sup>th</sup> and 7<sup>th</sup> Royal tank regiments*

2 x Matilda II  
6 x Matilda I (use  
Shermans as proxies)

### Stats:

Overrun; NO concussive  
firepower!

Move: 4

Armor: 5

AI: 5-4

AV: 3-2

## DIVISION TWO

### STARTING STRATEGY CARDS: 0 STRATEGY DECKS

- Command I

### OPERATIONS CARDS

- None

### DEPLOYMENT ZONE

The British set-up forces enter the board with a move or move and fire action from the Southern edge of map 11B (compass direction 5).

### REINFORCEMENTS:

*Elements of 6<sup>th</sup> and 8<sup>th</sup> Durham Light  
Infantry battalions*

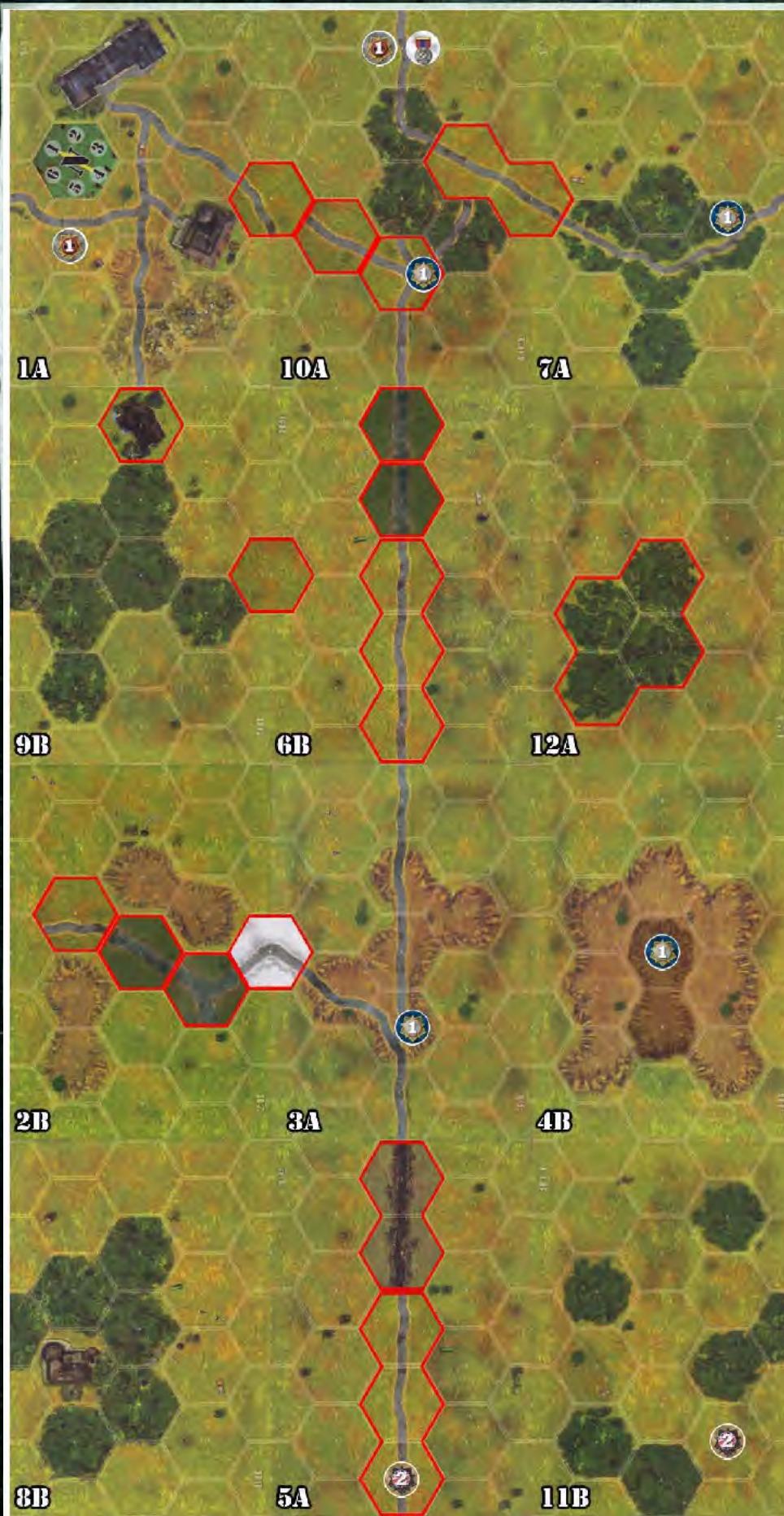
Status Phase Round 1

5 Squad Bases

- 14 Regular Infantry
- 4 Elite Infantry
- 2 Officers

1 x Bren gun carrier





**ROUNDS:** 9

**STARTING INITIATIVE:** Germans

**ACTIONS PER TURN:** 3

**REINFORCEMENTS:**

See each forces page

**MAP TILES:**

1A, 2B, 3A, 4B, 5A, 6B, 7A, 8B, 9B, 10A, 11B, 12A

