

France '40 – Designer Notes

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I. Design Notes

Panzer Campaigns: France '40

By David Guégan

From History to Creating the Game

Since the introduction of the first Panzer Campaigns Series game in 1999, *Smolensk '41*, the debate and speculation upon future game titles amongst our loyal patrons grew not only in its depth of the recreated battlefield but also its breadth. The title, *Sedan '40*, was frequently suggested, but the responses on the forums were usually "too big, too many units, or not enough information." When HPS Simulations produced *Kursk '43*, I knew the Panzer Campaigns Series had the breadth and the title was broadened to *France '40*.



So, how did I get it started? I have been a player of the Panzer Campaigns Series since 2000. Being French, I have always wanted to see the 1940 France Campaign recreated. I decided to contact John Tiller in late 2003 and ask him if he would be interested. After a few e-mails exchanges, I was able to convince him with my knowledge, research on the battles that took place and the Order of Battle for the French and Belgians I had compiled, we could recreate the Battle of France in the breadth and depth it deserved.



After reading *Blitzkrieg-Legende* by Colonel Karl-Heinz Frieser, I was comfortable we could make an interesting game. The maps and information provided by his book helped me to understand the critical battles of Sedan and the Meuse. *Blitzkrieg-Legende* has been my primary resource for making many of the scenarios. If we had discrepancies between authors, we always relied upon the works of Frieser. For example, we had difficulties in following the moves made in the early stages of the campaign by the 6.Panzer and 8.Panzer Divisions. After reading Kaufman and Powaski, the Divisions appear to arrive on the Meuse at about the same time, but after researching Frieser, we discovered 8.Panzer Division was delayed in reaching the Meuse due to traffic problems in the Ardennes Forest. I hope *Blitzkrieg-Legende* will be translated in English soon. The quality of the study and the precision of the

events related in his book give us a better understanding of what really happened during those days of May of 1940, pushing away the folkloric image of a campaign won without any fight.

The Order-of-Battle ("OOB"):

The Allied OOB for *France '40* was difficult to recreate. Although I had amassed a great deal of information, I discovered when I started to create the OOB that I never knew enough.

It is a very difficult task to find the details about an Army on the verge of defeat. The historical Corps, Divisions and Armies of the Allies moved, disappeared and were reconstituted very quickly. The most challenging task was collecting the information at the Division and Corps level. To assist me in this task I relied upon a great series of books by Lee Sharp entitled "*The French Army, 1939-1940, Volumes 1, 2 and 3.*" Volume 1 provided details concerning the Army and Corps level while Volume 2 discussed the composition of the Divisions. The third Volume contained the composition of the Regiments. I even contacted Lee Sharp by email and he was kind enough to help me to sort out some questions I had.

Once the French OOB was complete, I had to compile one for the Belgians. This task I found even more difficult. There are not many accessible documents however I managed to get help from a French forum (<http://www.histoforum.org>). From there I received some information about the composition of the Belgian Army. The British Expeditionary Force (also know as the BEF) which was created by agreement between the French and British governments under the command of the French Army was the easiest to compile and the information was augmented by information Glenn had on Commonwealth OOB's.

The German OOB was a large effort as well, but a lot of sources were available. This work was started by Laurent Lavail, but Glenn took over and finished it using his knowledge of the series. He was able to structure the German side of the OOB so as to maximize the detail while allowing for as much combining as possible to keep the unit density in check. The basic outline came from the appendix of a book by Earnest May entitled *Strange Victory*, but additional details came from the volumes by Nafziger, various websites referred to in the Reference section of these notes, and from a different project that John Tiller and his team has been working on.

John already had the detailed digital images of the topography information required to build the map which in part covers some of the area used in the *Bulge '44* game published in 2001. And as Glenn puts it, "I brought together some critical pieces to bring the project together."

The Units:

From the beginning I knew that *France '40* would be a big game with a lot of units. I had to make choices. For example, Anti-Aircraft ("AA") artillery less than 50mm has been removed from the OOB but has been integrated in the value of the units. Generally, the French units have an AA defense of 1, as they had poor AA and not enough of it. In the infantry regiments, the heavy companies have been removed and their value redistributed to other companies which is how it was used historically. This measure was required to keep the counter density as low as possible while retaining the





flexibility to breakdown units. In addition, the only Anti-Tank ("AT") artillery units which have been represented is Divisional assets.

Learning from how Glenn built the OOB in *El Alamein '42*, I approved of and adopted this method of building the Panzer Regiments. Rather than separate the Regiments into Battalions, the Regiments are separated into Companies which allows the player to regroup Regimental units into adhoc "battlegroups" as the Germans were doing at the time. The challenge here was to replicate the way the Germans used mixed types of tanks in each Company, so that we could create units using pure tanks by type. After a number of attempts, we settled on using Panzer companies made up of combinations of German tanks (PzI+PzII, PzII+PzIII and PzII+PzIV, etc.).

The values of the German tanks were enhanced to reflect their capacity to adapt to a wide range of situations. In addition to gun size and armor thickness, the values consider such things as the better communication system of the German tanks - radio in each tank thanks to Guderian - that increased their ability to react to an enemy attack, or coordinate their attack against a French division.

If you compare the raw data on the French B1 bis or a Somua S35 you will see that more often those two French tanks were superior to the German tanks in a smaller scale tactical battle whereas the Germans tanks were not very well armoured and could be damaged and destroy by any AT French guns if those French guns could be brought to bear on them.

But even with better tanks, the French were not able to stop the German attack. Although the French had some very good tanks, they wasted their quality by poor outdated doctrine. The Germans didn't have the best tanks but they had the best doctrine, training, as well as the experience and confidence from their blitz of Poland

the previous fall.

Unit Quality Assignments:

Assigning Quality to units in a game of this scale and magnitude is at best a very

subjective task that will no doubt be the topic of discussion after the game has been released. Certainly during the development of the game there were a number of discussions over which values were fair, and which represented the army of the day. As the French and British Armies were rapidly outmaneuvered and beaten, the questions of how and why the Allies performed so poorly remains truly undecided. Was it just a good tactics on the part of the Germans with a little luck thrown in only to be compounded by some very bad choices by the Allied High Command or was the Allied Army a very poor fighting force?

There are people on both sides of this discussion with very strong feelings and at the height of the discussion it was Glenn who reminded me that whatever position I took, there would be some who would challenge the values assigned. So I felt it best to explain a little of the rationale we used and let you decide. If you don't like the Values assigned then you can change them very quickly with the Editors to remake the game with values you feel are better.

There are some who suggest that some Panzer Campaigns OOB's have the Germans made out to be some sort of super soldiers when compared directly to the men opposing them. In order to avoid this, we base lined all units with a Level C Quality and adjusted accordingly.

From there, any German units that took part in the Polish Campaign were increased in quality and any units that distinguished themselves during the campaign were increased too. Many of the Panzer units within these Divisions went to Level A Quality (but not all). Our thinking with this was the panzer units rated higher on account of their superior doctrine, communication and tactics. Those divisions with Level A Quality units are not uniformly Level A Quality either. In fact, the Quality ratings vary by units rather than entire organizations. Players may be surprised to often see German SS Troops as only Level C Quality units. These units simply did not have vast amounts of experience at this period in the war, and in fact, there are even some German SS Troops with Level E Quality because they broke and ran.

Therefore, the German Quality values offer a fair representation of the German troops participating in the Battle of France in 1940. The German units are not excessively high and high in places that can be justified both by action of individual units and by their combined successes they attained.

As for the British Army, we mainly left them at Level C Quality for their trained army but Guards units were improved to B as were some regular and reserve units who fought to the bitter end in the Channel Ports such as the defenders of Calais. In comparison, there were some Line-of-Communication Divisions who were poorly trained and not well supported with Artillery and these units were down graded from Level C Quality.

The Belgian Army is mostly made up of poor quality units but there are a few notable exceptions, those being the B Quality units on the frontier in the Ardennes. It was

here, as depicted in a couple of the scenarios, the Germans received a few surprises when they came upon a stubborn defense by a determined and quality foe.



The French Army was mostly rated at Level C Quality for the Regular units to Level E Quality for the reserve units in the 2nd and 9th Armies. There are a few exceptional units such as the French Foreign Legion and a few Leaders that have higher quality ratings. These ratings were required if the game was to replicate the complete dislocation of the Front at Sedan.

However, I feel strongly these French Quality ratings do not truly reflect the value of particular units but certain adjustments in the Quality ratings were required to make possible the historical outcome of the Campaign if historical events are followed.

During the total historical campaign which lasted from May 10th to June 25th, more than 100,000 French soldiers died in the fighting. The primary issue facing the French Army was the inability to prepare and counterattack in the early stage of the campaign when and where action was critical. The speed of the German moves, attacks and breakthroughs prevented any effective response. Plus to compound the problem, poor decisions at the upper level of the Allied Command placed far too many of the best troops forward in Belgium leaving little in reserve. It was only during the retreat from Dunkirk were the Allies able to mount a counterattack. But it was too little, too late as the resources and material were no longer available.

The game itself is focused on the German drive through the Ardennes from May 10th to May 24th when the order to halt was given to the German Army. A 'What If' campaign using the historical May 24th Setup has been included so players can hypothesize what might have happened had the Germans not ordered the Army to halt and give the Luftwaffe a chance to destroy the Allies on the coast.

Thanks:

In closing there are a number of people I would like to recognize

- First, to my wife Suzanne for being supportive of this project, to let me live my hobby and understanding the long evenings spent on my computer.
- To my father who sent me extensive documentations about the French WW2 Air force which is a hobby we enjoy together.
- To my friend Jean-Pierre B. (aka Starlancer), who was very supportive from the beginning to the end and sent me a lot of articles on the Campaign of France and who help me with testing the Sedan scenario.
- To the playtesters team: Bob Hutchison, Paul Sinatra, Richard Bancroft, Edward L. Williams for their tireless work, particularly over the holidays.

- To Joe Amoral and Mark Adams for the outstanding work on the unit art.
- To Michael Avanzini for the campaign maps that accompany the game.
- To Dave "Blackie" Blackburn for his enormous work on the games master map as well as his help with the scenarios, particularly around Dunkerque.
- To John Tiller and Glenn Saunders, the first for creating this series and giving me the opportunity to help create this game and, the second for his constant support, his guidance and help from the beginning to the end of the Project.

Campaign Scenario Notes and Additional Thoughts

By: Glenn Saunders

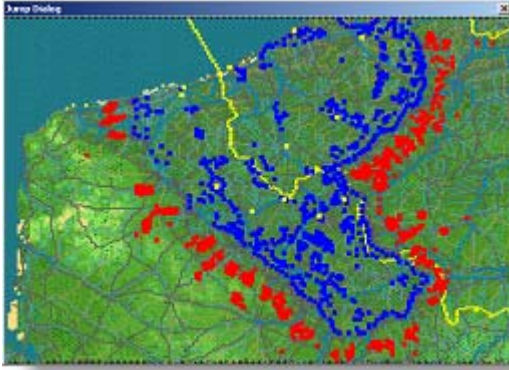
After each game of the series is released there is normally some discussion about various aspects of the design or the thought process that went into making the game. I suspect *France '40* will be no different and in fact as David alluded to, we may never know if the Allied Armies were bumbling fools who never had a chance, whether there was just some very basic mistakes at the upper level that sealed their fate or if the Germans were just plain lucky.



Years ago as a young man learning history through war games, I was introduced to and was fascinated by the Avalon Hill Game, *France 1940* which covered much the same topic, all be it at a Corps level. And while it has been more than 25 years since I've set eyes upon this game, I can recall many of the details – the 11 Allied and 6 German Setup plans and one that was called "The Idiot Plan" with house rules used to tie the Allies to a more historical course of action.

This raises perhaps a vital question in the game design – How do you make a game where both sides are somewhat equal in size and strength, where both players have the knowledge of the historical record, and yet the attacker has to have some chance of replicating historical events and pulling off a brilliant victory?

The first task was to make the game a manageable and playable scale.



Why end the Campaign on 24 May (before Dunkirk)?

Quite simply because Hitler ordered a halt to the advance so that Hermann Göring and the Luftwaffe could finish off the Allied Army surrounded on the coast. This ultimately gave the British time to organize a relief effort and evacuate the BEF. Ending the game at this point makes for 140 turns – long but not excessive as compared to other Campaign

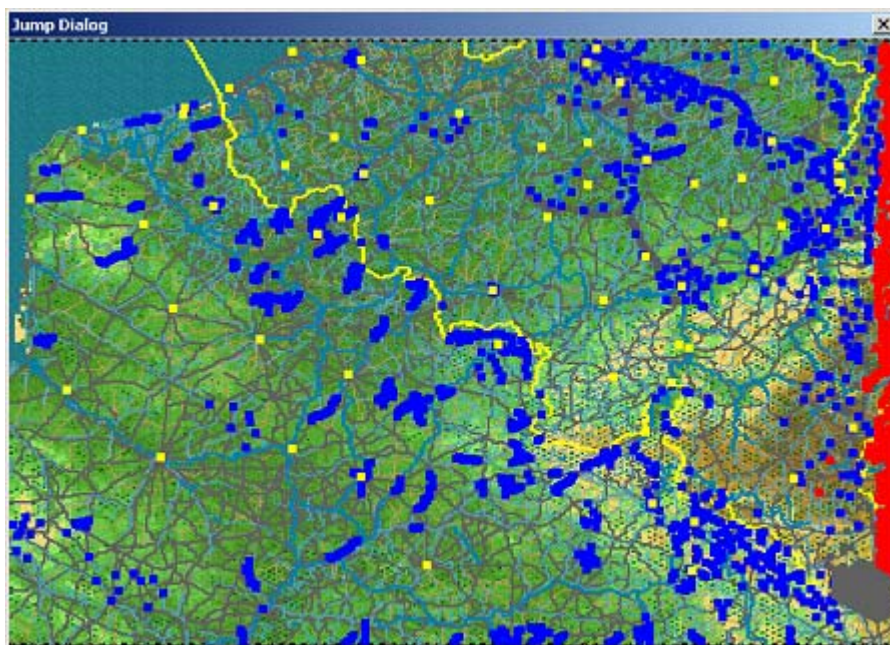
games. In addition, it provides the German player with the challenge to do as well as the Germans did in the time frame covered by this initial period.

However, for players who want to go beyond this stop date, we've included an extended version of the Campaign scenario - #0510_01x_Campaign.scn - with a few changes to make it interesting. We've removed the orders by Hitler to hold up and not advance for fear of being cut off. We've also removed the AI Scripting which were put into the #0510_01 Campaign to send the Allied Armies into the central Belgian Plain. There are a few other things but that is basically it.

Furthermore, we've included a mini-Dunkirk 'What If' Scenario or Campaign starting with the actual setup for the 24th of May with the Allied Armies pinned within their perimeter for those people who want to see what might have happened if Hitler had not told the Army to stand down and let the Luftwaffe have a go at the remnants of the British Army.

What happened to the Germany part of the Map?

We didn't need the map to go all the way east into Germany and in fact we had enough map starting the German units on the edge of the map within Holland, Belgium and Luxembourg. In any case, the border was so lightly held the actual border crossing was of little significance in terms of the campaign overall.



Why start with so many units FIXED on the map instead of arriving as reinforcements?

This one is simply a matter of design logistics. The game editors make it a lot easier to work with units that are on the map rather than manage them in a reinforcements list. Furthermore, there are still a large number of units arriving on the map edge as the game progresses but having this many on the map at the start definitely helped during the testing phase to adjust the rate of arrival of the German units crossing into Allied territory.

Some German Units seem to be missing units – Is this an oversight?

(Example 56. Infanterie Div is missing the II./AR.156 and IR.192 only has two battalions)

There are many examples of this if you look closely at the OOB. While most Divisions have a standard layout, we always strive for the most accurate OOB possible. As an illustration, our information indicates that in February of 1940 the 2/29th Btltn. was detached from the 56. Infanterie Division to become the 1/513th Inf. Regt. Also transferred was the II./AR.156. There is no record of these units being replaced before the attack three months later. I'm sure people will ask about the lack of recon or an Aufkl. Abt in the 6. Panzer Division and there was simply no recon battalion available for this Division according to the source we used.

Did someone accidentally leave a couple German Units on the map behind the lines in the Ardennes?

Actually a couple of company sized units from the Grossdeutschland Motorized Rifle Regiment start the game on the map behind the enemy lines. This is not a mistake. These units were part of *Operations NIWI* and were flown into landing zones by Fiesler Fi-156C Storch while the main body of the regiment passed through Luxembourg and into Belgium. In hindsight, this operation turned out to be of very little significance as the landing area was quickly overrun by friendly forces driving from the east, but it was historically correct and we thought we would honor this fact.



Disappearing units in the Campaign? (Or where did the Dutch go?)

The Panzer Campaigns Series has had a feature to withdraw units since *Normandy '44* where it was required to remove the Allied Airborne Divisions at the appropriate time after the start of the campaign when these units were put into reserve. This feature was used again in *Sicily '43* to depict the melting of the lower quality Italian Coastal Divisions.

In *France '40* we use this feature for different purposes. First of all, the units of the Dutch Army, albeit few in number, are withdrawn – removed from the map and from play after the first day. This allows the German player to bypass these units rather than have to surround and defeat them all individually. Units withdrawn do not count toward victory but the point value of these units to the Germans is likely not worth the delay it might cause to stop and annihilate. Better to sweep them aside and move forward.



The very powerful assault troops of the German elite Sturmtroups (Sturm.Abt.Koch) carried out the glider landings that neutralized the Forts at Eban Emael using Hobllandung or shaped charged weapons. The Sturmtroups units also secured some bridges over the Albert Canal. So like the Allied Airborne in Normandy, these units too are withdrawn after they complete their part of the Operation and are not made available to

march across France.

Finally, a number of French units have a chance of being withdrawn too. This

removal affects a list of units, each with a very low percentage (1 to 2%) assigned to them so it will be difficult for either side to predict. The effect and the timing of this type of withdrawal are intended to simulate the panic that had occurred in key places around the 15th of May. Obviously simulating events such as panic by units is difficult to model, but when faced with references such as this one from Powaski, we felt that some consideration should be built into the game campaign for this. Powaski writes:

"Riding with the advancing Panzers, one Soldier, Karl von Stackelberg. Described the evidence of the French Rout: 'All along the side of the road lay abandon baggage wagons, ... rifles thrown away, steel helmets, saddles, and all kinds of other equipment. Later Stackelberg was astonished to meet a column of French soldiers marching, willingly and without guard into imprisonment."

Similarly, toward the later stages of the Campaign the Belgian Army will suffer from the same effect of some units just disappearing leading to the historically correct situation where these troops were no longer providing organized resistance against the Germans.

Note however, this unit withdrawal function is only used in the larger Campaign scenarios and is included to build in these sorts of historical events which help capture the feel and uncertainty for the unit's reliability and stamina in the face of the German onslaught. It is not a part of any of the smaller shorter scenarios in the game.

And what about the units that become Fixed during the game?

The feature we call "Night Fixes" was added to the Panzer Campaigns Series with the *Market Garden '44* title to simulate the orders by the British XXX Corps that at night movement would stop. No tanks were to move at night and possibly stumble into an ambush.

As Greg Smith put it while we were building *Market Garden '44*, "A challenge with designing any Panzer Campaigns game is that there are normally so many special situations and anecdotes, so many crazy little encounters, that one needs to take care to not fall into the trap of attempting to ensure that every one of these "actual events" that happen get created in the game. To do so would really rob the players of the ability to command the operation themselves, and make their own decisions" – yet some of these events like the Allied Armies marching into central Belgium at the opening stages of the campaign or the German High Command calling a halt to the Panzers drive to the coast (more than once in fact) for fear of their open flanks, both had important and direct affect on how this campaign unfolded.

The fact that the Germans won so fast and the British Army escaped to fight another day were both extraordinary events in their own right. Therefore, we felt we had to try to build in some of these events into *France '40*. At least have the possibility of something similar happening so as to validate the outcome otherwise the game would rarely reflect what actually occurred. Some players may find these Fixed units frustrating but then again, these were factors that frustrated the Commanders of the day too.

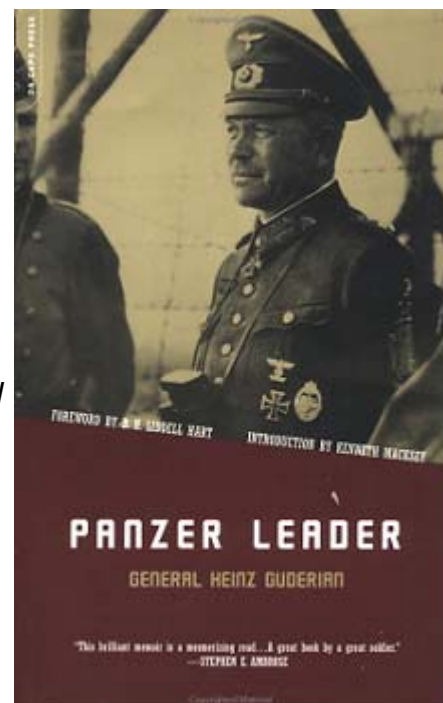
Here are a couple excerpts from Guderian's *Panzer Leader*, which supports the design decision of the Fixed German Units for short times during critical periods of the campaign:

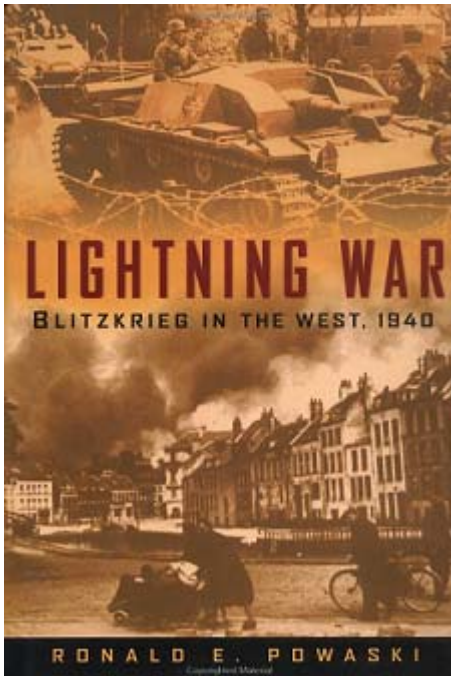
15 May

Contrary to expectations the night was one of confusion, not owing to the activity of the enemy but on account of command difficulties with our superiors. Panzer Group von Kleist ordered a halt to all further advances and to any extension of the bridgehead. I neither would nor could agree to these orders, which involved the sacrifice of the element of surprise we had gained and of the whole initial success that we had achieved.

and this:

Early of the 17th of May I received a message from the Panzer Group: the advance to be Halted at once and I was personally to report to General von Kleist, who would come to see me at my airstrip at 0700 hours. He was there punctually and without even wishing me a good morning began in very violent terms to berate me for having disobeyed orders. He did not see fit to waste a word of praise on the performance of the troops. When the first storm was passed, and he had stopped to draw a breath, I asked that I might be relieved of my command.





So you can see frustration in inexplicable halt orders at the most inopportune moments is part of the operational aspects of this campaign. That said, we figured some players would like to see how it would play without the Germans halting the drive and going right for Dunkerque, so we have created the previously mentioned 0510_01x Campaign. If players want to add some things and remove others from our standard scenarios, then this is fine with us. We've always encouraged players to experiment with the game Scenario Editor if they disagree with our interpretation of events.

However, the Germans are not the only ones affected by the Fixed Units during the Campaign. French and British units are also fixed at night during the first couple days of the Campaign. Historically, the Belgian Army did not always see eye to eye with their Allies as they saw much of

their country being overrun as the Allied Army continued to pulling back. This reference from Powlaski illustrates my point:

"The Belgians were also doing their part to undermine the Weygand Plan. At 10pm on 22 May, King Leopold informed General Denis that he had changed his mind and would not withdraw to the Yser River after all".

So toward the later stages of the campaign scenarios, we have built in some Belgian Fixed commands, both variable and absolute (100%) thus making the reliance on these less than fully compliant units a challenge to the player commanding Allied side.

Why do some HQ Units have such a hard time keeping up?

In this game, perhaps more than any others, there are a high proportion of non-Motorized HQ's; mainly of the Infantry Divisions of both sides. But HQ's on foot only begins the explanation. The default speed of Foot-type units in this game has always been 4 km/h, but now for Foot HQ units, we have dropped this to 3 km/h. The result of this change is during the day, if the troops move at their maximum rate they will quickly outrun their HQ's. Players will then be faced with either marching the troops to the front without their HQ's where they will be of limited value in the long run without the presence of Command and Control, or slowing down the troops so the HQ's can keep up. There is a third choice too – stop the troops at night and march the HQ's 24/7 which will result in Night Fatigue and reduced Command and Control for the HQ's once the units arrive at the front. All in all, we think this is a

"neat idea" and it will give veterans a new twist in deciding what the best course of action will be for the troops under their command.

Why can't my Engineers blow up the Bridges?

When *Market-Garden '44* was added to the series in 2003, we introduced a new Wired Bridge rule that is enabled in the game's Parameter (or PDT) file. The intent is to have bridges blow in the face of the advancing enemy as what occurred to the US 101st Airborne Division at the Son Bridge in Holland as well as to the elements of Rommel's 7th Panzer Division when they advanced on the Bridge at Dinant. I've seen in other games of the series where players used premature bridge destruction well behind their lines as a means to delay the enemy. Such bridge destruction makes sense only in game terms and would not have been done historically with the same zeal and so with the Wired Bridge Option, we felt worked well in this game too.



Players may note that not every bridge on the map or even every bridge in the Ardennes is wired for destruction and this too is by design. But a higher proportion of bridges over the streams in the Ardennes are wired to cause a delay in the German troops as they move forward.

One final point on bridges – players are advised to review the Engineers section of the rules and remember there is more to crossing major rivers than building bridges.

- Any Engineer can FERRY any Foot Infantry unit over a major River to help create a bridgehead so the Engineers can build a bridge without coming under fire.
- Any motorized Infantry can "Go-on-foot" as opposed to deploy out of travel mode. Motorize units which "Go-on-foot" temporarily give up their transport and function as foot troops, and once they link up with their HQ again their motorized status is returned.

Why is there no Explicit Supply in the Campaign?

What? ...and add yet more units to the game?

No, this campaign was one of mobility and was not about Supply - certainly not nearly to the extent that supply dominated the 1944 attack through the Ardennes under less than ideal conditions. While both sides liberated fuel supplies from sources, including civilian, this battle is not about the truck drivers hauling the Fuel and Ammo to the units that need it. Not every game feature is needed in every game. However, there is one scenario that designer David Guégan created -

0517_01s: Montcornet – where Explicit supply is recommended.

We reconsidered the idea of adding Explicit Supply to the Campaign late in the development of the game, but the preliminary calculations indicated this might add as many as 1000 additional units of 50 trucks each, to a campaign that already had a sizable number of units to move around. That said, David does like the detail that Explicit Supply brings to the game and if there is a demand for it from the public post release, he might consider adding it and making this available for download. Of course players can always add it themselves too.

Why isn't there a large Objective in Brussels?

Quite simply, the German military goals were never to lay siege to the major cities of Western Europe – they simply had no desire to get drawn into close fighting in places such as Brussels, Antwerp or Lille. Their goals were always to draw the Allies into central Belgium and then cut them off from the rest of France as the events actually transpired. So the highest value objective is for Abbeville. In addition to Abbeville, there are sizeable rewards for capturing Calais and parts of Dunkerque.



However, these are not the only high value objectives. There is a line of three, 1000 point objectives that represent the Dyle Line – the place where the Allies planned to advance into Belgium and hold the Germans far in-front of the World War I battlefields of the Somme and Flanders. This line of high value objectives serves two purposes in game terms. First, it ensures that if the Allied player attempts to block the Ardennes, then they must pay attention to the Dyle Line which represents their own historical goal of keeping as much of Belgium from falling under German Occupation as possible. It also encourages the German Player to make a strong effort to drive into central Belgium. The Germans needed to apply enough force to make the Allies believe this attack and the daring raid on the Eben Emael Forts was the main event thus drawing the Franco-British Army into the battles around the Gembloux Gap.

Other lower value objectives are important both to give direction to the AI plus there

are enough of these that they too will add up. However, it is important to understand this campaign is all about capturing ground. The Germans will not be able to stand back and slug it out with the Allied Army in the field to gain enough Victory Points to win the campaign. They must drive for the coast and do it fast if they are to achieve a victory.

Closing Remarks

As surely as version 1.0 of any game is released and as careful as we can test it, at some point there will likely be a v1.01. Therefore, periodically check the HPS Simulation Website (<http://www.hpssims.com/>) in the Updates section to see if there is a new version available. Not only are corrections made available but new features are added to the Series from games that come after this one which will be added to this and all games of the Series. These Updates are free of charge. You can also contact HPS Tech Support here as well if you experience any problems that require our assistance or attention.

You may also find a link to my own website "The Unofficial Panzer Campaigns Homepage" (<http://members.shaw.ca/gcsaunders/index.html>) where you will find any number of articles and resources about the Series. And you can feel free to contact me directly if I can be of any service to you.

Finally, David thanked everyone involved with the project – all except one he didn't know about. I'd like to recognize Dave Schaaf, first because his post on an Internet discussion group got us started on creating the Divisional Movement Orders. But more importantly, he was there to help me by proofing sections of the Started.HLP and this Notes.HLP file. Thank You Sir – you came out of no where at the right time with exactly the skills we need.

All that remains to be said is we hope you enjoy your *Panzer Campaigns: France '40*.

French Army Abbreviations

As a wargamer familiar with English and some German name conventions for units, I found myself constantly referring to this cheats sheet of French Army Abbreviations provided to me by David Guégan during the early development of the game. As the Divisions were perhaps the most important piece of information, I repeated this at the top of the list. Below the Divisions you will find a comprehensive list of all the French Language abbreviation used in the game.

Division Abbreviations

DI	Division d'Infanterie	Infantry Division
DIA	Division d'Infanterie d'Afrique	(North) African Infantry Division
DIC	Division d'Infanterie Coloniale	Colonial Infantry Division

DIF	Division d'Infanterie de Forteresse	Fortress Infantry Division
DIM	Division d'Infanterie Motorisée	Motorised Infantry Division
DINA	Division d'Infanterie Nord-Africaine	North African Infantry Division
DIP	Division d'Infanterie Polonaise	Polish Infantry Division
DLC	Division Légère de Cavalerie	Light Cavalry Division
DLM	Division Légère Mécanique	Light Mechanised Division
DM	Division Marocaine	Moroccan Infantry Division

Complete List of Abbreviations

AC	Anti Chars - Anti-Tank
AD	Artillerie Divisionnaire - Divisional Artillery
ALVF	Artillerie Lourde sur Voie Ferrée - Super Heavy Railway Artillery
AMC	Auto-Mitrailleuse de Combat - Combat Armoured Car (Cavalry or Cruiser Tank like Somua s35)
AMD	Auto-Mitrailleuse de Découverte - Long-range Reconnaissance Armoured Car (Panhard P178)
AMR	Auto-Mitrailleuse de Reconnaissance - Short-range Reconnaissance Armoured Car (Light Tank)
BC	Brigade de Cavalerie - Cavalry Brigade
BCA	Bataillon de Chasseurs Alpains - Alpine Chasseurs Battalion
BCC	Bataillon de Chars de Combat - Tank Battalion
BCP	Bataillon de Chasseurs à Pieds - Chasseurs Battalion
BCP	Bataillon de Chasseurs Portés - Mechanised Chasseurs Battalion (4e, 5e, 16e and 17e BCP only)
BCPyr	Bataillon de Chasseurs Pyrénéens - Pyrenean Chasseurs Battalion
BDP	Bataillon de Dragons Portés - Mechanised Dragoon Battalion
Bie,	Batterie - Battery
BA -	Battery of Artillery
BLM	Brigade Légère Mécanique - Light Mechanised Brigade
BM	Bataillon de Mitrailleurs - Machine Gun Battalion
BMIC	Bataillon de Mitrailleurs d'Infanterie Coloniale - Colonial Machine Gun Battalion
BMM	Bataillon de Mitrailleurs Motorisées - Motorised Machine Gun Battalion
BS	Brigade de Spahis - Spahi Brigade (North African cavalry)
BTM	Bataillon de Tirailleurs Malgaches - Malagasy Tirailleurs Battalion
BTS	Bataillon de Tirailleurs Sénégalais - Senegalese Tirailleurs Battalion
BVE	Bataillon de Volontaires Etrangers - Foreign Volunteers Battalion
CA	Corps d'Armée - Army Corps
CACC	Compagnie Autonome de Chars de Combat - Independent Tank Company
CAF	Corps d'Armée de Forteresse - Fortress Army Corps
C.B.S.	Commandement des Bases du Sud - Southern Bases Command (Indochina)
CC	Corps de Cavalerie - Cavalry Corps
CEFS	Corps Expeditionnaire Français en Scandinavie - French Expeditionary Force to Scandinavia Cie Compagnie - Company

DBI	Demi-Brigade d'Infanterie - Infantry Demi-Brigade (regiment)
DBC Pyr	Demi-Brigade de Chasseurs Pyrénéens - Pyrenean Chasseurs Demi-Brigade (regiment)
DBLE	Demi-Brigade de Légion Etrangère - Foreign Legion Demi-Brigade (regiment)
DCR	Division Cuirassée de Réserve - Reserve Armoured Division
DI	Division d'Infanterie - Infantry Division
DIA	Division d'Infanterie d'Afrique - (North) African Infantry Division
DIC	Division d'Infanterie Coloniale - Colonial Infantry Division
DIF	Division d'Infanterie de Forteresse - Fortress Infantry Division
DIM	Division d'Infanterie Motorisée - Motorised Infantry Division
DINA	Division d'Infanterie Nord-Africaine - North African Infantry Division
DIP	Division d'Infanterie Polonaise - Polish Infantry Division
DLC	Division Légère de Cavalerie - Light Cavalry Division
DLM	Division Légère Mécanique - Light Mechanised Division
DM	Division Marocaine - Moroccan Infantry Division
E.B.	Escadrille de Bombardement - Bomber Flight
EDAC	Escadron Divisionnaire Anti Char - Divisional Anti-Tank Squadron
EOCA	Eléments Organiques de Corps d'Armée - Army Corps Organic Assets
E.R.	Escadrille de Reconnaissance- Reconnaissance Flight
FMN	Forces Maritimes du Nord - Northern Navy Command
GA	Groupe d'Armée - Army Group
G.B.	Groupe de Bombardement - Bomber Squadron
G.B.A.	Groupe de Bombardement d'Assaut - Assault Bomber Squadron
GBC	Groupe de Bataillons de Chars - Tank Battalion Group (administrative grouping of several BCCs)
GC	Groupement Cuirassé - Armoured Group (administrative grouping of several DCRs)
G.C.	Groupe de Chasse - Fighter Squadron
G.R.	Groupe de Reconnaissance - Reconnaissance Squadron
GR	Groupe de Reconnaissance - Reconnaissance Group (battalion size)
GRCA	Groupe de Reconnaissance de Corps d'Armée - Army Corps Reconnaissance Group
GRDI	Groupe de Reconnaissance de Division d'Infanterie - Infantry Division Reconnaissance Group
GRRF	Groupe de Reconnaissance de Région Fortifiée - Fortified Region Reconnaissance Group
GQG	Grand Quartier Général - Supreme Headquarters
QG	Quartier Général - Headquarters
RA	Régiment d'Artillerie - Artillery Regiment
RAA	Régiment d'Artillerie d'Afrique - African Artillery Regiment
RAC	Régiment d'Artillerie Coloniale - Colonial Artillery Regiment (European, not native troops)
RACMM	Régiment d'Artillerie Coloniale Mixte Malgache - Mixed Malagasy Colonial Artillery Regiment
RAD	Régiment d'Artillerie Divisionnaire - Divisional Artillery Regiment
RADCA	Régiment d'Artillerie de DCA - AA Artillery Regiment
RAL	Régiment d'Artillerie Lourde - Heavy Artillery Regiment

RALA Régiment d'Artillerie Lourde Automobile - Motorised Heavy Artillery Regiment
 RALC Régiment d'Artillerie Lourde Coloniale - Colonial Heavy Artillery Regiment
 RALCMM Régiment d'Artillerie Lourde Coloniale Mixte Malgache - Mixed Malagasy Colonial Heavy Artillery Regiment
 RALCH Régiment d'Artillerie Lourde Coloniale Hippomobile - Colonial Heavy Artillery Regiment (Horse) (unofficial, see also RALHC)
 RALD Régiment d'Artillerie Lourde Divisionnaire - Divisional Heavy Artillery Regiment
 RALGP Régiment d'Artillerie Lourde à Grande Puissance - Long Range Heavy Artillery Regiment
 RALH Régiment d'Artillerie Lourde Hippomobile - Heavy Artillery Regiment (Horse)
 RALHC Régiment d'Artillerie Lourde Hippomobile Coloniale - Colonial Heavy Artillery Regiment (Horse) (see also RALCH)
 RALP Régiment d'Artillerie Lourde Portée - Truck-borne Heavy Artillery Regiment
 RALT Régiment d'Artillerie Lourde Tractée - Motorised Heavy Artillery Regiment (Towed)
 RALVF Régiment d'Artillerie Lourde sur Voie Ferrée - Super Heavy Railway Artillery Regiment
 RAM Régiment d'Autos-Mitrailleuses - Armoured Car Regiment (see also RAM below)
 RAMD Régiment d'Artillerie Mixte Divisionnaire - Mixed Divisional Artillery Regiment
 RANA Régiment d'Artillerie Nord-Africaine - North African Artillery Regiment
 RAP Régiment d'Artillerie de Position - Position Artillery Regiment (only 150e - 170e RAP range)
 RAP Régiment d'Artillerie Portée - Truck-borne Artillery Regiment (only if in 300+ RAP range)
 RAT Régiment d'Artillerie de Tranchée - Trench Artillery Regiment
 RATTT Régiment d'Artillerie Tractée Tous Terrains - Motorised Artillery Regiment, Cross-Country
 RARF Régiment d'Artillerie de Région Fortifiée - Fortified Region Artillery Regiment
 RD Régiment de Dragons - Dragoon Regiment (horse cavalry or tank)
 RDP Régiment de Dragons Portés - Mechanised Dragoon Regiment (infantry)
 REI Régiment Etranger d'Infanterie - Foreign Legion Infantry Regiment
 RF Région Fortifiée - Fortified Region
 RI Régiment d'Infanterie - Infantry Regiment
 RIC Régiment d'Infanterie Coloniale - Colonial Infantry Regiment (European, not native troops)
 RICMS Régiment d'Infanterie Coloniale Mixte Sénégalais - Mixed Senegalese Colonial Infantry Regiment (one European and two Senegalese battalions)
 RMIC Régiment Mixte d'Infanterie Coloniale - Mixed Colonial Infantry Regiment (one European and two Senegalese or Indochinese battalions)
 RMIC Régiment de Mitrailleurs d'Infanterie Coloniale - Colonial Machine Gun Regiment (41e RMIC and 51e RMIC only)
 RMM Régiment Mixte Malgache - Mixed Malagasy Infantry Regiment (European and Malagasy battalions)
 RMVE Régiment de Marche de Volontaires Etrangers - Foreign Volunteers Provisional Regiment
 RP Régiment de Pionniers - Pioneer Regiment
 RPC Régiment de Pionniers Coloniaux - Colonial Pioneer Regiment
 RSA Régiment de Spahis Algériens - Algerian Spahis Regiment
 RSM Régiment de Spahis Marocains - Moroccan Spahis Regiment
 RST Régiment de Spahis Tunisiens - Tunisian Spahis Regiment
 RTA Régiment de Tirailleurs Algériens - Algerian Tirailleurs Regiment

RTM Régiment de Tirailleurs Marocains - Moroccan Tirailleurs Regiment
RTS Régiment de Tirailleurs Sénégalais - Senegalese Tirailleurs Regiment
RTT Régiment de Tirailleurs Tunisiens - Tunisian Tirailleurs Regiment
RZ Régiment de Zouaves - Zouaves Regiment
SF Secteur Fortifiée - Fortified Sector
TONE Théâtre d'Opérations du Nord-Est - North-Eastern (France) Theater of Operations
Z.O.A.N. Zone d'Opérations Aériennes Nord - Northern Zone of Air Operations

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II. The Scenarios

Scenario List

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#0510_01x_Campaign.scn	0510_01x: France '40 (No Halt)
#0510_02_Campaign.scn	0510_02: The Allies Cast the Die
#0510_03_Dyle_Line.scn	0510_03: Holding the Dyle Line
#0510_04_Ardennes.scn	0510_04: Like a Scythe through the Ardennes
#0510_05_Ardennes.scn	0510_05: But First, we must cross the Meuse!
#0510_06_Maastricht.scn	0510_06: The Fall of Eben Emael
#0512_01_Gembloux_Gap.scn	0512_01: Gembloux Gap - The Battle of Hannut
#0513_01_Sedan.scn	0513_01: The Crisis at Sedan
#0513_01a_Sedan.scn	0513_01a: The Crisis at Sedan (Human French vs. AI)
#0513_01b_Sedan.scn	0513_01b: The Crisis at Sedan (stronger French & German)
#0513_02_Orp.scn	0513_02: Half a Days Work
#0513_03_Meuse_River.scn	0513_03: Crossing the Meuse River
#0513_04_Dinant.scn	0513_04: A Crossing at Dinant
#0515_01_Stonne.scn	0515_01: The Battle of Stonne
#0517_01s_Montcornet.scn	0517_01s: De Gaulle Strikes!
#0520_01_Amiens.scn	0520_01: "Quelle Chance!" (HTH)
#0520_01a_Amiens.scn	0520_01a: "Quelle Chance!" (Human Allies vs. German AI)
#0521_01_Arras.scn	0521_01: Frankforce
#0524_01_Dunkerque_Pocket.scn	0524_01: Dunkerque: "Panzers, forward!"
#0527_01_Abbeville.scn	0527_01: The 1st Armoured Division Attacks
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#0530_01_Dunkerque_Evacuation.scn	0530_01: Pyrrhic Victory at Dunkerque

Scenario Overviews

Getting Started: "The Bloody Nose"

Chabrehez, Belgium, 10th May 1940: The waiting had finally come to an end and once again the panzers were moving. As they rushed through the Ardennes in the early hours, lead elements of Rommels 7th Panzer Division swept away barricades and obstructions hastily prepared by the retreating Belgians. However, later in the morning a short distance from there days goal, lead elements ran into stiff opposition as the Belgian 3rd Chasseurs d'Ardennes Regiment delivered a rare "Bloody Nose" on this first day of action. It was not going to be the last scare the Desert Fox would get before this campaign was over! [Size small] Note: For play as Axis Human vs. the AI using the Started.HLP quick start guide.

0510_01: The Invasion of France and the Belgium

France, 10th May 1940: On this date, the German Army launched a massive attack on France, Belgium, and Holland. The attack was aided by massive aerial bombardments and supported by small, but highly effective, paratroop landings. Next morning, the Allies began to execute their own pre-planned war maneuvers. On the coast, the French 7e Armée began a dash to Holland. On their right flank, the British Expeditionary Force, along with the French 1ère Armée on its right, advanced to a small river - the Dyle River - in central Belgium. However, the Germans were not coming through central Belgium, at least not with the bulk of their forces. They were coming through the Ardennes, where they broke out over the Meuse River five days later, pinning the most mobile elements of the French Army and the BEF to the coast, leaving the French with virtually no reserves to stave off the disaster. **

Designer Note: For more historical results, particularly with Human vs. Human play, refer to scenario #0510_02_Campaign. Or, for Historical Allied play in this scenario, all French and British units that are not fixed would move into Belgium and continue moving east for 25 turns. Exceptions would be the French 1e DLC, 3e Bde de Spahis, 1e Bde de Cavalerie and 5e DLC. All units entering Belgium would stay north of the Meuse River.

0510_01x: France '40 (No Halt)

France, 10th May 1940: This scenario is a copy of the 0510_01 "The Invasion of France and Belgium" with a few changes. First the scenario is longer, extending all the way to the historical fall of Dunkerque without the FIXED Orders that simulate Hitler's Orders to not proceed too far without support for the flanks. The French and British AI Orders which send the bulk of the Army into Belgium have been removed so the AI may do something quite different every time.

0510_02: The Allies Cast the Die

France, 10th May 1940: It was the Allies plan at the start of hostilities with Germany, to avoid the same mistake they made in 1914. Then Germany executed near perfectly the von Schlieffen plan to pass their army through Belgium to outflank the French forces and fortifications on the Franco-German border. This time, the Franco-British Plan called for an advance into central Belgium where they would meet the advancing Germans on a previously picked defense line along the Dyle River (which was in fact not much of an obstacle). And so it was that Allied Armies found themselves heavily committed to Belgium while the bulk of the German Army including most of the powerful Panzer Divisions were executing a daring move - Manstein's Plan - to penetrate the Allied line by passing through the lightly screened Ardennes. This scenario features the historical situation with the Allied Armies Fixed in position on the Dyle Line until the extent of the German move became apparent to them. As the Germans you must move fast if you are to replicate history - as the Allies you must shrewdly use your available forces in the early going if you're to delay the Germans long enough to redeploy the Army.

0510_03: Holding the Dyle Line

Belgium, 10th May 1940: The Allies plan for war was quite simple really. Advance into Belgium with the last man on the left of the line with his elbow on the coast and keep the fighting as far away from France and the industry around Lille as possible. On the coast, the French 7e Armée began a dash to Holland. On their right flank, the British Expeditionary Force, along with the French 1ère Armée on its right, advanced to a small river - the Dyle River - in central Belgium. . The Germans for their part made little effort to interdict the move by air. They were content to let the Allies come - to draw them into a trap. And so it was that the powerful German army that was sweeping through Holland and Belgium after the brilliant move to neutralize the Fort at Eben Emael, was just a feint. This scenario depicts the northern area of the Campaign for a shorter period of time, featuring the historical situation with the Allied Armies Fixed in position on the Dyle Line. [Size large]

0510_04: Like a Scythe through the Ardennes

Belgium, 10th May 1940: The battle in the Ardennes begins on 10th May and rages for 5 days. And so it was in the early morning hours of May 15th, British Prime Minister Winston Churchill was awakened by a 'phone call from French premier Paul Reynaud. "We have been beaten, we have lost the battle!" The Germans had broken through. Churchill tried to calm him down, explaining that it was only one penetration, and that they would have to slow down in a few days, this would present an opportunity to counter-attack. Reynaud responded that, "The front is broken near Sedan! We are faced with a torrent of tanks." As the day progressed the extent of the disaster that had befallen the French on the Meuse became clear. The Germans had smashed through the line and were now racing over the northern plains of France unhindered. The French tried to gather any units to counter-attack, but there was no reserves left uncommitted. And so it was the Panzer had cut like a scythe through the Ardennes and were heading for the coast. This scenario is the southern half of the Campaign where the main Allied force is committed to central Belgium. [Size large]

0510_05: But First, We Must Cross the Meuse!

Belgium, 10th May 1940: The battle in the Ardennes begins on 10th May and rages for 5 days by which time the Germans break over the Meuse River in several places and panic breaks out among the Allied command and rear areas. This scenario depicts a short subset of 0510_04: Like a Scythe through the Ardennes with Objective values and victory levels adjusted to the situation. [Size medium-large]

0510_06: The Fall of Eben Emael

Fort Eben Emael, Belgium, on the Dutch border near Maastricht, 10th May 1940: Shortly before dawn on the 10th of May, four crack teams of German Sturm troopers landed by glider on the Belgian-Dutch border to secure a number of key objectives. One team, code named "Granite", was equipped with hollow-shaped charge weapons called Hobllandungs. These weapons were created with the intent to crack open Belgian Fort Eben Emael. With this fort and critical bridges over the Albert

Canal held by the Sturm units, the 4th Panzer Division would follow up and slice through this sector of Holland to begin the drive into central Belgium. The threat of the 4th Panzer Division's rapid advance was a critical part of the German plan to draw the cream of the Franco-British army out of position in order to counter the German advance through the Low Countries and this would therefore allow the drive through the Ardennes to succeed. The surprise assault on Eben Emael would symbolize the birth of both Commandos and Paratroopers. [Size small]

0512_01: Gembloux Gap - The Battle of Hannut

The Gembloux Gap, Belgium, 12th May 1940: The Battle of Hannut Since the beginning of the campaign the Germans are doing their best to make the Allies believe that the main thrust of the German attack is in the plain of Belgium. To reinforce this belief the Germans attack with the 3rd and 4th Panzer divisions from the XVI. AK. On the French side everything is going according to the plans. The Corps de Cavalerie has created a screen in front of the Gembloux Gap to protect the infantry who is supposed to hold the defensive line of the Dyle. General Prioux, commander of the Cavalry Corps, must hold the position for two days. There will be some surprises on both side, the excellence of the Somua S-35 on one side and the effectiveness of the German aviation on the other side. It will be the first tank battle of the Campaign. [Size medium]

0513_01: The Crisis at Sedan

Sedan, France, 13th May 1940: Guderian had an important task to accomplish: take Sedan. His XIX. PzK is a formidable force: 3 Pz Divisions (1., 2. and 10. Panzer Division) and the Grossdeutschland Regiment and to help him in his task the VIII. FliegeKorp will provide some additional "flying artillery". In front of this powerful force is the 2nd French Army commanded by Huntziger. Huntziger's orders are simple, to stop any German troops trying to pass through his sector. To accomplish this task he doesn't have the best divisions. The 55th and 71st Divisions are from the old reserve. Huntziger has spent the winter asking for more artillery, but nobody believes that anything could happen at Sedan. Who would be crazy enough to try to cross the Ardennes and the Meuse River with tanks? [Size medium]

0513_01a: The Crisis at Sedan (Human French vs. AI)

Sedan, France, 13th May 1940: Guderian had an important task to accomplish: take Sedan. His XIX. PzK is a formidable force: 3 Pz Divisions (1., 2. and 10. Panzer Division) and the Grossdeutschland Regiment and to help him in his task the VIII. FliegeKorp will provide some additional "flying artillery". In front of this powerful force is the 2nd French Army commanded by Huntziger. Huntziger's orders are simple, to stop any German troops trying to pass through his sector. To accomplish this task he doesn't have the best divisions. The 55th and 71st Divisions are from the old reserve. Huntziger has spent the winter asking for more artillery, but nobody believes that anything could happen at Sedan. Who would be crazy enough to try to cross the Ardennes and the Meuse River with tanks? [Size medium] Designer Note - this

version of the Sedan Scn is optimized for the AI to attack the Human French Player.

0513_01b: The Crisis at Sedan (stronger French & German)

Sedan, France, 13th May 1940: Guderian has an important task to accomplish: take Sedan. His XIX. PzK is a formidable force: 3 Pz Divisions (1., 2. and 10. Panzer Division) and the Grossdeutschland Regiment and to help him in his task the VIII. FliegeKorp will provide some additional "flying artillery". In front of this powerful force is the 2nd French Army commanded by Huntziger. Huntziger's orders are simple, to stop any German troops trying to pass through his sector. To accomplish this task he doesn't have the best divisions. The 55th and 71st Divisions are from the old reserve. Huntziger has spent the winter asking for more artillery, but nobody believes that anything could happen at Sedan. Who would be crazy enough to try to cross the Ardennes and the Meuse River with tanks? [Size medium] In this "What-if" scenario The 2nd Army is reinforced by 3e DIM and 3e DCR, these two divisions were originally scheduled to counterattack on the 15th, but the attack was never materialized. On the German side the 29th Inf Div (mot) will arrive as reinforcement.

0513_02: Half a Days Work

Orp le Grand, Belgium, 13th May 1940: After the initial setbacks at Hannut, the XVI Armee Korps' widespread units arrived during the night of May 12th, and rested until mid morning the next day. An attack was planned, using both 3rd and 4th Panzer divisions, to break through the French north-south defensive line, with 3rd Pz in the north and 4th Panzer on their left in the south. It was a hard half day of work. [Size small]

0513_03: Crossing the Meuse River

Along the Meuse River at the edge of the Ardennes, 13th May 1940: This is the most important phase of the operation, the crossing of the Meuse in time will determine the success or failure of the invasion of France. The majority of the Panzer divisions are ready to cross the river Meuse. The 5th and 7th Panzer divisions are already crossing in the north. 32nd Infantry Division's objective is Givet. The other Panzer Divisions are coming: 6th Pz will attack through Monthermé, 1st, 2nd and 10th Pz will attack around Sedan. The second wave composed of infantry divisions will support the attack. On the French side, the army is in a state of panic, the German Panzers have passed the Ardennes and the High Command can't believe it! The 9th and 2nd Armies (composed of reservists for the most part) have the difficult task of defending the area against the largest concentration of Panzers since the beginning of the campaign. These two armies, according to the French Plan, were supposed to guard the Meuse and stop any weak attempts to cross the river. But no German force of this size was planned for by the French command. The main German assault was expected to be in the plain of Belgium. [Size large]

0513_04: A Crossing at Dinant

Dinant, Belgium, 13th May 1940: By the morning of the 13th, Rommel was on the Meuse in force. His own powerful 7th Panzer Division was supported by elements of the 5th Panzer by this time. But the allies were not about to give up the fight and on the previous day a Belgian unit blew the bridge at Yvoir in the face of the advancing armoured cars and the bridges at Dinant and Houx had also been destroyed. Initial efforts by Rommel's troops to cross the river using rubber boats were beaten back. Then a recon unit found a way to put soldiers on foot across the river. The recon unit used an old weir that was connected to an island in the river and a bridgehead was formed. Upon learning of the crisis, the French rushed reinforcements to the area as the Germans hastily built a bridge to push the Panzers across and resume the drive west. [Size small]

0515_01: The Battle of Stonne

Stonne, France, 15th May 1940: After the failure of the counterattack of May 14th with some infantry the French HQ is preparing for another attack. Stonne, a small French village near Sedan, will be the "Verdun" of 1940 for those French and Germans who fought here. During this day the village will change hand several times. For the French it was the starting point of their counterattack that was supposed to plug the hole created by Guderian at Sedan. On the German side, the position has to be taken by the Grossdeutschland Regiment. They must guard the flank of the Panzer Gruppe v. Kleist which is moving west. The 10. Panzer Division will come to their support. [Size small]

0517_01s: De Gaulle Strikes!

Montcornet, France, 17th May 1940: De Gaulle was considered one of the premier tank theorists of the French Army. He was given an "opportunity" on May 17th, seven days after the beginning of the campaign, to prove his theories. The desperate situation did not allow him time to prepare a strong counterattack. Eager to fight against the Germans, De Gaulle is sent into battle with a new division: the 4e DCR. His mission: to cut the supply line of the German XIX. Panzer Korps of Guderian. His division is not a fighting force that can match any Panzer division, and there is no aerial support for the French division. Best played with explicit supply. [Size small]
Design Note Best played with explicit supply.

0520_01: "Quelle Chance!" (HTH)

Arras, France, 20th May 1940: Gen Gamelin did plan a wondrous counter attack which would have meant some great co-operation between the British and French. It entailed using some 3-4 divisions, including 2 from the BEF, striking south from Arras, while the French would use 2-3 divisions attacking from the south. The two attacks would meet to the north-east of Albert, thereby cutting off the Panzers from the German infantry. Historically, Gamelin was replaced by Weygand before the attack took place, and Weygand decided to wait. By the time he had made up his mind, two days later, there was neither the manpower nor the skill to mount this attack. The only effort was the weak, but courageous, British attack from Arras,

which had the Germans worried for a little while. But "What if" Gamelin had not been replaced, and this attack had proceeded past the planning stage with manpower available? [Size medium] Designer Note - optimized of Human vs. Human Play.

0520_01a: "Quelle Chance!" (Human Allies vs. German AI)

Arras, France, 20th May 1940: Gen Gamelin did plan a wondrous counter attack which would have meant some great co-operation between the British and French. It entailed using some 3-4 divisions, including 2 from the BEF, striking south from Arras, while the French would use 2-3 divisions attacking from the south. The two attacks would meet to the north-east of Albert, thereby cutting off the Panzers from the German infantry. Historically, Gamelin was replaced by Weygand before the attack took place, and Weygand decided to wait. By the time he had made up his mind, two days later, there was neither the manpower nor the skill to mount this attack. The only effort was the weak, but courageous, British attack from Arras, which had the Germans worried for a little while. But "What if" Gamelin had not been replaced, and this attack had proceeded past the planning stage with manpower available? [Size medium] Designer Note - optimized of Human Allied play against the AI.

0521_01: Frankforce

Arras, France, 21th May 1940: Churchill and the War Cabinet were convinced that the BEF, of 250,000 men, were more than ample to deal with a few German Panzers cruising around the Somme. They sent the Chief of the Imperial General Staff, Gen Ironside, to inform Gen Gort to retake Amiens, sweep aside any opposition en-route, and, in the process, stop any link up of German infantry with armor. Gort informed Ironside of the real situation, offering a limited offensive with his 2 reserve divisions and 1st Tank Bde. The French also offered support of two Divisions. This was the plan. In reality, only two small columns, with a few French tanks, could be scraped up to counter-attack. The attack, while not a total success, did succeed in jolting the Germans at the sight of their own tanks burning on the battlefield and slowed their progress for a while. [Size medium]

0524_01: Dunkerque: "Panzers, forward!"

Dunkerque, France, 24th May 1940: On May 22nd, the German high command ordered Army Group A to swing its axis of advance north towards the English channel. This would sever the channel ports from the mainland and cut off and isolate the allied armies within. Army Group B was ordered to wheel right and reinforce the walls of the huge trap. By May 24th, 1st Panzer Division had reached the Aa canal and was closer to Dunkerque than any other BEF division. Total victory was within the grasp of the German Army. At this moment Adolf Hitler, frightened by his own success, ordered the advance to halt. Hitler had been afraid that the allies were planning an all out offensive that would reverse the situation and deny him his eminent victory. The panzers were ordered to hold and reconsolidate and the honor of the final victory was to be granted to the Luftwaffe. However, the Luftwaffe,

stretched thin by the lightning campaign across France, would fail. This scenario assumes that Hitler did not order the advance to halt, but instead ordered the ‘ Panzers Forward’ for a chance at total victory before the British could organize a rescue. [Size large]

0527_01: The 1st Armoured Division Attacks

Abbeville, France, 27th May 1940: While Dunkerque retained the focus of the world, the French High command worried about the next phase of the campaign. German infantry established a bridgehead across the Somme River in the vicinity of Abbeville. The French High Command was determined to mount a counteroffensive to eliminate this bridgehead and thus hold the Somme River at all costs. At dawn on May 27th, one British armored division and two French under strength light cavalry divisions began their counterattack against what was believed were recon elements screening the bridgehead. The Anglo-French units were in for a shock as they made contact with the veteran 2nd Motorized Infantry Division and in only a few hours over 100 tanks allied tanks were destroyed. The lack of coordination between the French infantry and British armor as well as the absence of a sound armor doctrine will lead to a catastrophe. [Size small]

0527_02: Thin Blue Line

Ypres, Belgium, 27th May 1940: On this the eighteenth day of the campaign, the Germans were beginning to tighten the noose around the Allied armies pocketed at Dunkerque. Here near Ypres, scene of vicious fighting during the First World War, German Infantry were once again on the move, this time threatening to cut off the Franco-British units holding in the Lille-Douai salient. The weary men of the British 5th and 50th Divisions were up to the task and determined to make a stand on the "Thin Blue Line" represented by the Ypres-Comines canal. [Size small]

0528_01: The Battle of Abbeville, the Second day

Abbeville, France, 28th May 1940: After the failed attack by the British and French combined force on Abbeville the 27th, the French High Command decided to send De Gaulle, promoted to temporary general four days earlier, to attack. After moving his 4e DCR a distance of 200km, losing some tanks on the way due to mechanical problems, the 4e DCR finally arrives. The objective is to destroy the German pocket south of Abbeville and control the city. At the beginning of the operation the attack met with success. The first German defenses were destroyed and prisoners taken. Then the Germans, recovering from their surprise, strengthened their defense line and stopped the French. The French continued their attack on the pocket on the morning of the 29th but without success. [Size small]

0530_01: Pyrrhic Victory at Dunkerque

Dunkerque, France, May 30th 1940: On may 24th, the German XIX and XLI Panzer Korps had established a bridgehead over the Aa Canal. German panzers were

poised to strike towards Dunkerque from the west and seal the fate of the BEF and the rest of the allies trapped inside a huge pocket with their backs to the North Sea. At that moment, the order to halt the left wing of the German advance came. Hitler ordered Guderian and Reinhardt to halt along the Aa Canal and furthermore, they were instructed to abandon the bridgehead they had established. The final glory was to be left to Herman Goering and his Luftwaffe. As the days passed, the Luftwaffe, already stretched thin from the lightning campaign across France, was hard pressed to finish the job. This was further compounded by the deteriorating weather conditions and the British RAF that had concentrated all of its remaining fighters in England over the flotilla of ships evacuating the defenders at Dunkerque. Several days would pass before Hitler would change his mind and order the panzers to advance yet again. The failure of the Luftwaffe and Hitler's hesitation to resume the advance would result in the evacuation of 337,000 allied troops to fight another day. Although the BEF had been defeated in France, the Germans suffered severely at the lost opportunity to eliminate the British during the campaign. This misfortune would result in only a German pyrrhic victory [Size medium]

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Historical Timeline of Events

By



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10/05/1940 At 5.35am, the Wehrmacht begins 'Operation Yellow', the invasion of Holland, Belgium and Luxembourg, employing Army Group A (von Rundstedt) and B (von Bock), with Army Group C (von Leeb) in reserve. The attacking forces comprise 10 Armoured, 5

Motorised, and 75 infantry divisions. The 19th Panzer Korps (Guderian), 20th Panzer Korps (Hoth) and the 41st Panzer Korps (Reinhardt) field between them 2,445 tanks, most of which are of the light Marks I, II, 35(t) and 38(t) type, against 3,373 French and British tanks. In his Order of the Day, Hitler declares, "Soldiers of the Western Front! The battle which is beginning today will decide the fate of the German nation for the next thousand years. Go forward now and do your duty!" Airborne troops seize airfields and strategic bridges near Amsterdam and Rotterdam in Holland. The Luftwaffe, using hundreds of level and dive bombers, attacks Allied airfields, troop assembly areas and rear communications.

- 11/05/1940 German troops occupy the Duchy of Luxembourg. A glider-borne parachute detachment of 1st Fallschirmjäger Regiment led by Hauptmann Koch and Leutnant Witzig captures the "impregnable" Belgian border fortress of Eben-Emael.
- 12/05/1940 French forces withdraw behind the Meuse river between Dinant and Sedan as advance German panzer columns push out from the Ardennes. Germans troops continue their advance through Holland, crossing the Yssel and Meuse rivers at several points. Massive German artillery bombardments are maintained on western front, the Luftwaffe continues to reek havoc across Northern France and Belgium, causing refugees to stream west, clogging the roads for allied forces. Internment of Germans begins in Britain.
- 13/05/1940 Supported by waves of Luftwaffe Stuka dive-bombers, the two German Panzer Korps of Heeresgruppe B establish bridgeheads across the Meuse river, tearing a 50-mile gap in the French defences between Dinant and Sedan. The 7th Panzer Division (Rommel) is the first division across. Dutch troops withdraw to their second and final line of defence on the Amsterdam-Rotterdam-Utrecht line.
- 14/05/1940 Germans take Rotterdam as the Dutch government arrives in London.
- 15/05/1940 After the fall of Rotterdam, Holland surrenders. The German 20th Panzer Korps (Hoth) repels a counter-attack by French armoured forces, destroying 125 out of 175 tanks. An attack by 6th Army (von Reichenau) against the Dyle line in Belgium is repulsed. In Paris, panic breaks out over reports of a German breakthrough at Sedan with thousands of civilians fleeing the city for the west and south of the country, clogging the roads for Allied military traffic which is attacked by Luftwaffe bombers and fighter bombers.
- 16/05/1940 The Germans try to enlarge Sedan pocket. British troops withdraw from Louvain, west of Brussels as troops of the German 6th Army break through the Allied Dyle line in Belgium. Belgian government leaves Brussels for Ostend.
- 17/05/1940 Brussels, Louvain and Malines in central Belgium all occupied by troops of the 6th Army. Germans attack further into N-E France; General Gamelin, French Commander-in-Chief, gives allied troops 'conquer or die' order. French prime minister Pierre Laval is replaced by Paul Reynaud who forms a new government. Charles de Gaulle's newly raised 4th Armoured division launches a counter-attack near Laon, which is easily repulsed by the Germans.
- 18/05/1940 Germans take Antwerp, Belgium's second city. Allied forces are seriously split as German tanks of 19th Panzer Korps (Guderian) reach Peronne and Rommels 7th Panzer Division reaches Cambrai during their rapid advance toward the Channel coast. Amiens is occupied. Regions ceded to Belgium in Treaty of Versailles (1919) re-incorporated into Germany.
- 19/05/1940 General Gamelin is replaced by Maxime Weygand as Chief of the French General Staff and C-in-C of all theatres of operations. Marshal Henri Petain, the hero of the First World

War, is appointed as Deputy Prime Minister. German troops of 20th Panzer Korps (Reinhardt) capture St. Quentin.

- 20/05/1940 19th Panzer Korps (Guderian) completes its advance to the Channel coast by capturing Abbeville and Noyelles, thus separating the British Expeditionary Force, French 1st Army and the Belgian Army from the rest of the French forces to the south of the river Somme. German reinforcements pour into this split between the allied troops in northern France.
- 21/05/1940 A British counter attack is launched near Arras with armoured and infantry support against Rommel's 7th Panzer Division, throwing it off balance. A similar attack in the south by a French armoured brigade under General de Gaulle fails after initial success. The French Ninth Army is surrounded and destroyed, its commander, General Giraud, taken prisoner.
- 22/05/1940 The 19th Panzer Korps (Guderian) strikes from Abbeville toward Boulogne, Calais and Dunkirk along the Channel coast.
- 23/05/1940 Heavy fighting around Boulogne. Units of the German 6th Army cross the Scheldt river at Oudenarde in Belgium.
- 24/05/1940 Hitler halts Panzer drive on Dunkirk. Infantry units of 19th Panzer Korps storm the citadel of Boulogne and take 5,000 British and French prisoners. The French fortress of Maubeuge surrenders, while 6th Army captures Ghent and Tournai in Belgium and St Omer in North-eastern France.

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