

Gembloux - 15 May 1940

	1	2	3	4	5	6	7	8	9	10	11	12
A												
B												
C												
D		 Gembloux					 Perbais				 Corbais	
E				 Ernage								
F												
G							 Walhain St Paul					
H												

All units start in supply. D1, D7, D10, E4 and F7 are all urban squares.

**Starting Ops:**

The Germans start with 6 Ops and the French start with 3 Ops. Both sides use their Early War Ops.

**Description:**

The German 6<sup>th</sup> Army was required to attract the attention of and tie down Allied forces in Belgium whilst the main German thrust was coming through the Ardennes. The French 1<sup>st</sup> Army was holding the Gembloux region. The French had fought a major delaying action at Hannut between 12 and 14 May whilst a defensive position was being established at Gembloux, however, the 1<sup>st</sup> Moroccan division had only just arrived when the German attack commenced.

**Victory:**

The game is 16 turns long, the German's need to have captured 4 or more Objective Squares and be holding them at the end of the 16<sup>th</sup> turn to win. Any other result is a French Victory.

**Elements:**

The Axis have 2 Elements. The 4<sup>th</sup> Panzer Division and the 3<sup>rd</sup> Panzer Division. These had taken losses at Hannut and parts of the 3<sup>rd</sup> Panzer are protecting the right flank of the attack.

The French have 4 Elements. Three regiments of the Moroccan Infantry Division and the 35<sup>th</sup> Tank Battalion. The Corp Support artillery can support any French unit.

## ROMMEL SCENARIO

### Set Up:

German: The 4<sup>th</sup> Panzer deploys anywhere in lines H1 to H7 and G1 to G7. The 3<sup>rd</sup> Panzer deploys anywhere in lines G8 to G12 and H8 to H12. The German's move first.

French: The French deploy anywhere in lines A to D additionally they can deploy three units in Ernage [E4]. The French deploy first.

### Reinforcements:

French: The 35<sup>th</sup> Armoured Battalion arrives anywhere in line A in the Marker Phase of turn 4.

<b>German</b>	<b>1</b>	<b>3</b>	<b>5</b>	<b>7</b>	<b>9</b>	<b>11</b>	<b>13</b>	<b>15</b>
<b>French</b>	<b>2</b>	<b>4R</b>	<b>6</b>	<b>8</b>	<b>10</b>	<b>12</b>	<b>14</b>	<b>16</b>

ROMMEL SCENARIO

FRENCH FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>1<sup>st</sup> Moroccan</b>			
<b>1<sup>st</sup> Regiment</b>			
8 x Infantry	4-3-2		Leg
<b>2<sup>nd</sup> Regiment</b>			
8 x Infantry	4-3-2		Leg
<b>7<sup>th</sup> Regiment</b>			
8 x Infantry	4-3-2		Leg
<b>Divisional Support</b>			
2 x 75mm	8 / 2 / [0-1]		Towed Artillery
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
<b>35<sup>th</sup> Armoured Battalion</b>			
4 x R35	3-2-1	2-3	
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
<b>4<sup>th</sup> Panzer Division</b>			
4 <sup>th</sup> Schutzen Brigade			
8 x Infantry	4-3-2		Motorised
1 x Infantry	4-3-2		Motorised, Pioneers
5 <sup>th</sup> Panzer Brigade			
1 x Panzer IV	5-4-3	3	
3 x Panzer III	5-4-3	2	
3 x Panzer II	5-4-3	1	
Divisional Support			
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
<b>3<sup>rd</sup> Panzer Division</b>			
3 <sup>rd</sup> Schutzen Brigade			
5 x Infantry	4-3-2		Motorised
1 x Infantry	4-3-2		Motorised, Pioneers
6 <sup>th</sup> Panzer Regiment			
3 x Panzer III	5-4-3	2	
3 x Panzer II	5-4-3	1	
<b>Divisional Support</b>			
1 x 105mm	12 / 3 / [0-1]		Towed Artillery