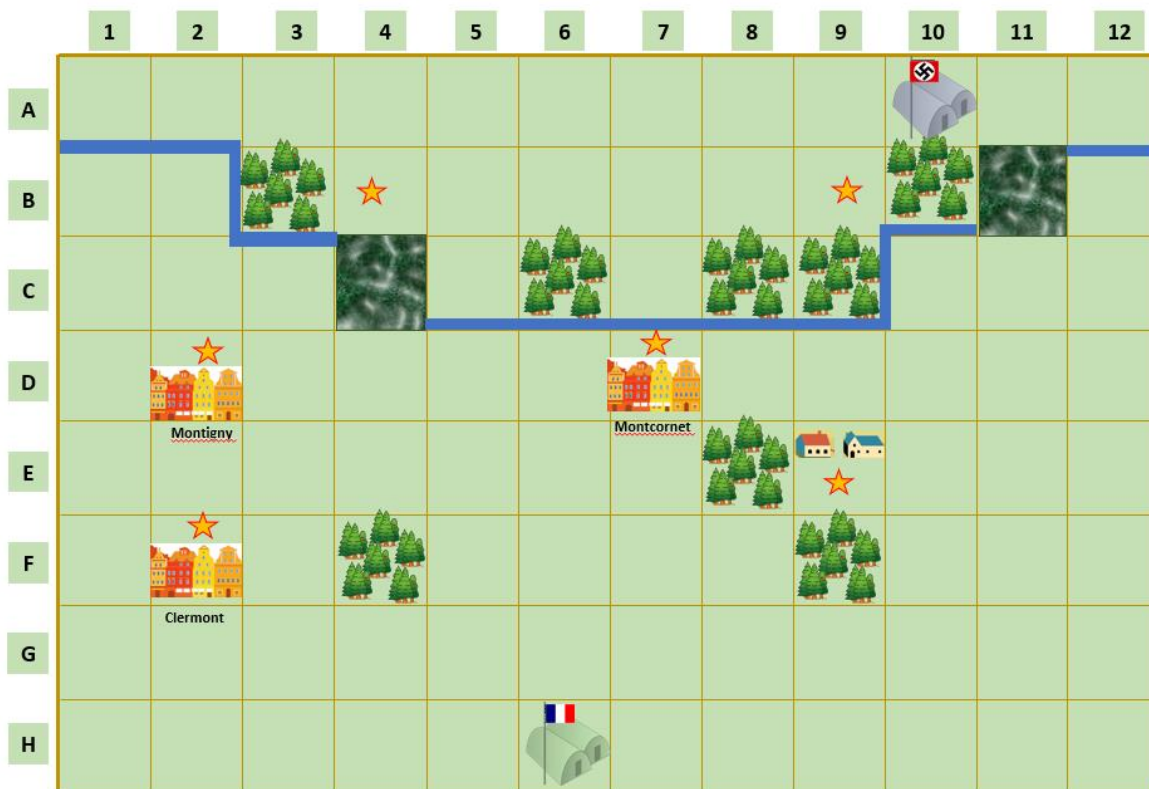


**Battle of Montcornet - 17 May 1940**



**Terrain:**

D2, D7 and F2 are all urban squares. E9 is a hamlet which can be placed for scenic purposes but has no impact on combat.

The Serre river was fairly small and swampy. The 2 dark green squares are swamps which are treated as soft ground. Units can cross the Serre River at any point, but crossing it is like moving into non-open terrain, units can only move a maximum of 1 square. Any unit attacking across the river is vulnerable in combat. Units can use road movement to cross the Serre but it cost 2 Ops like crossing a bridge. Supply lines can cross the river anywhere.

Victory Points are represented by Stars.

**Starting Ops:**

Both sides start with 6 Ops. Both sides use their Early War Ops. All units start in supply.

**Description:**

After their breakthrough at Sedan the German's started a sweeping advance west towards the English Channel. The obvious tactic for the French at this point was to attack the flanks of this advance, however, organising a co-ordinated response proved difficult. Charles de Gaulle had just been appointed commander of the 4<sup>th</sup> Division Cuirassée [heavy armoured division]. De Gaulle with his own division, the 22<sup>nd</sup> Colonial Regiment and some other commandeered forces launched an attack to take the key crossroads town of Montcornet.

**Victory:**

The game is 18 moves. The side holding the most Victory Points at the end of the 18<sup>th</sup> turn wins. Additionally, the French can win by capturing, and holding to the end of the game, 3 VPs as long as one of them is in row B beyond the Serre River. Any other result is a draw.

**Elements:**

The Axis have 2 Elements. I have split the 1<sup>st</sup> Panzer Divisions into 2 kampfgroupe one representing those troops who withstood the initial attack and the other those units brought back to stabilise the line. The German artillery can only support the KG it is attached to.

The French have 3 Elements. The 22<sup>nd</sup> Colonial Infantry Regiment and 2 Armoured Demi-Brigades from the 4<sup>th</sup> Cuirassier Division. The Divisional support artillery, cavalry and light tanks can support any French unit. The artillery of the 22<sup>nd</sup> Colonial Infantry can only support its parent unit.

For those who want an excuse to get some of their Panhard models on the table the French Light Tank reconnaissance unit was primarily composed of armoured cars. And the initial German force included a large number of armoured cars, hence the light armour with recon.

**Set Up:**

German: KG 1 of the 1<sup>st</sup> Panzer Division with one 105mm battery deploys anywhere in lines A to E. The German's deploy first.

French: The 4<sup>th</sup> Armoured Division deploys anywhere in line H. The French move first.

**Reinforcements:**

German: The infantry of KG2 of the 1<sup>st</sup> Panzer Division with the 105mm battery arrive in the Marker Phase of turn 4 anywhere in Row A. The remaining Panzers arrives in the Marker Phase of turn 8 anywhere in Row A.

French: The 22<sup>nd</sup> Colonial Infantry Regiment arrives in the Marker Phase of turn 3 anywhere in Row H.

|               |          |           |          |           |           |           |           |           |           |
|---------------|----------|-----------|----------|-----------|-----------|-----------|-----------|-----------|-----------|
| <b>French</b> | <b>1</b> | <b>3R</b> | <b>5</b> | <b>7</b>  | <b>9</b>  | <b>11</b> | <b>13</b> | <b>15</b> | <b>17</b> |
| <b>German</b> | <b>2</b> | <b>4R</b> | <b>6</b> | <b>8R</b> | <b>10</b> | <b>12</b> | <b>14</b> | <b>16</b> | <b>18</b> |

ROMMEL SCENARIO

| FRENCH FORMATIONS                         | COMBAT         | ARMOUR | SPECIAL         |
|---|----------------|--------|-----------------|
| <b>22<sup>nd</sup> Colonial Regiment</b>  |                |        |                 |
| 9 x Infantry                              | 4-3-2          |        |                 |
| 1 x 75mm                                  | 8 / 2 / [0-1]  |        | Towed Artillery |
|   |                |        |                 |
| <b>4<sup>th</sup> Armoured Division</b>   |                |        |                 |
| <b>Demi-Brigade [Heavy]</b>               |                |        |                 |
| 4 x Char B                                | 3-2-1          | 3-5    |                 |
| 2 x Char D                                | 3-2-1          | 3      |                 |
| 1 x Motorised Infantry                    | 4-3-2          |        | Motorised       |
|   |                |        |                 |
| <b>Demi-Brigade [Light]</b>               |                |        |                 |
| 6 x H35 and R35                           | 3-2-1          | 2-3    |                 |
| 1 x Motorised Infantry                    | 4-3-2          |        | Motorised       |
|   |                |        |                 |
| <b>Army Support</b>                       |                |        |                 |
| 1 x 75mm                                  | 8 / 2 / [0-1]  |        | Towed Artillery |
| 1 x Light Tank                            | 3-2-1          | 1      | Recon           |
| 2 x Cavalry                               | 4-3-2          |        | Cavalry         |
|   |                |        |                 |
| AXIS FORMATIONS                           | COMBAT         | ARMOUR | SPECIAL         |
| <b>1<sup>st</sup> Panzer Division KG1</b> |                |        |                 |
| 8 x Infantry                              | 4-3-2          |        | Motorised       |
| 1 x Infantry                              | 4-3-2          |        | Motorised, AT   |
| 2 x Panzer II                             | 5-4-3          | 1      |                 |
| 1 x Light Armour                          | 5-4-3          | 1      | Recon           |
|   |                |        |                 |
| <b>KG1 Support</b>                        |                |        |                 |
| 1 x 105mm                                 | 12 / 3 / [0-1] |        | Towed Artillery |
|   |                |        |                 |
| <b>1<sup>st</sup> Panzer Division KG2</b> |                |        |                 |
| 5 x Infantry                              | 4-3-2          |        | Motorised       |
| 1 x Infantry                              | 4-3-2          |        | Motorised, AT   |
| 1 x Panzer IV                             | 5-4-3          | 3      |                 |
| 3 x Panzer III                            | 5-4-3          | 2      |                 |
|   |                |        |                 |
| <b>KG2 Support</b>                        |                |        |                 |
| 1 x 105mm                                 | 12 / 3 / [0-1] |        | Towed Artillery |