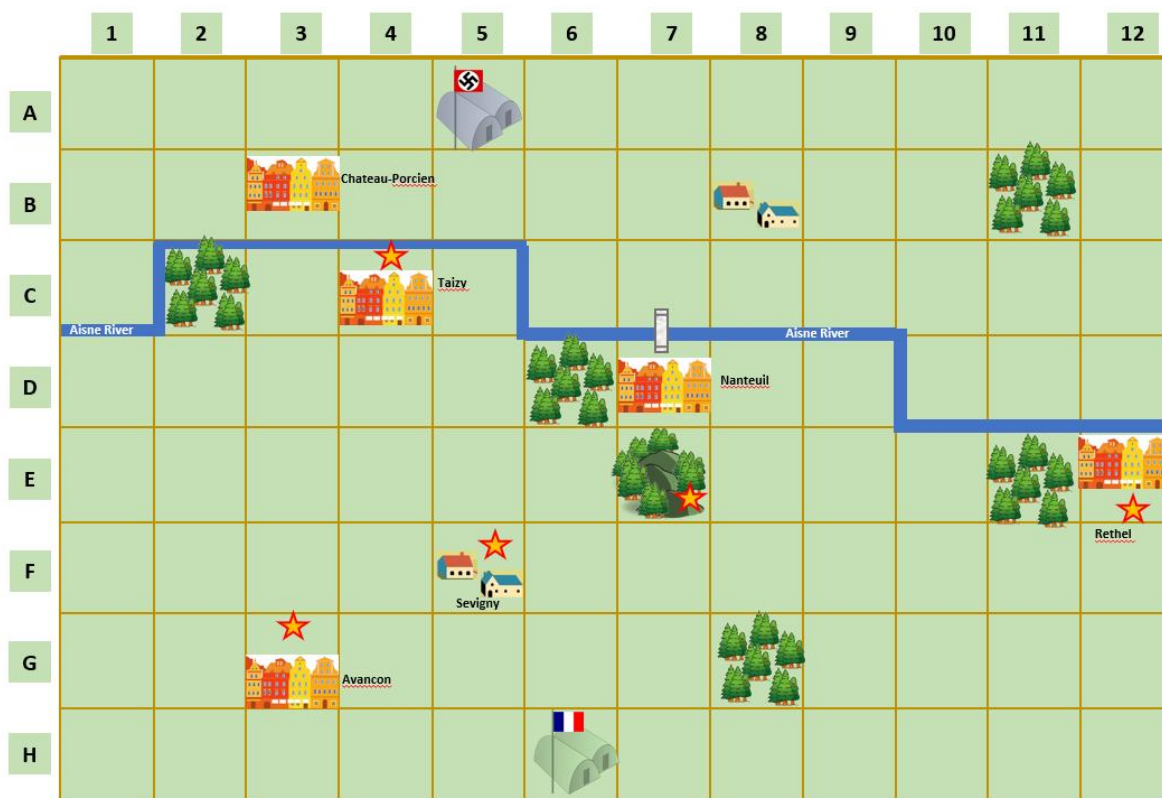


Across the Aisne [1] - 9 June 1940



All units start in supply. B3, C4, D7, E12 and G3 are all urban squares. B8 and F5 are hamlets which can be placed for scenic purposes but have no impact on combat. In reality all of the towns except for Rehethel were small, but the French had prepared them for defence and treating them as urban areas probably best represents the difficulty involved in taking them.

The Aisne River can only be crossed by boats or via the bridge in Nanteuil from C7 to D7 [actually a lock]. The German supply line can only cross the river at Nanteuil, it can also cross any bridge the Germans manage to build.

Starting Ops:

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

Description:

The success of the first phase of the Battle of France, Fall Gelb [Case Yellow], had seen the Belgians defeated, and most of the French and British troops who were supporting them trapped and destroyed. The German’s now turned their attention to the defeat of the rest of France, Fall Rot [Case Red].

The French had based their defensive lines on the Aisne and Somme Rivers and the German’s needed to force a way across these.

Victory:

The game is 18 moves long. In order to win the Germans need to have achieved one of the following by the end of the 18th turn.

1. Construct one bridge which is not in a square adjacent to the existing bridge in Nanteuil [C7/D7] and have captured 3 Victory Points.
2. Construct two bridges which are not in a square adjacent to the existing bridge in Nanteuil [C7/D7] and have captured 2 Victory Points.

Elements:

The Axis have 4 Elements, being four infantry regiments from the XIII Army Corps. The Corp level artillery can support any unit without penalty.

The French have 3 Elements. Three infantry Regiments from the 2nd Infantry Division. The French infantry division is supported by Artillery and a small battle group which can support any French unit without penalty.

Set Up:

German: The 3rd Infantry Regiment can deploy in Nanteuil and in **one** of the squares to either side of it [D6 or D8]. The river can be crossed by a bridge in Nanteuil [actually a lock]. The rest of the German Army deploys north of the Aisne. The Germans have six boats and two Construction Engineering Markers for building bridges across the Aisne.

French: The 2nd Infantry Division deploys anywhere south of the Aisne. The French commence with one prepared defence in each of the victory point squares. If the French use the dig in op there cannot be more than 2 defences per square in total.

The Germans in Nanteuil deploy first, then the French, then the remainder of the Germans. The Germans can commence with four boats already placed ready for use.

Reinforcements:

French: The French battle group arrives in the Marker Phase of turn 6 anywhere in Row H.

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

ROMMEL SCENARIO

FRENCH FORMATIONS	COMBAT	ARMOUR	SPECIAL
2nd Infantry Division			
33rd Regiment			
8 x Infantry	4-3-2		Foot
73rd Regiment			
8 x Infantry	4-3-2		Foot
127th Regiment			
8 x Infantry	4-3-2		Foot
Battlegroup			
2 x Cavalry	4-3-2		Cavalry
1 x R35	3-2-1	2-3	
Artillery Support			
1 x 105mm	12 / 3 / [0-1]		Towed Artillery
2 x 75mm	8 / 2 / [0-1]		Towed Artillery
AXIS FORMATIONS	COMBAT	ARMOUR	SPECIAL
5th Infantry Regiment			
8 x Infantry	4-3-2		Foot
1 x Infantry	4-3-2		Pioneer
45th Infantry Regiment			
9 x Infantry	4-3-2		Foot
3rd Infantry Regiment			
8 x Infantry	4-3-2		Foot
1 x Infantry	4-3-2		Pioneer
55th Infantry Regiment			
9 x Infantry	4-3-2		Foot
Corps Artillery			
2 x 105mm	12 / 3 / [0-1]		Towed Artillery