



All units start in supply. E6 and D10 are both urban squares. C4 and G3 are hamlets which can be placed for scenic purposes but have no impact on combat. Whilst Stonne is a fairly small village and would not normally rate as an urban area its location and layout led to fighting that is best depicted by urban combat.

Starting Ops:

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

Description:

After the Germans had taken Sedan General Guderian, ignoring his orders to wait for the infantry to catch up before advancing further, struck for the coast with the 1st and 2nd Panzer Divisions. This left the area around Sedan defended by the 10th Panzer Division and the attached Gross Deutschland Regiment. The French launched an attack to retake Sedan with the 3rd Motorised Division and the 3rd Cuirassier Division. Guderian, believing that offence was the best defence, launched a counter attack leading to several days of fighting which was particularly heavy around the town of Stonne. This was the first time that Guderian's panzers ran into the French heavy Char B tanks.

Victory:

The side holding the most objectives at the end of the 16th turn wins.

Elements:

The Axis have 2 Elements. I have treated the initial units from the 10th Panzer as one kampfgruppe and the reinforcements as another. The Divisional Support artillery and light tanks can support any German unit.

The French have 4 Elements. Two infantry Regiments from the 3rd Motorised Infantry Division and 2 Armoured Demi-Brigades from the 3rd Cuirassier Division. Each French Division is supported by its own Divisional Artillery. The Army Support light tanks and 105mm artillery can support any French unit.

Both sides used a relatively large number of armoured cars in the fighting. For those who want an excuse to get some of their SdKfz 232 and Panhard models on the table the Light Tank units on both sides would primarily be composed of armoured cars.

Set Up:

<u>German:</u> The 8th Panzer Regiment deploys anywhere in lines A and B. The Gross Deutschland Infantry Regiment and one artillery of the Divisional Support deploy in line A. The German's deploy and move first.

<u>French:</u> The 67th Infantry Regiment and the light tanks/armoured cars deploy anywhere in lines F to H. The Army Support 105mm artillery deploys in line H. Three Char B tanks of the 5th Demi-Brigade and three H39 tanks of the 7th Demi-Brigade deploy anywhere in lines F to H and E1 to E7.

Reinforcements:

<u>German:</u> The 10th Rifle Brigade and the remainder of the divisional support arrive in the Marker Phase of turn 3 anywhere in Row A. The 7th Panzer Regiment arrives in the Marker Phase of turn 5 anywhere in Row A.

<u>French:</u> The 91st Infantry Regiment and the Divisional Support of the 3rd Armoured Division arrive in the Marker Phase of turn 2 anywhere in Row H. The remainder of the 3rd Armoured Division arrives in the Marker Phase of turn 4 anywhere in Row H.

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

ROMMEL SCENARIO

COMBAT	ARMOUR	SPECIAL
4-3-2		Motorised
4-3-2		Motorised, AT
4-3-2		Motorised
4-3-2		Motorised, AT
8 / 2 / [0-1]		Towed Artillery
3-2-1	3-5	
2.2.4	2.2	
3-2-1	2-3	
0 /2 / [0 1]		Taylord Autilland
8 / 2 / [0-1]		Towed Artillery
+		
3_7_1	1	Recon
	I	Towed Artillery
	ARMOUR	SPECIAL
COMBAT	AMMOON	3i EGIAL
4-3-2		Motorised
		Motorised, Pioneers
		Armoured
5-4-3	3	
	1	
 		
5-4-3	3	
5-4-3	2	
5-4-3	1	
5-4-3	2-3	
		Motorised
4-3-2		Motorisea
4-3-2		Motorised
4-3-2		Motorised
4-3-2		Towed Artillery
	4-3-2 4-3-2 4-3-2 4-3-2 8 / 2 / [0-1] 3-2-1 8 / 2 / [0-1] 3-2-1 12 / 3 / [0-1] COMBAT 4-3-2 4-3-2 4-3-2 5-4-3 5-4-3 5-4-3 5-4-3 5-4-3	4-3-2 4-3-2 4-3-2 4-3-2 4-3-2 8 / 2 / [0-1] 3-2-1 3-2-1 112 / 3 / [0-1] COMBAT ARMOUR 4-3-2 4-3-2 5-4-3 5-4-3 5-4-3 5-4-3 5-4-3 1 5-4-3 1 5-4-3 1