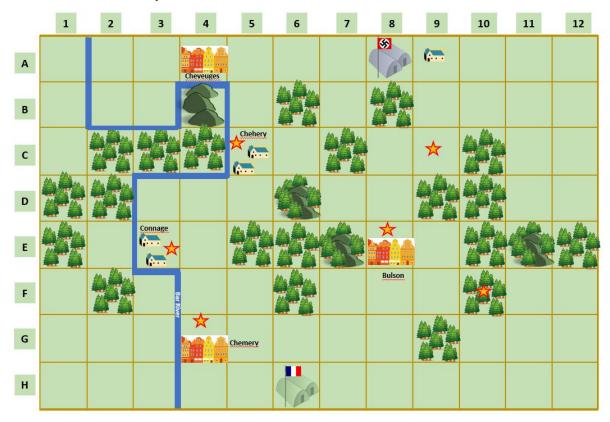
Battle of Bulson - 14 May 1940



All units start in supply. B3, E8 and G4 are all urban squares for combat purposes. A9, C5 and E3 are hamlets which can be placed for scenic purposes but have no impact on combat. Units can cross the Bar River at any point, but crossing it is like moving into non-open terrain, units can only move a maximum of 1 square. Additionally any unit attacking across the river is vulnerable in combat. Units cannot use road movement to cross the Bar. Supply lines can cross the Bar River anywhere.

Starting Ops:

Both sides start with 6 Ops. Both sides use their Early War Ops.

Description:

Coming out of the Ardennes Guderian's XIX Panzer Corps fought its way across the Meuse at Sedan. Realising they needed to crush the German bridgehead before it could expand the French launched a counter attack. Both sides recognised that they needed to seize the area around Bulson which overlooked and threatened the German crossing point and the Panzer Divisions responded to the threat with their own attack.

Victory:

The game is a slightly longer day of 18 moves. The German's need to be holding 4 objectives at the end of the day to win.

ROMMEL SCENARIO

Elements:

The Axis have 3 Elements. Groups from the 1st and 2nd Panzer Divisions [with some support from the 43rd Assault Engineer Battalion] and the Gross Deutschland Infantry Regiment. The Corps support units can support any German unit.

The French have 4 Elements. The 213th and 205th Infantry Regiments and the 4th and 7th BCL [Tank Battalions]. The support artillery can support any French unit.

Set Up:

<u>German:</u> The Panzer IIs and Infantry of the 1st Panzer Division deploy anywhere in lines A7 to A10 forward to C7 to C10. The Panzer IIs and Infantry of the 2nd Panzer Division deploy anywhere in lines A2 to A6 forward to B2 to B6. The Divisional Support deploys in line A. The German's deploy first and move first.

<u>French:</u> The 213th Infantry Regiment and 7th BLC deploy anywhere in lines C1 to C6 back to H1 to H6. At least one tank unit must be deployed in Chehery [C5]. The 205th Infantry Regiment deploys anywhere in lines E7 to E 12 back to H7 to H12. The Divisional Support deploys in lines E to H.

Note on the units used. Although the French did not have a large number of anti-tank guns I have shown one infantry unit of the 207th with the anti-tank trait as the panzers suffered significant losses to anti-tank guns in the fighting.

Reinforcements:

<u>German:</u> The Gross Deutschland Regiment arrives in the Marker Phase of turn 3 anywhere in Row A. The remaining tanks of the Panzer Divisions arrive in the Marker Phase of turn 5 anywhere in Row A.

French: The 4th BLC arrives in the Marker Phase of turn 6 anywhere in Row H.

German	1	3R	5R	7	9	11	13	15	17
French	2	4	6R	8	10	12	14	16	18

ROMMEL SCENARIO

FRENCH FORMATIONS	COMBAT	ARMOUR	SPECIAL
213 th Infantry Regiment			
9 x Infantry	4-3-2		Foot
205 th Infantry Regiment			
8 x Infantry	4-3-2		Foot
1 x Infantry	4-3-2		Foot, Anti-tank
th 1 1			
7 th Tank Battalion	0.0.4		
4 x FCM36	3-2-1	2-3	
4 th Tank Battalion			
4 x FCM36	3-2-1	2-3	
District and Comment			
Divisional Support	12 /2 / [0 1]		Tarriad Ambillam
1 x 105mm 1 x 75mm	12 / 3 / [0-1]		Towed Artillery
AXIS FORMATIONS	8 / 2 / [0-1] COMBAT	ARMOUR	Towed Artillery SPECIAL
1st Panzer Division	COIVIDAT	ARIVIOUR	SPECIAL
4 x Infantry	4-3-2		Motorised
1 x Panzer IV	5-4-3	3	IVIOLOTISEU
1 x Panzer III	5-4-3	2	
3 x Panzer II	5-4-3	1	
3 X I dil2Cl II	3 4 3	1	
2 nd Panzer Division			
3 x Infantry	4-3-2		Motorised
1 x Infantry	4-3-2		Motorised, Pioneers
1 x Panzer IV	5-4-3	3	
1 x Panzer III	5-4-3	2	
3 x Panzer II	5-4-3	1	
Gross Deutschland			
Regiment			
8 x Infantry	4-3-2		Motorised
1 x Infantry	4-3-2		Motorised, Anti-Tank
1 x Stug	5-4-3	2-3	
Corps Support			
2 x 105mm	12 / 3 / [0-1]		Towed Artillery
Z V TOSHIIII	12 / 3 / [0-1]		Towed Artiflery