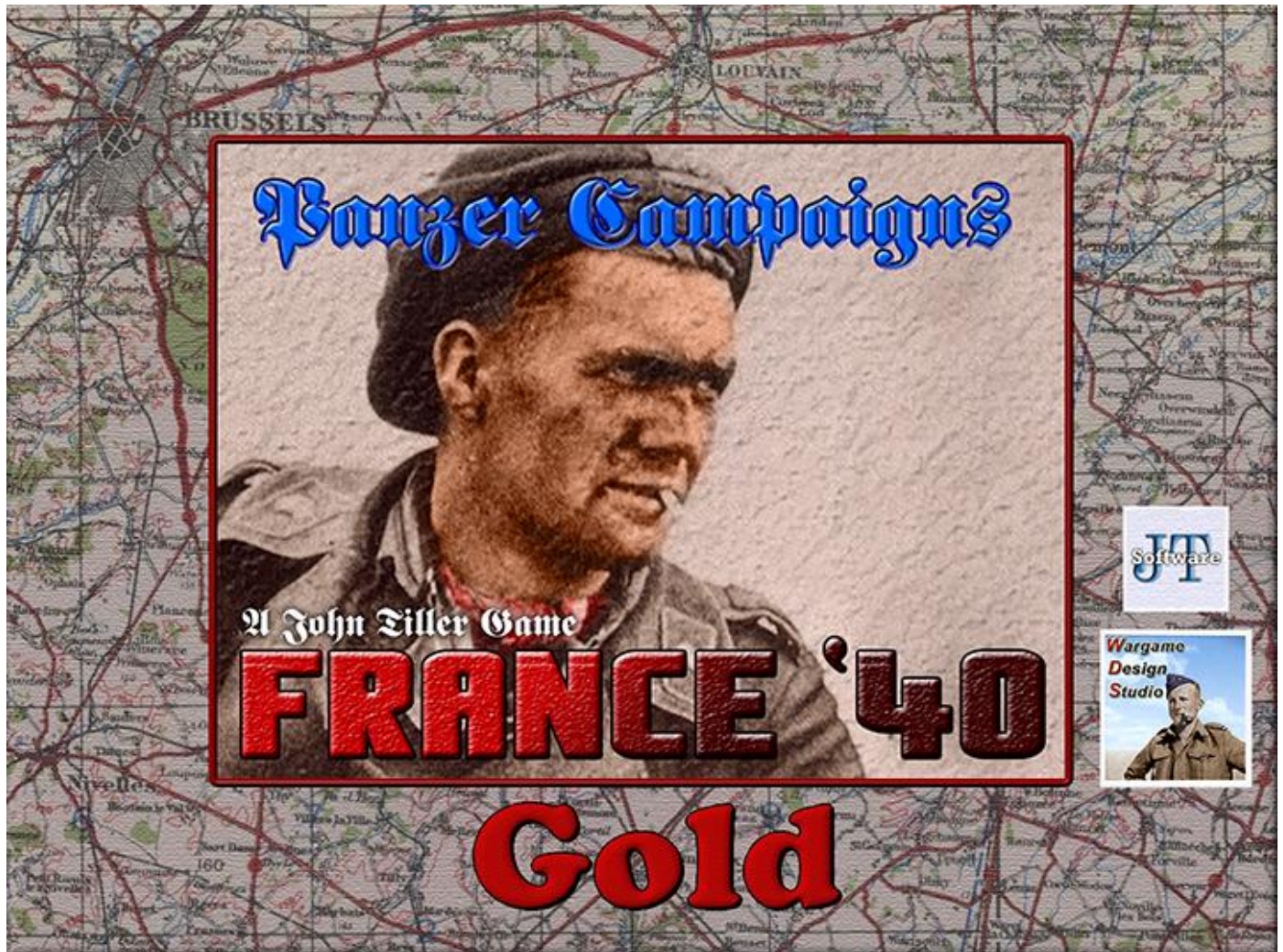


France '40 Gold Design Notes



New Features

A number of new features have been incorporated into France '40 Gold which aid in modelling unique aspects of the campaign. These include fragile morale rules imported from First World War Campaigns, new national surrender rules, terminating objectives, and new rules concerning armored trains.

Fragile Morale

The fragile morale rule was first used in East Prussia '14 and has been ported to Panzer Campaigns for the first time in France '40 Gold. Disrupted units belonging to fragile morale nations which are detached from their parent HQ have their modified morale value reduced by one for the purpose of calculating disruption recovery. For instance, a unit with a modified morale value of "D" would usually recover from disruption on an imaginary dice roll of 1-3, but under fragile morale rules, such a unit, if detached from its parent HQ, would only recover from disruption on an imaginary roll of 1-2. A detached unit with a modified morale value of F or lower belonging to fragile morale nations cannot recover from disruption unless its morale first improves, or it is placed back within the command radius of its parent HQ. The fragile morale rule also introduces new surrender effects for fragile morale nations. Under these effects disrupted units which cannot retreat will surrender en masse after one assault (unless the attacking unit disrupts during the assault). Units with a base morale value of A or B are immune from both the disruption and surrender effects associated with fragile morale.

Fragile morale has a palpable effect on gameplay and players commanding fragile morale armies are faced with a distinct set of challenges. The disruption effects amplify the significance of command radius. Fragile morale units which are detached tend to stay disrupted and therefore the player must do his utmost to keep his units in-command. Because divisional HQ ranges are limited and regimental & brigade HQs are not included in the game, this seriously limits the frontage which a division can effectively hold. The disruption effects also make it very difficult to reform broken or scattered divisions. Under the surrender effects of fragile morale lower quality units cannot be expected to fight isolated for long. A player leading a fragile morale army must therefore be exceptionally concerned with his flanks and with maintaining a linear front.

In France '40 Gold fragile morale has been applied to the armies of Belgium and the Netherlands and to portions of the French army. The fragile morale rule is intended to represent the initial shock of the German offensive the Allies' inability to cope with the fast tempo of German operations and to facilitate the rapid disintegration of certain elements of these armies. The French 9th Army follows standard fragile morale rules. Outside of the 9th Army, most active and some reserve troops have been exempted from the fragile effects.

National Surrender

Objective hexes can now be designated as “surrender hexes.” If all a nation’s surrender hexes are captured, all units belonging to that nation are removed from the map on the next turn. All surrender hexes must be held by the enemy simultaneously to trigger the nation’s surrender. Surrender hexes have been implemented into certain scenarios for Belgium and the Netherlands. For more information on the surrender conditions of these nations, see the design notes concerning the Fall Gelb and Dunkirk Pocket scenarios.

Terminating Objectives

Objective hexes can now be designated as “terminating objectives.” These function as normal objective hexes but expire after a set number of turns. If the attacking player fails to capture a terminating objective hex before it expires then he will not be able to gain the objective points assigned to that hex. Terminating objectives have been used to model the staged Allied retreat in the Dunkerque pocket. For more information see the notes on the Dunkirk Pocket scenarios.

Armored Trains

Armored trains have made occasional appearances in past East Front Panzer Campaigns titles. Playing only an artillery support role in those games, armored trains were previously represented as rail artillery units. In the 1940 campaign, the Germans used armored trains for close fire support and they played in an important role in the operations against the Netherlands. Because rail artillery must take time to detrain, set up, and entrain, and because they are soft targets, the previous representation did not adequately represent armored trains as they were employed in the 1940. Armored trains now function as armor units which are bound to rail lines. They are hard targets and can move and fire on the same turn. Armored trains with artillery cars have indirect capability, those without artillery cars do not.

The Map

The original map, though large, was not quite large enough to represent certain aspects of the campaign adequately and therefore the map has been greatly expanded north to include much of the Netherlands, east to include most of the Dutch-German border and Luxembourg, and south into France. The original northern edge, just north of Antwerp, presented the most significant problems. First, it did not provide a historic use for the French 7th Army. As part of the Allies’ Plan D with the appended Breda Maneuver, the 7th Army was responsible for advancing into North Brabant near Breda. With the map cut off at Antwerp it was impossible to recreate this maneuver and the 7th Army has likely to be used to bolster Allied positions in areas where it did not historically operate. The second problem posed with the original northern cut off was the placement of German reinforcements. The German 225th and 256th Infantry Divisions approached Antwerp directly from the north (advancing through the southern Netherlands). With the map edge where it was these operations against Antwerp could not be faithfully recreated and these divisions had to be brought onto the map far east of where they historically operated. Extending the map to north solved these issues and opened a part

of the battle which had previously been unrepresented in Panzer Campaigns. After considering several options, we chose to cut the map off a little north of Amsterdam and Kampen. This allows us to include the bulk of German operations against the Netherlands including the entire airborne operation. The northern provinces were only scantily defended, and the Germans allocated few resources against them. Further northward expansion to include all the Netherlands would have required much work with relatively little reward.

The original eastern map edge ran near the western border of Luxembourg through Belgium and the Netherlands. The German-Dutch and German-Belgian borders were not included. This cut off was logical in that the German-Belgian border was not seriously defended and the map edge cut back on time spent pushing counters through the Ardennes. We could not, however, do justice to the Battle of the Netherlands without including the Maas Line and the German-Dutch border and the map necessarily had to be extended to the east. This eastward expansion also allows for the French cavalry screen south of the Meuse to be included in its entirety as the 3rd Light Cavalry Division can now operate in Luxembourg as it historically did.

The reasoning for the southern extension of the map perhaps less obvious. The original map provided adequate room to the south to faithfully recreate the German Fall Gelb operation. The Germans did not historically attack southwards to Paris until June, after the timeframe of the campaign scenario. However, there were some issues that this southern edge presented:

1. The original map provided very little breathing room for the French player - the 2nd Army was backed up against the southern edge of the map. Extending the map southward allowed us to place French corps and army headquarters and other corps assets at their historic positions and gives the French player room to regroup and reform battered divisions to the south.
2. If French reinforcements are brought in at their historic locations on the original map, they arrive increasingly further to the west as time goes by, first south of the Aisne and eventually south of the Somme. This was historically a reaction to the northwestwardly advance of the Panzers. This only makes sense if the German is successful in recreating the German offensive towards the channel ports. Should the German player be halted on the Meuse or the campaign diverges from history in some other fashion, this westward creep of French reinforcements could seem illogical or disconnected from the events of the campaign. With map extended to the south, some French reserves now start on the map and those arriving as reinforcements at a map edge have enough room to be sent in one direction or another. The French player can therefore deploy his reserves in reaction to the events of the game rather than being constricted by a deployment that follows the historic situation but may or may not reflect how the campaign game has played out.

3. When the German Panzer divisions emerged from the Ardennes and pierced the Meuse front at Sedan, there were a range of possibilities open to them and the French command was entirely uncertain about German intentions. The Panzers could have pushed south towards Verdun, east towards Metz or Nancy, or southwest to Paris. The rear of the Maginot Line was vulnerable and Paris up for grabs. It was almost week after the Sedan breakthrough that the French fully grasped the Germans were advancing toward the Sea and the Channel Ports. The original map makes the game a sort of “one-way street.” The possibilities historically open to the Germans are irrelevant because the map does not allow for them. The French player is therefore certain of the German player’s intention because he can only have one: the capture of Dunkirk. Extending the map southward opens new possibilities. Certain versions of the campaign scenario include multiple “tracks” of objective hexes which can lead to a German victory. In these scenarios the French player must consider and defend against all possibilities rather than assuming just one, and therefore the very real uncertainty experienced by the French high command is imposed upon the French player in a way that it cannot be on the smaller map.

In addition to expanding the map, we have added hundreds of map labels covering rivers, canals, and other physical features and have added thousands of new villages with corresponding labels. The principal fortresses of the Maginot Line and the Belgian and Dutch fortified lines have also been labelled. We have worked to flesh out the road networks in portions of the map as well.

Our map was assembled from three different sources – the original France '40 map, the FWC France '14 map, and our brand-new Netherlands map. All of these were assembled by different designer and different source maps were used, so there is some inconsistency between these sections of the map. We have tried to work to build consistency and ensure that each section of map is treated in detail, but there are still many areas of the map, especially with regards to the road network, that could be improved. This was an immense task and we have put immense work into it and ultimately, we had to settle for “good” rather than “perfect.”

The Order of Battle

General Features

France '40 Gold features an all-new order of battle. There has been extensive publication on the topic in the years since the original game was released which have allowed us to bring a new level of detail and accuracy to the game. The Belgian Army, French artillery, and French fortress troops have been heavily re-vamped.

1. The Dutch Army and German 18th Army have been added. Because we have extended the map northward, these are a necessary component.

2. All divisions that historically operated in the map area between May 10th and June 1st are now included. They original game focused primarily on the Sichelschnitt maneuver and stopped at the May 24th halt order. Because we have expanded the focus of the game to include the entirety of Fall Gelb more French and German forces were required.
3. All infantry battalions can now be broken down into companies. In the original scenarios only the British, Germans, and active French divisions could break down in companies. There were, however, a number of French reserve and Belgian divisions which were spread over a an exceptionally wide front and the ability to break down battalions into smaller segments seemed crucial for properly representing Allied forces in certain parts of the map.
4. The French Réserve générale has been included. This is a collection of several dozen artillery regiments, AT companies and batteries, engineer and bridging battalions, and other assets at the disposal of GQG which could be assigned to support armies, corps, and divisions as necessary. Because not all of these regiments were assigned at the start of the campaign (and some of the siege artillery regiments never were) and those that were switched between corps and divisions frequently, it was difficult to decide where to place these in the OOB and we settled on a compromise solution. Those general reserve regiments that were assigned on May 10th or shortly thereafter are assigned to the parent army of that particular formation (for instance, the 145e RALH was assigned to Xe CA on May 10th, but for our OOB is part of the 2^e armée). This allows some flexibility to deploy these formations within the army rather than having them attached to a particular corps for the duration of the campaign. Units that were not assigned until much later (or not at all) are under a formation labelled "Réserve general." These can provide fire support for any French formation but will likely be "out of command" as their immediate HQ unit is GQG.
5. Security and labor troops are now represented in the OOB. Most PzC titles omit rear area troops, but in the 1940 campaign regional infantry and labor units were often the only forces immediately available for local defense as the Panzer surged behind Allied lines and their inclusion is critical for certain scenarios. Security regiments and battalions have been included on the map in the campaign scenario, but labor units are only included in smaller scenarios in which they are required.
6. Regimental or brigade weapons companies are now included for all nations. The inclusion of regimental AT companies seemed especially necessary for the Gembloux and Abbeville scenarios. Battalion weapons companies are still omitted.

7. We have adopted new native-language naming conventions trying to represent French, British, German, Belgian, and Dutch military terminology as authentically as possible. German abbreviations and terminology have been taken from the US Army Guide to German Military Abbreviations and British regimental acronyms and abbreviations (for units broken down to company level). Because there is limited space in the unit box some longer British and French regimental names have been abbreviated in a way that is not satisfactory but necessary due to the display constraints.

8. A second “Dunkerque” OOB has been included for use in scenarios from May 20th-June 4th. This is not radically different than the first but reflects the extensive changes to Allied and German corps and Army assignments in the second half of the campaign. Its main purpose is to alleviate the absurd number of corps attachments that would otherwise be needed for design late-Fall Gelb scenarios. Large Allied formations which surrendered or were otherwise destroyed prior to May 20th have been removed from this OOB, though no attempt to represent losses within a division, *bataillons de marche*, or other amalgamated units has been made – this is all accounted for in the scenarios themselves.

Unit Components & Values

Unit values in France '40 Gold “Prucha” scenarios are based very closely on those used in the Alt scenarios. Some values have been changed where it seemed necessary for gameplay purposes or the Alt values seemed inconsistent. Some deviations from values in the Alt OOB include the reduction of Belgian assault values to be more consistent with those of the French and British, the reduction of soft attack and assault values for most Allied engineer units, the audit of speed values for certain French tanks (it seems as the Alt OOB confuses the speed of the R-35 and the H-35), and adjustments to 47mm AT gun hard attack values (to reflect the superior muzzle velocity of the French APX gun). There are other deviations from the Alt values which are not addressed here. All changes remain within the “spirit” of the Alt values and the game plays very similarly. There are a number of “mixed” unit components included in the OOB, mostly for tank companies/squadrons and artillery battalions (for instance, Pz II+Pz III). In these instances, an average of assault, hard attack, and soft attack values has been used. Range has been determined by which ever vehicle/gun in the mixed component had the longest range and speed values have generally been determined by the slower vehicle in the mixed component. One notable exception is in the component “Matilda I+Matilda II” in which the speed value for the faster Matilda II has been used in order to facilitate a more historic result in the Arras scenario.

Some allowances or deviations from history have been made for the sake of gameplay. For instance, German pioneer battalions typically would have consisted of the two-foot companies and one-motorized company. Because a strictly historic representation would prohibit German pioneer companies from combining into a complete unit, all three companies have been rendered as motorized. Similar adjustments have been made for German rifle regiment and French motorized dragoon regiments which mixed motorized

and motorcycle companies and German reconnaissance battalions which typically included both a horse and a bicycle company.

Morale

Determining morale values is tricky – it is an attempt to quantify something that is fickle and not strictly definable. Still, a decision needs to be made and a letter assigned to every unit in the game. We have adopted an approach to morale very similar to that taken by the original F40 design team. Quality C is the starting point and is taken to represent units that are well-drilled and reasonably well-motivated. Quality D and E represent units which were less capable either due to a lack of training, a lack of motivation, or other factors which may have negatively affected their performance. Quality B is used for German divisions that fought in Poland and a few Allied divisions which fought exceptionally well. Quality A is reserved for a handful Germany's finest formations. Here is a rough breakdown of the assignment of morale values:

Germany

A: I.R. "Grossdeutschland," 1st & 7th Panzer, 7. Flieger-Division, Sturmabteilung Koch

B: 1st & 2nd Wave divisions that fought in Poland, 1st Cavalry, 1st Mountain, SS-V, LSSAH, remaining Panzer divisions

C: 1st and 2nd Wave divisions that did not fight in Poland, SS-Totenkopf, Polizei-Division

D: 3rd-8th Wave Infantry Divisions

France

B: Foreign Legion, Spahis, Active Chasseurs alpins

C: Active Army; Series A chasseurs, tirailleurs, and Zouaves

D: Series A & B reserves

E: Series B reserves of the 2nd and 9th armies and regional troops

Britain

B: Guards

C: Regular Army

D: 1st Line Territorials

E: 2nd Line Territorials (LoC divisions) and AMPC troops

Belgium

B: 1st-3rd Ardennes Chasseurs, Border Cyclists

C: 4th-6th Ardennes Chasseurs, Active Cavalry, Light Regiments

D: Active army except those mentioned above, 1st Reserve

E: 2nd Reserve and Line of Communications troops

Netherlands

C: Light Division, Cavalry, and Marines

D: "Low Number" regiments, border battalions

E: "High Number" regiments, reserve border companies, depot guards and & security troops

Poland

B: 1st Polish Division (mostly veterans of the 1939 campaign)

C: 2nd Polish Division

D: Independent AT companies

Of these, the most substantial departure from the morale values found in the original and Alt OOBs is the rating of the British Territorials as Quality D or E. Owing to a shortage of trained officers and NCOs, many of the territorial battalions that fought in 1940 had not been adequately drilled. Most territorials had been trained to use their weapons but had received limited or no instruction in basic squad tactics and maneuver. The 2nd Line Territorial Divisions were even worse off. These had been sent to France without artillery, transport, or AT guns in the Spring of 1940 for labor duties. Though the battalions were supposed to rotate between instruction and labor, by the time they were committed to battle many of the men had yet to fire a rifle. Owing to the lack of training the British command's unwillingness to commit the territorial divisions to combat until it became necessary, it seemed logical that they should be assigned a lower quality rating than the regulars.

There are a few exceptions to morale value assignments outlined above for certain Allied divisions whose performance was exceptional. France's *3e division d'infanterie motorisé* and *14e division d'infanterie* have been assigned a "B" rating. Bertin-Boussus' superbly drilled 3e DIM stood toe to toe with 10th Panzer and Grossdeutschland at Stonne and handily repulsed German infantry attacks against Mont-Dieu on May 17th and May 23rd. Jean de Lattre de Tassigny's 14e DI earned the nickname "Iron Division." Aside for one battalion lost on the Ardennes Canal on May 15th, the division was largely intact weeks into June. This was not for a lack of fighting – the division fought bitterly at Rethel in May and June. For the British, the regulars in Bernard Montgomery's 3rd Infantry Division have been rated Quality B and the territorials Quality C. Much has been made of Monty's relentless training of the division during the Phony War. The division expertly defended against the German probing attacks at Louvain on May 14th-16th and its rapid march northward on May 27th-28th to fill the gap left by the surrendered Belgian army was critical in saving the BEF. Belgium's *4e division d'infanterie*, though an active formation, is rated Quality E. It has been described in multiple sources as "the worst division in the Belgian army." It seems to have suffered from an incredibly weak cadre of officers and NCOs and the insidious influence of the *Vlaams Nationaal Verbond*, a far-right Flemish organization with Nazi sympathies which was opposed to the very existence of the Belgian state. 4e DI's *15de Linieregiment*, which surrendered en masse on the Lys with hardly a shot fired, is Quality F. There are of course many other Allied units which probably deserve to have a higher morale rating, but too many Quality B units could overly skew game results in favor of the Allies.

The Fall Gelb Campaign Scenario

Variants

The campaign scenario covers Germany's Fall Gelb operation beginning on May 10th. There are six different versions of the campaign scenario, each with different characteristics:

#0510_01A1_Campaign_Prucha – Ends May 26th, Wired Bridges, 1 German Objective Track

#0510_01A2_Campaign_Prucha – Ends May 26th, Manual Bridge Destruction, 1 German Objective Track

#0510_01B1_Campaign_Prucha – Ends June 4th, Wired Bridges, 1 German Objective Track

#0510_01B2_Campaign_Prucha – Ends June 4th, Manual Bridge Destruction, 1 German Objective Track

#0510_01B3_Campaign_Prucha – Ends June 4th, Wired Bridges, 2 German Objective Tracks

#0510_01B4_Campaign_Prucha – Ends June 4th, Manual Bridge Destruction, 2 German Objective Tracks

Timeframe

The original campaign scenario extended up to May 24th, ending at Hitler's infamous Panzer halt order. With the new scenarios for France 40 Gold we have endeavored to cover more of Fall Gelb in the campaign scenario. The scenarios "B1" to "B4" are very long and cover the entire Fall Gelb campaign from May 10th to June 4th. This long timeframe necessitates a representation of the Dunkerque evacuations. We have represented these through a series of exit hexes, but proper use of the exit hexes requires players to abide by a series of "house rules" (see below.) To skirt the issue of the Dunkerque evacuations, two shorter variants of the campaign, "A1" and "A2," have been provided which end on May 26th and therefore do not need a representation of the evacuations.

Objective Hexes and Victory Conditions

In all six variants of the campaign objective hexes and victory conditions are balanced in such a way that German player can achieve a minor victory through the conquest of Belgium, the Netherlands, and Luxembourg. This is to force the Allied player to intervene in the Low Countries – if he camps the French and British armies in France then he has all but ceded a minor victory to the German player. To win a major victory, the German player must make decisive gains in France. In version A1 and A2 (the two "short" versions) and B1 and B2 this means recreating the historic German sickle cut maneuver by breaching the Meuse River defenses, sweeping through northeastern France to the sea and capturing the Channel ports. Versions B3 and B4 provide additional objective hexes which provide the German player with multiple "paths" to a

major victory:

1. Capture the Channel ports (Boulogne, Calais, Dunkerque)
2. Outflank the Maginot Line (Verdun, Metz, Nancy)
3. Capture Paris

When playing with version B3 or B4, the German player would be wise to select one of those options and pursue it alone. The German army realistically does not have the resources to accomplish all three of these goals simultaneously and frittering away forces in pursuit of Dunkerque, Paris, and Nancy is likely to end in defeat for the German player. The objective hexes are balanced in such a way that the German player is unlikely to achieve a major victory without pursuing one of these “paths” to its conclusion – almost capturing the channel ports and almost taking Paris probably won’t be enough. Though the historic operation was of course aimed at the Channel ports, the additional objective hexes in versions B3 and B4 impose upon the Allied player a very realistic sense of uncertainty. He will have to work to discern the German player’s intent and defend against a range of possibilities.

Wired vs. Manual Bridge Destruction

Choosing between the wired bridge option and manual bridge destruction was a tough call for the design team. Wired bridges model the preplanned Allied demolitions in the Ardennes and along the Maas/Meuse and Albert Canal exceptionally well – in fact it is exactly these sorts pre-arranged demolitions that the wired bridge rule is designed to model. As the campaign progresses, however, the wired bridge rule becomes less satisfactory. The Allies for the most part had not prepared bridges far in the rear areas for destruction. If we wire too many bridges in the rear areas than we possibly create too much of a challenge for the Germans, but if we error on the side of wiring fewer bridges than we potentially put the allies in a position where they hold a river in force but cannot destroy a single bridge over it. The dilemma is that the wired bridge rule models the first few days of the campaign exceptionally well but not so much after that while manual bridge destruction provides a good representation for most of the campaign but doesn’t model the prearranged destruction carried out by the Dutch, Belgians, Luxembourgers, and French in the first crucial days. Rather than choosing one option, we decided to let players choose. Versions A1, B1, and B3 utilize wired bridges while versions A2, B2, and B4 use manual bridge destruction. In the manual versions some bridges in the Ardennes and in the Netherlands will start destroyed (even though they technically would have been destroyed a few hours after the start of the campaign) and some engineer units will start the scenario unfixed or come unfixed sooner than they do in the wired bridge versions.

Deployment

The initial deployment of both the Allies and Germans has been altered substantially from the original campaign scenario. There are some excellent maps and other resources available online which have allowed for a precise recreation of the deployment of the Dutch and Belgian armies, down to the battalion or company level for the Belgians and

regiment and battalion level for the Dutch. Similar resources do not exist covering the entirety of the French, British, or German armies. In all cases we can be sure that positions held by the divisions are accurate or reasonably accurate, but we do not necessarily have a picture of the deployment of individual battalions. Some sectors which are better documented have been recreated as exactly as the Belgian and Dutch deployments have.

There are a few intentional “oddities” which should be noted. At hex 357,100 (Oeffelt) and hex 344,100 (near Mill) there are Dutch companies that start unfixed. These companies are offset from their positions by one hex. Historically Eisenbahn-Panzerzug 1 was able to cross both the Maas and Peel-Raam lines before the Dutch defenders were alerted. Offsetting these two companies enables the train to pass on Turn 1. They are unfixed so that they can occupy their positions afterwards. Elements of the French 68th Infantry Division are not present on the map. These were historically transported by sea to the Netherlands and they will arrive as reinforcements at Vlissingen.

Fortifications

Fortified lines and positions were constructed by all the participating nations and played a significant role in the campaign (often by dictating where the Germans *did not* attack). The original scenario included a representation of the Belgian Namur, Liège, and Antwerp fortifications, but did not do justice to the strength of these positions. The Belgian KW Line, Albert Canal Line, and other lesser fortified positions were not represented. Neither was the northern extension of the Maginot Line represented beyond a handful of bunkers mostly clustered in the vicinity of Sedan. All the fortified lines France, Belgium, and the Netherlands are represented in the new scenarios through the placement of bunkers, trenches, pillboxes, obstacles, and in some cases anti-tank ditches. Strong fortified lines have a high concentration of bunkers while in weaker fortified lines the bunkers are more widely spaced. This is an abstraction but models the relative strength of each position as well as the game engine allows. Pillbox hexes have been reserved to represent the Maginot ouvrages and the Maginot-style fortifications of the Belgian Liège fortress system. Except on the border with France the German Westwall has not been represented.

Reinforcements

Both the French and the Germans receive a steady supply of reinforcements throughout the campaign. Railroad reinforcements are handled a bit differently than in the original scenario. It generally took several days for a division to redeploy by rail. Guy Chapman in *Why France Fell* describes French trains carrying a couple of battalions at a time. The divisions that defended the Aisne and Somme Rivers after the German breakthrough arrived piecemeal as elements were left behind waiting for transport. To model this, divisions which arrive as rail reinforcements will come in chunks rather than all at once. Some French divisions were transported by a combination of rail motor transport. Because the game engine cannot represent motor transport for units that otherwise

would have marched on foot, such reinforcements are represented entirely as rail-transported.

Some French and a few Belgian units were mobilized after the campaign started. These arrive as reinforcements at their mobilization centers at the proper time or arrive as reinforcements from the direction of their mobilization centers. Some of these newly-mobilized units will remain fixed for a few turns or even days before they can be used.

The German Airborne Operation and Dutch Airfields

The first wave of the German airborne operation over Holland consists of Fallschirmjäger landing as parachute reinforcements on Turn 1 (04:00). These are followed by successive arrivals of air landing troops landing in Ju-52s on Dutch airfields. The air landing troops are not assigned a protection value and will receive substantial casualties if the airfields are occupied by Dutch units when they land. The German player must therefore attempt to clear the airfields of Dutch resistance prior to arrival of the air landing troops. Because the transports carrying the air landing troops followed behind the Fallschirmjaegers very closely, it is recommended that the German player accept all air landing reinforcements on the turn that they arrive rather than holding them in the reinforcement dialogue indefinitely until a given target airfield is in German possession. Air landing reinforcements do not have to be accepted at the beginning of the turn – the German player can use his paratroopers and air support to attempt to clear the airfields first. The following represents a suggested sequence for the German player to follow:

Turn 1 (04:00)

Fallschirmjäger land and use remaining movement points to fire on the Dutch guarding the airfields; The Luftwaffe is employed to bomb the airfields

Turn 2 (06:00)

The Luftwaffe bombs the airfields again, attempting to cause disruption; The Fallschirmjäger fire once on the airfields and then assault; The air landing reinforcements are accepted regardless of consequence – those arriving at airfields controlled by the Germans will land successfully, those landing at airfields controlled by the Dutch will take losses.

Releases

Most of the Dutch, Belgian, British, and French armies are fixed at the start of the game. Most units are released at approximately the historic time. The Belgian Army is released on May 11th. Some formations did stay in place longer, but because the situation is likely to be quite fluid and uncertain in Belgium it seemed important to provide the Allied player with enough flexibility to employ the Belgian Army as needed, whether that be a historic withdrawal to the northwest or some other action as dictated by the events as they unfold. The Dutch Field Army on the Grebbe Line also comes unfixed about a day before it historically withdrew from that position.

The French interval divisions (and the 51st Highland Division) on the Maginot Line are a special case. These divisions have been provided with triggered releases. This means that a given interval division will be released as soon as one of its constituent units is spotted - likely in the first days or even the first hours of the game. Most of the interval divisions remained in place for days or even weeks into the campaign, so the early triggered releases may seem to be a departure from history. We decided on a triggered release because following a strictly historic timetable with these divisions presented some serious issues. The first is that a strictly historic release time is likely to unduly hinder the Allied player in the event of an attack on the Maginot Line. Should the German player attack in a sector held by a fixed interval division, the Allied defense would effectively be paralyzed. The fixed interval division's reserve regiment(s) would be unspotted and stuck behind the fortified line and unable to intervene or come up in support of the fortress troops as they would have in the event of an attack. Though the German player would likely be unwise to attack the Maginot Line, it is a possibility and the Allied player should have the means to mount an effective defense.

A strictly historic release time for the interval divisions also prohibits any French attack out of the Maginot Line in the first weeks of the campaign. Though the French did not historically pursue such any such offensive, the Germans had a very real concern that they might. Substantial resources were devoted to defending the German Army's southern flank from a possible attack from the Maginot Line. If we remove this possibility, the German player can effectively ignore the French 3rd Army and has free reign to use much of his own 16th Army for other purposes. Realistically the French player would be presented with great difficulty in attacking from the Maginot Line – it would take time to organize his forces north of the line for the attack (the AT ditch and obstacles block the Allies from crossing the Maginot Line except at certain roads) and many of the interval divisions were not of the highest quality. Still, the possibility must exist in order to keep the German player honest.

The decision to use triggered releases to release the interval divisions early does open the undesirable potential that the Allied player might shift these divisions off the line too early in the campaign to strengthen another sector. Though this is a possibility, it would not necessarily be to the player's advantage and he would be wise to consider the potential consequences. The Maginot Line is formidable but not impenetrable. The fortress troops are not sufficient to hold the fortified line alone - the interval divisions are there for a good reason. Premature withdrawal of an interval division from the Maginot Line would open a weak spot in the defenses which the German player could exploit.

Halt Orders

There are two occasions on which some or all of Germany's motorized forces become fixed. The first corresponds with the short-lived halt order of May 17th. This halt order is rescinded the next day and the Panzers are released. The second occurs on the night of May 23rd-24th. Hitler's infamous halt order was issued mid-morning on the 24th, but the Panzers were already coming to a halt under Runstedt's "close up" order of the

previous day. Our fix time corresponds to the receipt of Runstedt's order rather than Hitler's. The Panzers are released on the evening of May 26th. Units that are spotted will come released prior to the scheduled release and can continue to fight and advance, however additional fix orders are issued at intervals to slow progress until the release order is given.

Withdrawals

Some German units are withdrawn during the game. Specialized units which aided in the initial stages of the invasion (Sturmabteilung Koch, etc.) are withdrawn on the second day. 7. Flieger-Division and 22. Luftlande-Division are withdrawn later in the campaign.

Dunkерque Evacuations

Allied exit hexes have been provided at the Dunkerque harbor and nearby beaches in the four long versions of the campaign (B1-B4). The Allied player may achieve objective points by removing units from the map out of the hexes. Given the quantity of objective points the Allied player would necessarily cede to the Germans in the Low Countries and northern France, simply evacuating the BEF and 1re armée would not result in an Allied major victory. The point of the exit hexes is not to provide the Allies with a means to win but rather to negate some German gains. An Allied player may be successful in depriving the German player of a major victory by evacuating. It is strongly suggested that in PBEM play the Allied agree to abide by the following rules regarding the evacuation hexes:

1. Evacuations may only commence if a line of supply cannot be traced from Dunkerque to Paris OR the Germans control or are within 5 km of the objective hexes in Valenciennes, Arras, and Boulogne-sur-Mer.
2. British units may not evacuate prior to May 26th.
3. French units may not evacuate prior to May 30th.
4. Belgian units may not evacuate. (Exception: Belgian units separated from the Belgian Army in the vicinity of Dunkerque may evacuate with the British or French if there seems to be little or no possibility of them rejoining the Belgian Army in Belgium. They may not evacuate until the first British units have left)
5. Dutch units may not evacuate until the first British units have left.

National Surrender

A new feature to Panzer Campaigns is National Surrender. Some objective hexes are designated "surrender hexes" for a given nation. If a nation loses all its surrender hexes to the enemy, all its units are removed from the map. In the campaign games surrender

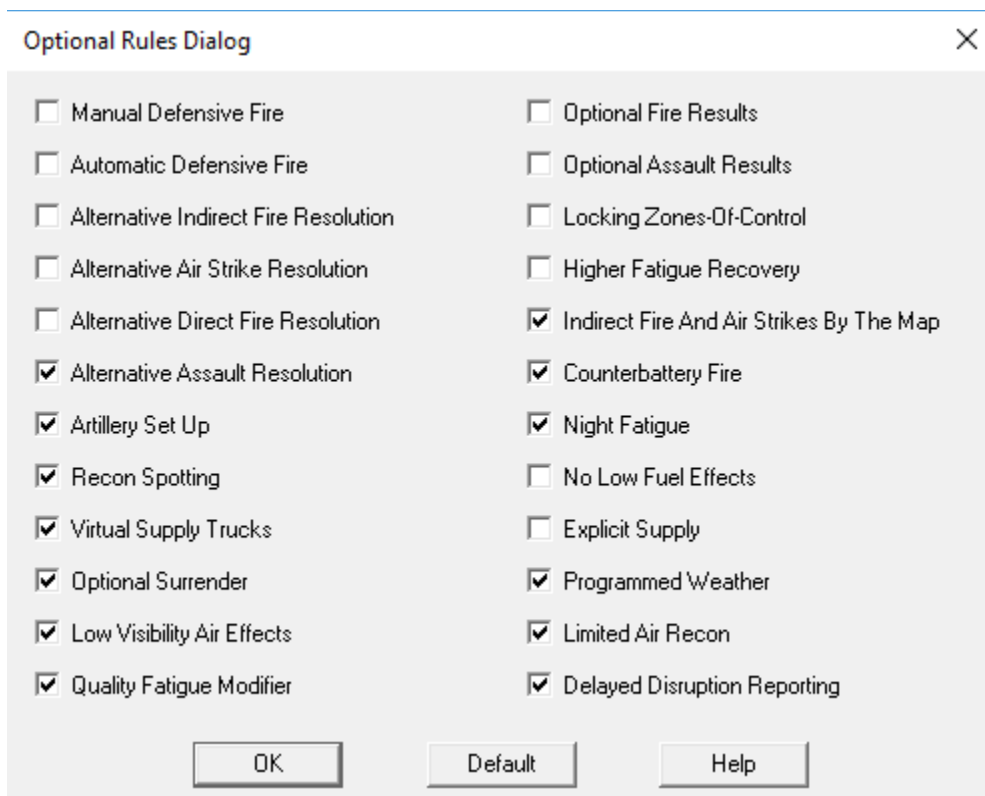
hexes have been included for the Netherlands and Belgium and there is a possibility that these armies may surrender. Not all objective hexes are surrender hexes and therefore the Allied player does not need to defend every objective hex in the Netherlands or Belgium to keep those armies in the game nor does the German player need to capture every objective hex in the Netherlands or Belgium to affect the surrender of those nations. With Fog of War turned on, surrender hexes are displayed as normal objective hexes and neither the German or Allied player will know exactly which objectives to capture to cause the Belgians or Dutch to surrender. The Dutch Zeeland Command is exempt from national surrender and will remain on the map even if the rest of the Dutch army is removed.

Human vs AI Play

With the help of a few thoughtful A/I orders and with clear objectives, the computer can be a capable opponent in smaller scenarios. Given the enormous scope of Fall Gelb and complexity of both German and Allied maneuvers, the campaign scenario is probably best experienced in human vs. human play. If a player does want to face the computer in the campaign scenario, it is recommended that he choose either version A1 or A2 (the shorter versions). Versions B1 to B4 are intended strictly for human vs. human play.

Suggested Optional Rules

The following optional rules are recommended for the campaign:



Supply sources have been explicitly balanced for the “Virtual Supply Truck” rule – it is essential that this rule be adopted. “Programmed Weather” and “Low Visibility Air Effects” are also very strongly recommended.

Players are encouraged to play with a set of rules which allow the Luftwaffe to strike targets which are not necessarily spotted on the ground. Normal air interdiction is not sufficient to represent the heavy toll which the Luftwaffe inflicted on Allied columns nor can the events at Sedan and behind the Albert Canal cannot be represented faithfully if airstrikes can only be conducted against targets which can be spotted by ground units. It is recommended that the player use the combination of “Limited Air Recon” and “Indirect Fire and Air Strikes by the Map.” This enables the Luftwaffe to strike at the Allied rear areas but will reduce the effectiveness of airstrikes conducted against units not spotted on the ground. The use of “Indirect Fire” will enable artillery units to fire on units not spotted by their parent organization. This is not unwarranted given the frequency with which both Allied and German formations lent fire support to neighboring units or temporarily assigned artillery units to other divisions.

“Alternative Assault Resolution” is recommended as it yields more realistic results when infantry attack tanks, but it should be noted that, owing to early war hard attack values, it will also reduce the effectiveness of infantry attacking bunkers and therefore disproportionately affects the German player. In a PBEM players are encouraged to discuss the merits of playing with or without this rule.

The “No Low Fuel Effects” and “Explicit Supply” rules should not be selected.

All other rules are at the discretion of the player. In a PBEM opponents should discuss which rules they wish to incorporate.

Suggested House Rules and Opening Moves for PBEM Play

A central factor in the Allied defeat in 1940 were the decisions taken by and lack of coordination between the various Allied commands. To recreate the predicament the Allied armies faced, players in a PBEM game may consider abiding by the following rules and restrictions:

1. All units of the French 7e armée, 1re armée, 11e CA, and 11e CA released prior to May 15th (except any fortress troops) and at least six divisions of the BEF must enter the Low Countries as soon as they are released for the purpose of defending Belgian objective hexes and establishing a link between the Belgian and Dutch armies. These elements may not retreat from the Low Countries prior to May 16th.

2. Upon release, the 1re DCR is to move to Charleroi, 1re DINA to Maubeuge, and the 43e DI to Belgium behind the 1re armée.

3. The Dutch 5th & 6th Divisions and Light Division must be sent north of the Linge

River immediately after they are released. (Exception: The 2nd Motorcycle Hussar Regiment may remain behind as a reserve for Peel Division.)

4. The Belgian Ardennes Chasseurs, cavalry, and all other elements deployed in the Ardennes must retreat north and west of the Meuse River as soon as they are released (individual companies may stand and fight if they are already in immediate contact with German units or must do so to facilitate the withdrawal of other units from the Ardennes).

5. Belgian units may not enter the Netherlands. (Exception: Belgian units may enter Zeeuws-Vlaanderen (the region west of Antwerp and south of the Scheldt) if the Dutch field army has surrendered.)

6. Belgian units may not enter France for the expressed purpose of defending French objective hexes or conducting offensive operations. Belgian units may retreat through France and may fight on French soil if necessary, but an effort must be made to return these to Belgium as soon as is practicable.

7. Polish Divisions must be held in reserve unless German units are spotted as far south as the Verdun fortresses. (Note: Independent Polish AT companies may be deployed freely).

Opponents are encouraged to discuss whether these conditions should be imposed upon the Allied player and are free to adopt or disregard any or all of them. Rules 4 through 6 are especially recommended.

Suggestions for Team Play

The size of campaign game lends itself well to team play. There are several ways in which commands could be divvied up between players. In a four-player game, it could perhaps make the most sense divide the commands geographically:

Player 1: German Heeresgruppe B

Player 2: German Heeresgruppe A and Heeresgruppe C

Player 3: French GA 1, 7e armée, Belgian and Dutch armies

Player 4: French GA 2 & GA 3.

The drawback to this arrangement is that "Player 4" may not have much to do early in the game because GA 3 arrives as reinforcements and most of GA 2 starts fixed on the Maginot Line. To give this player something more to do, he may be assigned to command the French 2nd or 2nd and 9th armies as these are geographically separated from the rest of GA 1 by the Meuse and Sambre rivers (and 2e armée was later assigned to GA 2).

In a game with more than four players, a compelling way to assign Allied commands may be by nation. Liaison between the various armies was historically poor and

disagreement arose regarding the employment of the British and Belgian armies. Assigning a different commander to the armies of France, Britain, Belgium, and the Netherlands may create some realistic tension or disagreement between the Allies. To further this, players adopt some “national objectives” for the different nations of their own design. French and German objectives would be those defined in the victory dialogue, the Belgian and Dutch players should be principally concerned with the defense of their own countries, and the British player should generally pursue French objectives but not at the risk of destroying the BEF.

The Dunkerque Pocket Campaign Scenario

Variants

The Dunkerque Pocket scenario covers Germany's covers the closing stages of Germany's Fall Gelb Operation beginning on May 23rd. There are four variants of the very large scenario:

#0523_01A1_Dunkerque_Pocket_Prucha – Ends May 26th, Panzers fixed, no evacuation hexes

#0523_01A2_Dunkerque_Pocket_Prucha – Ends May 26th, Panzers not fixed, no evacuation hexes

#0523_01B1_Dunkerque_Pocket_Prucha – Ends June 4th, Panzers fixed, evacuation hexes

#0523_01B2_Dunkerque_Pocket_Prucha – Ends June 4th, Panzers not fixed, evacuation hexes

Timeframe

Variants A1 and A2 end on the night of May 26th. The first British evacuations were conducted late on the 26th and further evacuations ramped up in the following days. These variants do not overlap much with the Dunkerque evacuations. In these short versions, the German objective is to isolate the Allied armies before the evacuations commenced. Variants B1 and B2 are "long" versions of the Dunkerque Pocket campaign which go all the way to June 4th which include the Dunkerque evacuations.

Objective Hexes and Victory Conditions

In the "short" A1 and A2 versions of the Dunkerque Pocket the German and Allied objectives are simple. The scenario starts with a "Axis Major Defeat." The Allies must defend the Schipdonk Canal, the Lys, the French border fortifications, the Escaut, the Scarpe, and the Channel Ports. Dunkerque is the most valuable objective hex and is required for the German player to win, though it alone is not sufficient to achieve a German victory. The objective hexes on the Gent-Terneuzen Canal and the Scarpe are terminating objectives which will disappear at a preset time. If a given terminating objective is in Allied possession when it is removed from the map, then the Allied player has won the objective points associate with it and the German player can no longer capture the objective and take the points. Therefore, the Allied Player need only defend these positions until the objective hexes terminate and then is free to retreat without fear of losing objective points.

The objectives of the long "B1" and "B2" versions of the Dunkerque campaign are more complicated. The scenario starts as a "Draw." The Allied player can win by withdrawing forces from the exit hexes at Dunkerque and the beaches. All French and British objective hexes (except the Channel ports) are terminating objectives which are withdrawn incrementally allowing the Allied player to conduct a staged withdrawal to

Dunkerque. If the Allied player simply dashes to Dunkerque early in the scenario these objectives hexes will fall to the German player and an Allied victory is less likely. The Belgian objective hexes on the Lys and the Schipdonk Canal are not terminating objectives.

Wired vs. Manual Bridge Destruction

Unlike the Fall Gelb Campaign, all the variants of the Dunkerque campaign use manual bridge destruction.

Deployment

As much as possible the historic deployment of the Allied and German armies has been recreated. The deployment of the German Panzer Divisions swinging around the Allies' western flank has proven difficult. These divisions were in motion and strung out over a wide distance. Taking a precise "snapshot" of their whereabouts at 04:00 on May 23rd is simply not possible. We have attempted to represent the "effect" of the German advance rather than try to position each unit at its historic location.

Some French, Belgian, and British labor or training troops that are known to have participated in combat during this time frame have been represented on the map. Similar units which did not participate in combat or for which it is not known whether they did have been omitted.

Reinforcements

Only German reinforcements belonging to the 6th, 18th, and 4th German armies are represented. Divisions advancing through the map area toward the Somme or Aisne are omitted.

Halt Orders and the Disengagement of the Panzer Divisions

Versions A1 and B1 represent the Dunkerque by fixing the Panzer Divisions and other motorized forces. The first fix time is scheduled midnight on May 24th. This predates the order issued by Hitler – Gerd Rundstedt had already issued an order of his own on the 23rd which reached the forward elements of the Panzer Divisions that night. Hitler's order merely confirmed Rundstedt's prior directive. Units that are spotted will come unfixed and may operate as normal, however the halt order will be reasserted twice per day on the 24th, 25th, and 26th before the Panzer Divisions are finally released. This is not an ideal means of representing the halt order. The Panzer-Divisions were not ordered to immediately halt in place, but rather not to cross north of the La Bassée Canal (Canal d'Aire) or east of the Neufossé Canal or the Aa river. The divisions continued to advance to up to these water barriers and to conducted limited operations across them despite the order. 2. Panzer continued to attack the Boulogne garrison while 10. Panzer attacked Calais. Despite the shortcomings of an across-the-board fix order for the Panzer-Divisions, it is the only way to force the German player to halt.

Versions A2 and B2 do not have fix times to represent the Dunkerque halt order. These hypothetical scenarios allow players to explore what might have happened if the halt order had not been issued. A historic reading of these two scenarios is possible and is discussed in the “Suggested House Rules” section.

As the Allied pocket shrunk, the Panzer Divisions gradually withdrawn from combat to rest and prepare for Fall Rot. The gradual disengagement of the Panzer Divisions is represented by a series of fix orders from May 28th to June 3rd. Units that are spotted and unfixed may continue to fight as normal. As with the halt order, these fixes are reasserted twice per day. Fix orders were chosen rather than withdrawals because the removal of these divisions had the potential to open too many holes in the German lines. Some infantry divisions as well but these are not fixed so that the German player has more flexibility to deal with an evolving situation.

Withdrawals

The British 20th Guards brigade and other elements are withdrawn from Boulogne on the night of May 23rd-24th to represent the evacuation of these forces.

Dunkerque Evacuations

Allied exit hexes have been provided at the Dunkerque harbor and nearby beaches in the two long versions of the Dunkerque campaign (B1 and B2). These scenarios start as a draw so the Allied player will need to evacuate if he wants to win. He would be wise not to retreat to Dunkerque immediately as the resultant loss of objective points would jeopardize his chance for victory. Instead he should wait for objective hexes to terminate and conduct a staged withdrawal. It strongly suggested that in PBEM play the Allied agree to abide by the following rules regarding the evacuation hexes:

1. British units may not evacuate prior to May 26th.
2. French units may not evacuate prior to May 30th.
3. Belgian units may not evacuate. (Exception: Belgian units separated from the Belgian Army in the vicinity of Dunkerque may evacuate with the British or French if there seems to be little or no possibility of them rejoining the Belgian Army in Belgium. They may not evacuate until the first British units have left)

National Surrender

Surrender hexes are in place for the Belgians. The Belgian Army must hold the Lys River and the Schipdonk Canal. Should these positions fall, the Belgian Army will surrender.

Human vs AI Play

Version A1 and A2 are intended for human vs A/I or human vs human play. Versions B1 and B2 are intended only for human vs. human play.

Suggested Optional Rules

The optional rules suggested for the Dunkerque Campaign are the same as those recommended for the Fall Gelb campaign.

Suggested House Rules

Versions A2 and B2 do not have fix orders in place to represent the halt order. This allows players to explore what may have happened if the halt order had never been issued. Though these are principally intended to be hypothetical scenarios, a historic reading is possible if the German player abides by the following rules:

1. German motorized forces may freely cross north and east Canal Line on May 23rd. They may advance any distance beyond the Canal Line.
2. At 0:00 on May 24th the “halt order” goes into effect and remains in effect until 04:00 on May 27th.
3. Any German motorized forces positioned more than 5 km beyond the Canal Line when the halt order goes into effect must immediately retreat to within 5 km of the Canal Line.
4. No German units may advance more than 5 km beyond the Canal Line on May 24th, 25th, or 26th. (Exception: German reconnaissance battalions may conduct patrols or raids beyond this limit during day turns but must return to the 5 km zone at evening and remain there during night turns.)
5. German motorized forces on the south and west bank of the Canal Line when the halt order goes into effect may conduct operations to establish a bridgehead on the north or east bank. Only infantry and artillery may be used for such operations. Tanks cannot be used to attack Allied infantry on the Canal Line or behind the Canal Line for the duration of the halt order.
6. German motorized forces may operate freely to the south or west of the Canal Line for the duration of the halt order.

German “motorized forces” are defined as all Panzer Divisions, motorized divisions, or motorized or armored brigades or regiments of the Wehrmacht or SS. The “Canal Line” is defined as the Canal de l’Aire, Canal de Neufossé, and the Aa River.

These house rules would provide a better representation of the halt order than then does fixing units, but the German player must voluntarily abide them. In PBEM play opponents are encouraged to discuss whether these rules should be followed or not.

Suggestions for Team Play

In a PBEM team game, the following division of forces is recommended:

Player 1: French and British armies

Player 2: Belgian Army

Player 3: German Army Group A

Player 4: German Army Group B

Should the Belgian Army surrender, players may make some provision for Player 2 to take command of another force. Competition between the two German players is encouraged – they may keep track of how many objectives points they capture or compete to take Dunkerque.

Other Scenarios

#0510_04A_Ardennes_Prucha “The Approach to the Meuse”

URNS: 30

SIZE: Large

FIRST SIDE: Axis

DIFFICULTY: Medium

HISTORIC RESULT: German Major Victory

Heeresgruppe A marched through the Ardennes region toward the Meuse from May 10th-13th. To the north, 4. Armee invaded Belgium directly from Germany and advanced roughly parallel to the Meuse River as it flows from Liège to Namur. Its advance was spearheaded by 5. & 7. Panzer. 12. Armee's advance lay through Luxembourg. XIX. AK (mot.), consisting of 1. Panzer, 2. Panzer, 10. Panzer, and I.R. Grossdeutschland led the way. To the south, the infantry of 16. Armee were responsible for covering the Maginot Line to block any French attack from the south.

Aside from demolishing bridges, the tiny Luxembourgish Army offered little resistance – the Grand Duchess ordered the volunteer rifle company to remain in its barracks. The Belgians likewise had little interest in defending the sparsely populated Ardennes. Though there were clashes with the Panzers at Chabrahez, Martelange, and Bodange on May 10th, the Ardennes Chasseurs disengaged and retreated toward Namur, destroying bridges as they went. As the Belgians retreated, the French sent a cavalry screen into the Ardennes. The 3e division légère de cavalerie and 1re brigade de spahis created problems for the advance guard of the 16. Armee in Luxembourg but were forced back by the arrival of the German infantry late on May 10th and on the 11th. 2e DLC made contact with the 10. Panzer-Division on the 10th and suffered severe losses in the coming days. 5e DLC put up a spirited defense of Neufchâteau on the 11th but could not contain the 1. Panzer-Division. The division was defeated on the Semois on the 12th. 1re DLC and 4e DLC contested the advance of 5. Panzer and 7. Panzer on May 12th before retreating behind the Meuse. By May 13th the cavalry had retreated behind French lines and the Panzers were preparing to assault.

The scenario covers Heeresgruppe A's advance through the Ardennes on May 10th-12th. The Luxembourgish Army and the Belgian elements in the Ardennes are withdrawn progressively throughout the scenario.

#0510_04B_Ardennes_Prucha “The Approach to the Meuse”

URNS: 30

SIZE: Large

FIRST SIDE: Axis

DIFFICULTY: Hard

HISTORIC RESULT: N/A

This scenario is a hypothetical version of #0510_04A in which the Belgian Ardennes Chasseurs, cavalry, and other elements are not withdrawn. The tiny Luxembourgish army will also stand and fight in front of the capital city. This version of the scenario is far more difficult for the German player and more compelling than the historic scenario from a gameplay-standpoint.

#0510_06_Maastricht_Prucha “The Boldest Coup”

URNS: 18

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Medium to hard (depends bridge demolitions results)

HISTORIC RESULT: German Major Victory

The Germans hoped to capture the bridges over the Maas and the Albert Canal and to neutralize Fort Ében-Émael prior to the arrival of the 6th army. A little after 05:00 elements of Sturmabteilung Koch landed on top of Ében-Émael in gliders. They quickly destroyed Eben-Emael's artillery emplacements with shaped charges and destroyed its artillery cupolas and casemates with shaped charges. Additional Luftwaffe detachments landed at the Albert Canal bridges, seizing the Vroenhoven and Veldwezelt bridges but failing to take the Kanne Bridge before it was destroyed. Limited Belgian counterattacks by elements of the 7e DI accomplished nothing

The German efforts to seize the Maas bridges were less successful. Sonderverbande Hocke, a small group of German Brandenburgers and Dutch Nazi-sympathizers disguised as Dutch soldiers were to seize the bridges in the early morning hours prior to the invasion. Their effort failed - apparently a Dutch sentry became suspicious when he noted that they were wearing papier-mâché helmets. A firefight ensued and soon the main traffic bridges were blown up. Only the railroad bridge remained. Inf.Btl. 100 zbV was supposed to arrive at Maastricht to back up the Brandenburgers, but was held up by Dutch resistance at Meersen.

4. Panzer-Division easily cut through weak Dutch resistance east of Maastricht and the city garrison surrendered shortly after their mid-morning arrival. By evening the division had reached the Belgian defenses on the Albert Canal. I.R. 151, temporarily borrowed from 61. ID cleared the Belgian 7e DI out of its trenches during the night and the Panzers surged across the bridges on the morning of the 11th. Cavalry elements recalled from the Ardennes and north of the Albert Canal attempted to contain the advance but to no avail. By nightfall the Panzers had reached Tongeren and the Albert Canal Line was no longer tenable.

The scenario uses wired bridges. Sturmabteilung Koch arrives on Turn 1 and will automatically seize Fort Ében-Émael and the Belgian bunker positions overlooking the Albert Canal. All three bridges over the Albert Canal are wired. As the German glider troops land there is a chance that any or all of them could be blown. 4th Panzer Division will arrive on the next turn on the eastern map edge. The German player should advance his Panzers to the Albert Canal as quickly as possible – the Dutch defense is

porous and poses no threat to the Germans. The Allied player should focus on recapturing the Albert Canal bridges. If these bunker hexes can be reclaimed prior to the arrival of the Panzers, the German player will have a difficult time crossing the canal and a major victory may be out of his grasp. Starting 10:00 there is a chance for Dutch withdrawal. The models Colonel Govers' surrender. Some Belgian artillery units start the scenario 'unavailable' to reflect that they had not been issued ammunition.

#0510_06A_Maastricht_Prucha "The Boldest Coup"

URNS: 18

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Medium

HISTORIC RESULT: German Major Victory

In this version of the Maastricht scenario the bridge at Kanne starts destroyed and the Veldwezelt and Vroenhoven bridges are not wired. This models history more closely than the randomized bridge destruction results but removes some of the uncertainty found in the other version of the scenario.

#0510_07_Mill_Prucha "No Artillery, No Reserves, No Hope"

URNS: 8

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Medium

HISTORIC RESULT: German Major Victory

On May 10th the German XXVI. AK attacked between Nijmegen and Afferden. 254. ID was frustrated by Brigade B on the Maas-Waal Canal and fell far short of its objective at Grave. To the south, 256. ID's attack on the Maas Line was more successful. Eisenbahn-Panzerzug 1 and a battalion of entrained infantry crossed the Gennep rail bridge (seized by Brandenburger agents earlier in the morning) and passed by the main Peel-Raam Line defenses before being detected. The infantry detrained behind Dutch lines as the backtracked to engage the Dutch. By this time the Dutch had been alerted and laid a landmine on the track caused seriously damage to the German train. Though partially derailed, Eisenbahn-Panzerzug 1 provided suppressing fire and the German infantry infiltrated the Dutch positions from the rear. Meanwhile, 256. ID broke through the Maas Line and attacked the Peel-Raam Line and breeched the Peel-Raam Line near sundown.

The scenario begins one turn after the invasion commenced at 06:00. The attack was spearheaded by an armored train and entrained infantry battalion which successfully crossed the Dutch lines without being detected in the first minutes of the campaign. These start the scenario behind the Dutch defenses. The train has been damaged by a Dutch landmine. The train has been provided a supply source – the German player

would be wise not to abandon this hex. The rest of XVI. AK is approaching the forward Dutch defenses on the Maas Line. 9th Panzer will not come unfixed until nearly sundown. With few resources available, the Dutch Peel Division does not pose much of a challenge to the Germans. The difficulty for the German player comes in the terrain and the clock. The German player will have to move quickly without regard to his flank and uses his pioneer to ferry infantry over the Maas in boats. The absence of Dutch HQ elements is intentional – General Schmitt was far removed from the battle at Eindhoven.

#0510_08_South_Holland_Prucha “A Bridge Too Far?”

URNS: 49

SIZE: Large

FIRST SIDE: Axis

DIFFICULTY: Medium

HISTORIC RESULT: Draw

German paratroopers and air landing infantry of the 7th Flieger Division and 22nd Air landing Division descended on Holland at dawn on May 10th. The paratroopers of General von Sponeck's Group North successfully seized the airfields at Ockenburg and Valkenburg prior the arrival of the airlanding infantry, but Ypenburg remained partially in Dutch hands. The Dutch counterattacked from the south with elements of the 1st Division while the 3rd Division attacked from the north. By midday it was clear that Group North had failed to achieve its objective of seizing the Dutch monarch and government in the Hague. On May 11th Sponeck and a small group German broke free from Dutch encirclement and retreated to Overschie where the survivors of the ill-fated operation were regrouping. Small pockets of embattled German paratroopers and infantry held out in the beaches north of the Hague and in the town of Valkenburg until May 15th, but these were largely contained.

Group South, under the direct command of Kurt Student, was far more successful. On May 10th the paratroopers captured the Waalhaven airfield and by the end of the day had secured the IJsselmonde. The situation on the Isle of Dordrecht remained tenuous. The paratroopers neutralized an artillery battalion, captured many Dutch prisoners, and secured the critical Moerdijk bridges, but a battalion of stubborn depot troops continued to resist in the city. Limited Dutch counterattacks against Student's men on the IJsselmonde and at Dordrecht failed. Though the Germans had a firm grip over the IJsselmonde, they did not have the strength to attack north of the Nieuwe Maas and take Rotterdam.

The Dutch Light Division, recalled from Noord Brabant on the 10th, attempted a more substantive counterattack on May 11th but failed to make a significant lodging on the west bank of the Noord at Alblasterdam. On the 12th the bicyclists of the Light Division tried again, this time against the weaker German forces on the Isle of Dordrecht. The attack was badly executed and achieved only limited results. Elements of 9. Panzer-Division arrived on May 13th and smashing through the Dutch at Dordrecht and heading north toward Rotterdam. General Rudolf Schmidt of XXXIX. AK demanded that the

Dutch defenders surrender the city and threatened to have it bombed if they did not. After refusing Schmidt's first ultimatum to buy time, the garrison commander, Colonel Scharoo, accepted the second. It was too late – the planes were already in the air. The historic city center was engulfed in flames and nearly one thousand civilians perished. General Winkelman ordered the Dutch to lay down their arms the next day.

This scenario spans May 10th to 15th and includes the German airborne operation against the Netherlands in its entirety. The initial paratrooper landings occur on the first turn. The German player should use what airpower he has available to strike at the Dutch airfields. On Turn 2 German air landing reinforcements will arrive at the Dutch airfields. Because the German air landing elements followed very closely behind the paratroopers, there was no time for the second wave of transports to confirm whether the airfields were in German hands. To represent this, it is recommended that the German player accept all air landing reinforcements on the turn that they arrive regardless of whether a given airfield is in Dutch or German hands. The German player can use his paratroopers and airpower to attempt to capture Dutch airfields on Turn 2 prior to accepting the air landing reinforcements. Later waves of air landing infantry will land on highways and beaches rather than the airfields and some of Gruppe Nord's troops will land in Gruppe Süd's zone. The victory conditions are balanced with the assumption that the Germans want the Hague and a major victory is unlikely to be obtained without the 2000-point objective hex in the Hague. Though it is possible for Grupp Nord to capture this hex, it is unlikely, and the German player may have to abort this mission within the first two days. The German player would be wise to secure the IJsselmonde as quickly as possible and await the arrival of 9th Panzer. The Dutch player should use the 1st Division to counterattack vigorously against the paratroopers threatening the Hague. By the time the Light Division arrives on the eastern map edge, it may be too late to counterattack IJsselmonde, but the Isle of Dordrecht may still be vulnerable. With two competent players, this scenario is likely to end in a draw. It is strongly recommended that this scenario be played with the combination of "Indirect Fire and Airstrikes by the Map" and "Limited Air Recon."

#0510_09_Hague_Prucha "An Unmitigated Failure"

URNS: 19

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Very Hard

HISTORIC RESULT: German Major Defeat

This is a subset of #0510_08 which focuses just on Gruppe Nord's operation against the Hague. It is very difficult for the German player to win this scenario. The suggestions concerning air landing troops detailed in the description #0510_08 should be observed here. It is strongly recommended that this scenario be played with the combination of "Indirect Fire and Airstrikes by the Map" and "Limited Air Recon."

#0510_10A_Netherlands_Prucha "The Five Days War"

URNS: 49

SIZE: Large

FIRST SIDE: Axis

DIFFICULTY: Medium

HISTORIC RESULT: German Minor Victory

OPTIONAL RULES: Indirect Fire and Airstrikes by the Map; Limited Air Recon

This is one of two scenarios covering the Battle of the Netherlands. Though the Dutch Army is seriously outclassed by the Germans (particularly south of the Waal), this is no cakewalk for the German player. The victory conditions have balanced with the assumption that Hitler expects Gruppe Nord's operations against the Hague to succeed and therefore to win a major victory the German player must capture the Hague. Historically the Germans failed to secure that city during the Five Days War, so the German player will be challenged. This version starts the Dutch III Corps at its historic starting position behind the Peel-Raam Line. Though this is historically correct for 04:00, but because the III Corps withdrew north of the Linge almost immediately after the invasion this historic deployment actually has the potential to hinder a historic result. The German player should handle the air landing reinforcements in the manner discussed in the description to #0510_08. It is strongly recommended that this scenario be played with the combination of "Indirect Fire and Airstrikes by the Map" and "Limited Air Recon."

#0510_10A_Netherlands_Prucha "The Five Days War"

In this variant of the Netherlands scenario the Dutch III Corps starts at the Linge Position rather than behind the Peel-Raam Line. These forces did not arrive at the Linge Position until well after the invasion commenced, so this deployment is not strictly correct for 04:00 on May 10th, but it does strongly facilitate a historic result for the scenario.

#0511_11_Grebbeberg_Prucha "The Field Army Defeated"

URNS: 27

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Medium

HISTORIC RESULT: German Major Victory

OPTIONAL RULES: Indirect Fire and Air Strikes by the Map

Forcing a crossing of the IJssel on May 10th, SS-Standarte "Der Führer" reached the Grebbe Line in the evening. Without waiting for reinforcements, the regiment attacked at dawn and cleared the 4e Divisie's outpost positions at Wageningen. On the 12th SS-F attacked the Grebbe Line proper and by the 13th and pushed as far as Rhenen. Dutch counterattacks on the 12th and 13th were ill-coordinated and unsuccessful. Unable to

contain the SS regiment at the Grebbeberg, Winkelman order the field army to retreat from the Grebbe Line on the 14th.

The map is very small for a scenario of 27 turns, but the constant arrival of Dutch reinforcements keeps the scenario interesting and will present a challenge for the German player. The defensive inundations have been marked as “impassable” in order to prevent the Dutch player from leveraging his superior numbers to counter attack across them. The scenario must be played with the “Indirect Fire” rule to enable the artillery of 207. ID to provide fire support for SS-F.

#0512_01_Gembloux_Gap_Prucha “The Matador’s Cloak”

URNS: 37

SIZE: Medium

FIRST SIDE: Axis

DIFFICULTY: Hard

HISTORIC RESULT: Draw

The French Cavalry Corps screened the advance of the 1st Army into Belgium, establishing a position between Huy and Tienen by May 12th. The 2nd DLM was situated behind the Meuse River in the southern sector and the 3rd DLM held strong points from Meuse to Tienen where it linked up with the Belgian Cavalry Corps. The German advance into Belgium was spearheaded by the 4th Panzer Division. The division crushed the Belgian 7th Infantry Division on the Albert Canal on May 10th to 11th and by early morning on the 12th its lead elements had reached Waremme. General Stever ordered his Panzers forward around 08:00. After a difficult fight with elements of 3rd DLM at Créhen, the German advanced as far as Thisnes but were pushed back by a French counterattack. The battle began in earnest the next day as both 3rd and 4th Panzer assaulted the 3rd DLM. 3rd Panzer pushed through Orp towards Jandrain in the morning and 4th Panzer attacked Merdorp and pushed to the northwest. 2nd DLM was pressured by elements of four German infantry divisions infiltrating across the Meuse and could offer little support. To the north, the advance guard of the 18th Infantry attacked the Belgians at Tienen. By evening the Cavalry Corps’ position was severely compromised. 3rd DLM had taken severe losses and could no longer hold the German tanks back. Both French divisions retreated to the line of anti-tank obstacles running through Saint-Germain and Perwez. The 1st Ardennes Chasseurs Division had been ordered to defend this line earlier in the day, but by the time the retreating French mechanized cavalry arrived they had received a counter-order to retreat to the vicinity of Brussels. By this time the French infantry had established themselves between Namur and Wavre and, after a sharp action at Perwez, the mechanized cavalry retreated toward the French infantry lines at Gembloux. The Panzers followed close behind and attacked elements of the 1st Moroccan Division in the evening but were repulsed. Incorrectly assessing that the French were on the run, Hoepfner ordered his two Panzer divisions to press the attack. Assaulting between Ernage and Perbais, Hoepfner’s men were blocked by the 1st Moroccan and 1st Motorized Infantry Divisions and could not achieve a breakthrough. To the north, the 18th Infantry Division attacked

the 2nd North African Infantry Division and, though they penetrated the 2nd DINA's lines, were forced to abandon their gains under heavy fire.

The scenario covers the entire battle of the Gembloux Gap, from May 12th-15th. The infantry of the French 1st Army arrive as reinforcements from the 12th-14th. Elements that had arrived prior to the 12th or arrived on the morning of the 12th started fixed on the line Namur-Wavre. Retreating Belgian units have not been represented. A withdrawal is in place for the Belgian and British Cavalry and the Belgian 1st Ardennes Chasseurs to represent their retreat to the northwest.

#0512_02_Hannut_Pruca “The First Great Tank Battle”

URNS: 16

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Medium

HISTORIC RESULT: German Minor Victory

This is a subset of #0512_01 which focuses on the tank battle on May 12th-13th. Exit hexes have been provided for the Germans should they breach the French defenses.

#0512_03_Dordrecht_Pruca “The Dutch Counterattack”

URNS: 18

SIZE: Small

FIRST SIDE: Allies

DIFFICULTY: Hard

HISTORIC RESULT: Allied Major Defeat

#0512_03 covers the second phase of the Dutch Light Division's ill-fated attempt to counterattack the German airborne troops. The two-day scenario includes an offensive and defensive aspect for both sides. Dutch player must attack across the Isle of Dordrecht and attempt to reclaim the Moerdijk Bridges all while holding on the city of Dordrecht. The German player must weather the Dutch attack on the first day. On the second day the tide will turn with the arrival of 9th Panzer Division and the German player can take the offensive. The scenario starts with a draw. The tie can be broken if the Dutch are successful in securing the island or if the Germans capture the city while holding on to their own objective hexes. Because of the dual offensive/defensive nature of the objectives, #0512_03 is best experienced in human vs. human play.

#0513_01_Sedan_Pruca “Der Schwerpunkt”

URNS: 10

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Easy

HISTORIC RESULT: German Major Victory
OPTIONAL RULES: Indirect Fire and Airstrikes by the Map

This short scenario is a subset of the Meuse River scenario starting at 16:00 on May 13th and focusing on the Sedan sector. The French have been weakened by a day-long aerial bombardment and start with high fatigue. 55e and 71e DI are extremely shaky and cannot offer effective resistance. Though these weak divisions will present little challenge to the German player, the clock will – there is much to accomplish in just ten turns. The German player must move as quickly as possible. He should use his engineers to ferry the infantry across on boats (the infantry will need to go “on foot”). The German player can be confident in the superiority his troops and need not wait for a pontoon bridge to advance the infantry beyond the bridgehead. Aside from a tank battalion, the French player has no quality troops with which to counter the German attack – the infantry cannot be trusted. Much of the 110e RALH is withdrawn in the first few turns to represent the Bulson Panic.

#0513_03_Meuse_River_Prucha “Nicht Kleckern sondern Klotzen!”

URNS: 27
SIZE: Large
FIRST SIDE: Axis
DIFFICULTY: Hard
HISTORIC RESULT: German Major Victory
OPTIONAL RULES: Indirect Fire and Airstrikes by the Map

Heeresgruppe A's panzer reached the Meuse on May 12th-13th. Hoth's XV. AK (mot.), consisting of the 5. Panzer-Division and 7. Panzer-Division, was the first to arrive and sent a small detachment of infantry over the Meuse at Houx during the night. On the morning of the 13th 5. Panzer worked to expand its small bridgehead and encountered stiff French resistance at Haut-le-Wastia. 7. Panzer struggled to get across the Meuse for much of the day. On the 14th the situation in the Dinant sector began to deteriorate for the French as Rommel's men ground forward through the French positions. 18e DI and 1re DLC contested every inch of ground but the Germans were not halted. Counterattacks by the 4e DLC and 5e DIM accomplished nothing. Meanwhile the 22e DI was demolished by the 32. ID in the Givet sector. On the 15th Rommel punched through the French lines and the lead elements of 7. Panzer reached Philippeville by the end of the day. 1re DCr had been ordered to counterattack south from Charleville but the gas-guzzling B1 tanks had to stop for fuel at Flavion. 7. Panzer brushed past them on the way to Philippeville and they were eliminated by 5. Panzer-Division.

To the south, 6. Panzer-Division attacked at Monthermé on the afternoon of the 13th. The wooded, hilly terrain was not suited for Panzers and the 42e DBMC put up a stiff resistance. By the end of the day 6. Panzer had achieved only a limited crossing 8. Panzer-Division was to have attacked simultaneously at Nouvonville but it did not arrive in time. 6. Panzer continued to grind forward against the 42e DMBC on the 14th but progress remained slow. The Panzers finally broke free on the 15th and, brushing aside

a counterattack by the 61e DI's 248e regiment d'infanterie, dashed all the way to Montcornet. As 6. Panzers surged through the French lines, 3. ID forced a crossing at Nouzonville against the 52e DBMC.

The main effort was made at the Sedan sector. After a day-long aerial bombardment of unprecedented intensity, Guderian's XIX. AK. (mot.) attacked in the late afternoon. 2. Panzer attacked at Donchery, 1. Panzer on the river bend northwest of Sedan. I.R. Grossdeutschland through the town, and 10. Panzer southeast of Sedan. Though the crossings at Donchery and Wadelincourt were difficult, overall the badly-trained and equipped 55e DI put up only flimsy resistance and was routed. A counterattack by the 213e RI and 7e BCC on the morning of the 14th made little impression on the Germans – the attacking French were swamped by 1. Panzer's armor which had crossed over a pontoon bridge earlier in the morning. On the 15th 1. & 2. Panzer swung to the west. The bitter resistance of the 3e brigade de spahis, the 5e DLC, and elements of the 14e DI could not contain the German advance. 10. Panzer-Division and. I.R. Grossdeutschland struck the 3e DIM at Stonne and broke up XXIe CA's planned counterattack.

The scenario covers the period from May 13th-15th. The French elements on the Meuse are mostly weak but powerful reinforcements are on the way. The German player would be wise to heed Guderian's personal motto: "Nicht Kleckern sondern Klotzen!" This idiom has been roughly translated as "Don't feel with the fingers, strike with the fist!" or "Don't muddle but make a big impression!" If the German player will lose if he dawdles on the Meuse or unnecessarily disperses his armor, but if he concentrates his forces and moves quickly without regard to his flank, he may achieve a decisive breakthrough. The scenario must be played with the "Indirect Fire" rules so that the Luftwaffe may strike elements in the French rear areas. The German player would be wise to concentrate as much air power as possible in the Sedan sector as he waits for XIX. AK. to be released.

#0513_04_Dinant_Prucha "Ils sont là !"

URNS: 27

SIZE: Medium-Small

FIRST SIDE: Axis

DIFFICULTY: Hard

HISTORIC RESULT: German Major Victory

This scenario is a subset of "0513_03" covering the action at Dinant from May 13th-15th. The scenario is very difficult for the German player. Though the Meuse is not strongly held, reinforcements are on the way. The German player must move as quickly as possible, using engineers to ferry units over the river and bypassing pockets of enemy resistance if necessary. The German player should concentrate on moving his forces westward down the Dinant-Philippeville road rather than becoming too entangled with 5e DIM at Haut-le-Wastia.

#0513_05_Monthermé_Prucha “Résistance acharnée”

URNS: 20

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Medium

HISTORIC RESULT: German Major Victory

This scenario is a subset of “0513_03” focusing on the fight at Monthermé and Nouzonville. The claustrophobic terrain and French bunker positions will prove problematic for the German player – this is not good ground for Panzers. Progress will likely be slow for the first day or so of the scenario.

#0515_01_Stonne_Prucha “The Verdun of 1940”

URNS: 38

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Medium

HISTORIC RESULT: German Minor Victory

After the initial counterattacks at Sedan failed, General Flavigny’s XXIe CA was ordered to seal off the gap in the Allied lines and counterattack. He emphasized the defensive rather than offensive nature of this order, deploying the 3e DIM at the base of Mont-Dieu. The tanks of 3e DCr were distributed amongst the infantry. Before any attack could commence, they would have to be refueled. The attack was postponed until the afternoon of the 15th. The delay proved to be a costly error. 10. Panzer-Division and I.R. Grossdeutschland lashed out at the French early on the 15th and the 3e DIM and 3e DCr became locked in a defensive battle centered around the village of Stonne. The fighting was among the most brutal seen in the 1940 campaign and, according to one German officer who was present at Stonne, Stalingrad, and Monte Cassino, of the entire war. Stonne changed hands seventeen times between May 15th and 17th ending in German possession. Though the French could claim a limited success in that the 3e DIM had stood its ground against some of the Germany’s finest troops and had blocked any further advance southward toward Verdun, the reality was that Flavigny’s counterattack came to nothing and the Sedan bridgehead remained intact.

The French player will need to defend the base of Mont-Dieu and the village of Stonne for four days against a relentless German attack. Both players should keep in mind that this scenario is a test of endurance rather than speed – the battle will be won by the side which holds Stonne last, not the side which holds Stonne early. The opening turns have the potential to result in massive casualties and both players would be wise to attempt to preserve a portion of their force for fighting later in the scenario. The German player may be wise to lead with his tanks rather than exposing his infantry to withering fire at the base of the mountain. The German player starts the scenario with control of one objective hex at Pourron. Though the 3rd Motorized Division’s counterattack was

cancelled, the neighboring 1st Colonial Infantry Division went ahead with its attack and the German objective hex is meant to encourage the Allied player to recreate this. A portion of the French artillery starts in travel mode – historically these units had not been set up at the start of the battle.

#0515_01A_Stonne_Prucha “The Verdun of 1940”

URNS: 17
SIZE: Small
FIRST SIDE: Axis
DIFFICULTY: Medium
HISTORIC RESULT: German Minor Defeat

This is shorter version of the Stonne scenario that ends late in the afternoon on May 16th as XIV. AK is withdrawn.

#0515_02_Gembloux_Prucha “Blitzkrieg Checked”

URNS: 8
SIZE: Medium-Small
FIRST SIDE: Axis
DIFFICULTY: Hard
HISTORIC RESULT: German Major Defeat

#0515_02 starts on May 15th and covers the last day of fighting in the Gembloux Gap. See #0512_01.

#0515_03_Zeeland_Prucha “Closing the Scheldt”

URNS: 29
SIZE: Small
FIRST SIDE: Axis
DIFFICULTY: Hard
HISTORIC RESULT: German Major Victory

General Winkelman ordered the Dutch Army to lay down its arms on the night of May 14th-15th. This did not represent the capitulation of the Netherlands – the air force and navy were to continue to the war from abroad and the Dutch army elements cooperating with the French in Zeeland were to continue to the fight. The SS-Standarte “Der Deutschland” was ordered to attack Zeeland at dawn on the 15th and close the Scheldt River to Allied shipping. The joint French-Dutch defense of Zuid-Beveland was badly coordinated. Dutch soldiers, demoralized by the surrender of the Field Army to the north, saw little point in continued resistance. In just two days the SS men swept across the Zuid Beveland peninsula. The Germans’ initial attempt to cross the Sloedam to Walcheren Island was met with fierce resistance from the 224e RI. A second attempt, this time with the aid of the Luftwaffe, was successful. The island was heavily bombed,

Middelburg destroyed, and the Allies thrown into disarray. The remaining Dutch surrendered in mass as the French retreated to Vlissingen. General Deslaurens of the 60e DI personally led a rearguard action as the last French boats left. He died rifle in hand.

The scenario covers all three day of the Zeeland Battle. The German player should advance as quickly as possible on the first two days – a good goal would be to reach the Sloedam by the end of day two. To model the exceptionally shaky Dutch morale, there is a chance on any given turn that any given Dutch battalion could be withdrawn.

#0515_04_Louvain_Prucha “The BEF’s First Test”

URNS: 19

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Hard

HISTORIC RESULT: German Major Defeat

After probing the Allied defenses on the evening of May 14th, elements of 19. ID and 14. ID attacked Bernard Montgomery’s 3rd Infantry Division at Louvain (Leuven) on the morning of the 15th. The Germans managed to penetrate the British lines but were driven back in a counterattack. The Germans renewed their efforts on the 16th but were again driven back by a counterattack. On the 16th the Belgian 5e division d’infanterie was also attacked but the Germans failed to make any headway.

There are sufficient sources available to reconstruct the British and Belgian dispositions very faithfully in this scenario. Unfortunately, little is written about the details of the German deployments other than the rough placement of the divisions involved, when and where they attacked, and that the attack was conducted piecemeal with a few battalions at time. The German deployment and release schedule models the *effect* of the German attack even if the placement of individual regiments and battalions is speculative.

This scenario is very difficult for the Germans. Only a few battalions can attack at the start of the scenario and the British have sufficient reserves and strong artillery support.

#0517_01_Montcornet_Prucha “Allez De Gaulle !”

URNS: 8

SIZE: Small

FIRST SIDE: Allied

DIFFICULTY: Hard

HISTORIC RESULT: Allied Major Defeat

On May 15th, as the Meuse front collapsed and the German Panzers surged to the west behind Allied lines, Colonel Charles de Gaulle, long a proponent of mechanized

warfare, took command of the newly-formed 4e division cuirassée. Though his division was not fully assembled and still lacked organic artillery and infantry, he ordered it forward from Laon on the morning of May 17th. He divided his “division” into two columns, one to strike at Montcornet and the other to the northwest at Saint-Pierremont. The heavily armored French tanks easily pushed through German pickets southwest of the Serre but ran into more determined German resistance at their objectives. Under pressure from the Luftwaffe, De Gaulle ordered a withdrawal near sundown.

Their only two objective hexes in this scenario – Montcornet and St-Pierremont. If the French capture one of the two he wins a minor victory, if he captures both he wins a major victory. There are no intermediate objectives west of Montcornet making the scenario “all or nothing.” The French player either wins or he takes a major defeat, there is little possibility for a draw.

#0519_01_Crecy_Pruca “De Gaulle’s Second Offensive”

URNS: 8

SIZE: Small

FIRST SIDE: Allied

DIFFICULTY: Hard

HISTORIC RESULT: Allied Major Defeat

Two days after his failure on Montcornet, De Gaulle again ordered his division to attack from Laon, this time northwards towards Crécy-sur-Serre. Though some of his tanks managed to cross the Serre, the division took a beating from German Flak guns and the Stukas. As De Gaulle’s tanks attacked, the German infantry were rapidly approaching from the east. The advance guard of the 25. Infanterie-Division advanced through Froidmont southwest towards Laon and clashed with the 4e bataillon de chasseurs portés at Chambry. Under pressure from the north, the east, and the sky, De Gaulle ordered his division to retreat behind French lines to south, abandoning Laon. De Gaulle’s second counterattack, though involving stronger armored elements and artillery, was no more successful than the first and resulted in heavy losses. The 4e DCr would not be ready to fight again until May 28th.

The French player starts with only a minor defeat as he controls a 100-point objective hex at Chambry. To win, he must both capture the objectives north of the Serre and hold on to Chambry. Holding on to the Serre will be sufficient for the German player to win, but he must turn the tide and attack toward Chambry in order to win a major victory. The 25. ID starts further down the Marle-Laon road than it probably would have been at 04:00 – this is to point it in the right direction.

#0520_02_Escout_Pruca “We Stand and Fight!”

URNS: 17

SIZE: Medium

FIRST SIDE: Axis

DIFFICULTY: Hard

HISTORIC RESULT: German Minor Defeat

Though the 1re armée had weathered a major German attack in the Gembloux Gap and the BEF and Belgian Army had halted lesser attacks on the KW Line, the collapse of the Meuse front and the armored thrust to the northwest dictated the immediate withdrawal of the Allied armies from central Belgium. Beginning on the night of May 16th the Allies retreated in stages, first to the Willebroek Canal and the Brussels-Charleroi Canal, then to the Dendre, and finally to the Escaut River on May 19th to the 20th. The German infantry followed close behind and the first limited attacks were conducted against the Escaut position around midday on the 20th. What started as a series of limited attacks escalated into a major battle stretching from Condé to the Gent bridgehead. The Allies held firm up and down the front though a dangerous bulge developed southwest of Oudenaarde in the sector of the British 44th Infantry Division. The Allied success was fleeting. The continued advance of the Panzers to south necessitated a further withdrawal to the Lys River and the French frontier on the 22nd.

The scenario covers the fighting from midday on the 20th through the end of the 21st. German units are released progressively throughout the scenario to model the piecemeal engagement of forces. Though the German player may have some success in the Oudenaarde sector, a major victory is likely out of his grasp given the reserves and artillery available to the Allies.

#0521_01_Arras_Prucha “A Tight Spot”

TURNS: 5

SIZE: Small

FIRST SIDE: Allied

DIFFICULTY: Hard

HISTORIC RESULT: Allied Major Defeat

OPTIONAL RULES: NO “Programmed Weather”

7. Panzer-Division shot past Cambrai on May 19th and reached Arras on the 20th. Rommel ordered his lead elements to attack but they could make little headway against the 1st Battalion, Welsh Guards. Lord Gort ordered General Franklyn south with his own 5th Infantry Division and General Martel’s 50th (Northumbrian) Infantry Division. This improvised command, dubbed “Frankforce,” was to defend the Scarpe River east of Arras and establish contact with the French mechanized cavalry to the west. On the 21st Franklyn ordered a limited counterattack to relieve pressure on the Arras garrison. Two battalions of Durham Light Infantry from 50th Division, the 1st Army Tank Brigade, and various artillery and anti-tank elements were to advance south from the Scarpe in the vicinity of Maroeuil and the sweep around Arras to the east clearing the highways of German elements. The attack was to be supported by elements of the 3e DLM.

Rommel, for his part, had grown overconfident from the success of the last eleven days and was unconcerned of the possibility of any counterattack. His division, joined by the

advance guard of the SS-Totenkopf Division, was edging west of the town to outflank the British positions. His rifle regiments advanced in column just a few kilometers from British lines. Franklyn's left column easily punched through scattered German elements at Dainville, Agny, and Beaurains before being halted by fire from 88s and other anti-tank and Flak elements between Mercatel and Tilloy. The right column took Duisans but were halted at Wailly by a line of anti-aircraft and howitzers used in a direct fire role. The French made it as far as Simencourt where they routed some elements of SS-Totenkopf before turning back. Near sunset Panzer-Regiment 25, cut off by the initial Allied advance, returned from Haut-Avesnes and attacked toward Warlus and Duisans. Around the same time the tanks of 5. Panzer-Division arrived from the east and attacked in the direction of Dainville. With the tanks depleted and the infantry under pressure from the south, east, and west, the Allies retreated behind the Scarpe overnight.

Though the Allied armor had caused considerable consternation and a few individual Matildas succeeded in slipping through German lines, the counterattack failed to achieve its objectives and resulted in the near destruction of the 1st Army Tank Brigade. Nonetheless, the attack made a great impression on Rommel. Surprised by the offensive spirit displayed by the Allies and the thick armor of the Matildas, he exaggerated the scope and severity of the attack to his superiors, an act which may have contributed to the May 23rd "close-up" order and subsequent "halt" order of the 24th.

The scenario begins at 15:00, one hour after the attack commenced. The Allies encountered only scant resistance in the initial advance and the chosen start time allows the Allies to be angled towards their objectives. This scenario should be played without the "Programmed Weather" rule. The Germans were within sight of the Allied lines and visibility is intentionally reduced in order to keep the Arras garrison fixed.

#0522_01_Boulogne_Pruca "Splendid Discipline and Squalid Confusion"

URNS: 28

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Medium

HISTORIC RESULT: Axis Major Victory

On May 20th the Panzers dashed across the unfinished Canal du Nord, slicing through weak British opposition. By nightfall, 2. Panzer-Division had reached the sea and G.A. 1 was now cut off from the rest of the French army. After pausing for a day to rest, the division headed northward toward to Boulogne.

Boulogne was defended by a motley assortment of units: a brigade of Guardsmen recently dispatched from Britain, British and French labor troops, Belgian territorial troops and training battalions cut off on their way to the interior of France, and

longshoremen and sailors of the French navy. General Lanquetot took overall command of the Allied forces but, owing to a lack of rail transport, most of his own 21e DI remained behind in Belgium.

On the 22nd 2. Panzer-Division advanced north from Abbeville in two columns, smashing through French roadblocks at Nesles and north of Samer. By evening the town had been encircled. The assault commenced at dawn on the 23rd. Fort de la Crèche was carried within hours and the British Guards suffered heavy losses. The demoralized and badly-armed Belgians were of little value. Late in the afternoon Brigadier Fox-Pitt was ordered to evacuate. The Guards retreated through the disorderly AMPC lines to the ships. The AMPC troops were carried out that night. With the British gone and the Belgians largely unwilling to fight, the French were left alone to defend the citadel. Attacking throughout 24th the rifleman of 2. Panzer-Division could not breach the medieval walls. Lanquetot finally surrendered the citadel on the morning of the 25th as his men ran out of ammunition.

The scenario covers the fighting from afternoon on the 22nd to the morning of the 25th. The British are mostly withdrawn on the night of the 23rd-24th though some elements that could not reach the ships remain. Withdrawals are in place for some Belgian units that attempted to break out toward Dunkerque.

#0523_02_Lys_Pruca "The Trial of the Belgian Army"

URNS: 45

SIZE: Large

FIRST SIDE: Axis

DIFFICULTY: Medium

HISTORIC RESULT: Axis Major Victory

By May 23rd, The Belgian Army occupied positions on the Lys (Leie) River from the French border to the Schipdonk Canal and along the Schipdonk Canal to the sea. General Weygand hoped that the Belgians might retreat all the way to the Yser (Ijzer). This would shorten Allied lines and potentially free up much of the BEF for a counterattack to the south. It would also mean the abandonment of all but the tiniest sliver of Belgium and Leopold refused. The Belgian army would make its last stand on the Lys. On the 23rd a few divisions still remained on the Scheldt south of Gent and on the Gent-Terneuzen Canal to enable the evacuation of a supply depot at Eeklo and to give the divisions on the Schipdonk Canal more time to dig in. They were scheduled to withdraw from this forward position on the night of May 23rd-24th.

Aside from a few divisions which were involved in the fighting on the Escaut on May 20th-21st or at Antwerp on May 17th, most of the Belgian Army was not seriously attacked during the retreat and most of it had been preserved. Still, the men were tired from long night marches, perpetual harassment from the Luftwaffe, and constant skirmishes with the pursuing German infantry. The abandonment of large portions of the country and especially the strongly fortified "battle position" from Antwerp to Leuven had

a detrimental effect on morale.

General von Bock of Germany's Army Group B planned a major offensive against the Belgian Army for May 24th (the same day that Hitler issued the notorious "halt order" for the Panzers). The effort would involve the IVth and XIth army corps from 6th Army, and 18th Army's IXth and XXVIth Army Corps. Von Bock selected the stretch of the Lys from Kortrijk (Courtrai) to the Roeselare-Leie Canal as the point of main effort. This sector was defended by Belgium's 3rd Infantry Division. The Division had been held in reserve in Flanders for more than a week and was well-rested, but it had lost a substantial portion of its manpower during the retreat from the Liege fortresses on May 12th-15th. Against this single division, Von Bock deployed four infantry divisions from XIth Corps.

On May 23rd, IVth Corps was not fully in place but the remainder of the German force took preparatory actions against the Belgians. XIth Corps artillery pounded the 3rd Infantry Division's positions for most of the day. In the late afternoon advance elements of the 19th, 30th, and 255th Infantry Division advanced to within two hundred meters of the Belgian positions and dug in in preparation for the coming assault. The full weight of Belgium's artillery opened on these advance battalions - even the railroad siege batteries conducted firing missions against the Germans opposite the Lys. The Germans were impressed by the accuracy and intensity of the Belgian bombardment and sustained casualties, but they were not deterred.

Further north, XIth Corps' 56th Infantry Division was deployed against Ghent. The Belgian force around Ghent was far too large for the 56th ID to attack but the city center was defended by elements of the badly demoralized 18th Infantry Division. 56th ID's commander, General der Infanterie Karl Kreibel, devised an alternative plan. Aukflarungs-Abteilung 25 approached the lines of the 3rd Carabiniers in the center of the city and demanded the immediate surrender of Ghent, implying that a major assault was imminent. A German representative was conducted to divisional headquarters, where General Six denied this request. The men of the 3rd Carabiniers were not informed. A second German negotiator was sent. Urged by a crowd of remaining civilians not to fight in the city, 9 of the regiment's 12 companies surrendered, and Ghent fell to the Germans with hardly a shot being fired. They were later joined by the 6th company of the 39th Line Regiment, holding the northern edge of the city. The company's commander, Captain Jadoul, watched with disgust as his men threw down their weapons just after he told a German negotiator that they would never surrender.

Even further north, elements of 208th ID and 256th ID attacked the Belgian positions on the Gent-Terneuzen Canal. The 2nd Guides and 2nd Carabinier-Cyclists repulsed all German efforts, but the 37th Line Regiment, detached from the 16th to the 13th Infantry Division, crumbled and the Germans secured a foothold on the west bank of the canal. Ultimately the actions at Gent and on the Gent-Terneuzen Canal were inconsequential - the Belgians planned to abandon the positions on the night of the 23rd-34th anyway.

By the morning of May 24th, the German IVth Corps had been drawn up opposite the Lys. After continuing the artillery bombardment all morning, the attack commenced in

the early afternoon. The 3rd Infantry Division was quickly overrun by the weight of four German infantry divisions. The survivors fled and the efforts of the elite 2nd Border Cyclists to curb the rout were unsuccessful. To the west, 30th ID's 17th Infantry Regiment effected a crossing near Wevelgem against the 3rd Line Regiment of the 1st Infantry Division. The results of 216th ID's attack southwest of Deinze were mixed. The division was repulsed at the river in the sector of the 2nd Ardennes Chasseurs Division's 4th Regiment but secured a bridgehead in the sector held by 8th Division's 19th Line Regiment. XXVIth Corps spent the day marching to the new Belgian positions on the Schipdonk Canal.

The Belgians had two divisions, the 9th and 10th Infantry, in reserve behind the Lys. The 10th was ordered to establish a stop line behind the 1st and 3rd Divisions on the Izegem-Ledegem road southeast of Kortrijk. 9th DI was ordered establish itself on a north-south line along the Roeselare-Leie Canal in order to protect the rear areas of the 8th Infantry Division. After completing its screening mission in front of the Schipdonk Canal, the 2nd Cavalry Division was sent south to cover the far western flank of the Belgian Army and attempt to maintain contact with the BEF. Two regiments of the 6th Infantry Division were also sent south and put in reserve around Roeselare.

By the morning of the 25th the situation on the Lys from the French border to the Roeselare-Leie Canal was critical. The 1st Infantry Division was fighting but losing ground rapidly, the 3rd Infantry had been routed. As the Belgians gave ground two German Divisions (18th and 31st ID) disengaged and peeled to west to attack the British. The 14th and 19th Infantry Divisions, however, still pressed the attack against the Belgians. The Chasseurs a Pied of the 10th Infantry Division resisted the German advance on their stop line, fighting doggedly over open terrain. The Germans were temporarily halted, but the 10th Division suffered severe casualties. East of the Roeselare-Leie Canal the 8th Division was hard pressed and hemorrhaging badly, but it did not yield much ground on the 25th. Portions of its 13th Line still clung to the Lys and successfully resisted a crossing attempt. The east bank of the Roeselare-Leie Canal itself was defended by the 9th Infantry Division and some cavalry, dispatched the previous day to shore up the 8th Division's threatened flank. Particularly violent fighting erupted in Ingelmunster where the Germans attempted to infiltrate 16th Line's positions. Further east, the 216th ID renewed its efforts against the 2nd Ardennes Chasseurs Division. This time the 396th Infantry Regiment succeeded in securing a bridgehead in the sector of the 4th Ardennes Chasseur. The 5th and 6th Regiments also came under heavy pressure but prevented any German crossing. A shameful spectacle unfolded in the sector held by the neighboring 4th Infantry Division, northeast of Deinze. This division had performed poorly on the Albert Canal and has come to be regarded as the worst division in the Belgian Army. Though an active formation, it had a particularly weak cadre of officers and NCOs and suffered from the insidious influence of the VNV, a far-right Flemish organization with Nazi sympathies which was opposed to the very existence of the Belgian state. This exceptionally weak division was "attacked" by the German 56th Infantry Division, though little fighting occurred. Some isolated elements of the 7th and 11th Line regiments resisted but most of the division's infantry, including the entirety of the 15th Line, surrendered en masse at the sight of the Germans. This

spontaneous, unsanctioned surrender wrenched a sizeable hole in the Belgian lines. The elite 1st Ardennes Chasseurs Division, in reserve after having been on the frontline for weeks and fighting particularly sharp rearguard actions in the Ardennes and on the Dender, would have to cover the gap. That night, a detachment from the 56th Infantry Division, using prisoners from the 11th Line as a human shield, approached the position of III/1st Ardennes Chasseurs. The prisoner shouted "Don't shoot! We are Belgians!" but the chasseurs saw through the ruse and opened up with their machine guns. Nine of the prisoners were killed and one badly wounded as the German detachment withdrew. To the north the XXVIth Corps attacked the Belgian positions on the Schipdonk Canal. Elements of 208th ID managed to secure a bridgehead north of Zomergan, but the 12th Division's 2nd Line Regiment counterattacked, bagging more than 225 German prisoners and a quantity of machine guns and mortars. Other German crossing attempts failed. By nightfall, the west bank of the Schipdonk Canal remained firmly in Belgian hands.

The situation deteriorated rapidly on the 26th. After the desperate fighting of the previous day, the 10th Infantry Division was running out men and ammunition. Despite being reinforced by 6th Division's 9th Line Regiment, the 10th was forced to retreat towards the Roeselare-leper Railway under relentless pressure from the German 14th and 19th Infantry Divisions. Ingelmunster fell to the German 30th Infantry Division, but otherwise the 9th Infantry Division held firm. The 8th Infantry Division, which had fought resolutely for the previous two days, was overwhelmed as the German XIth Corps pushed northwards toward Tielt. Much of the 13th Line Regiment was isolated and surrendered. The 19th Line was also largely destroyed. At nightfall the 9th Infantry Division and remnants of the 8th were ordered to retreat toward Ardoonie, east of Roeselare. The 216th Infantry again attacked the 2nd Ardennes Chasseurs Division at dawn – the third consecutive day that the two divisions would clash on the Lys. The 2nd Ardennes Chasseurs Division was the last Belgian division to cling to a section of the Lys. They had fought stoutly but the withdrawal of the 8th Infantry Division and the evaporation of the 4th made their position untenable. The 2nd Ardennes Chasseurs Division retreated to a position between the 1st Ardennes Chasseurs Division and the remnants of the 8th Infantry Division. The Belgians no longer had any presence on the Lys River. The 1st Ardennes Chasseurs Division continued to hold its position around Vinkt. German soldiers from 377th Infantry Regiment rounded up Belgian civilians' hostages near Vinkt and Meigem. That night, elements of the 56th Infantry Division assaulted the 3rd Ardennes Chasseurs Regiment's position at Vinkt but was repulsed. To the north, the XXVIth Corps again attacked the over the Schipdonk Canal, this time with stronger artillery support. The 256th ID successfully crossed the canal in the sector of the Belgian 17th Division while the 208th ID established a bridgehead in the sector of the 12th Infantry Division. This time, short on ammunition, all Belgian counterattacks failed, and the defenders of the Schipdonk Canal were ordered retreat to the Gent-Brugge Canal.

The battle continued on the 27th but it was increasingly obvious that the Belgian Army was nearing the end of its endurance. The 3rd Chasseurs a Pied of the 10th Infantry and 1st Grenadiers of the 6th Infantry Division fought a desperate action at the

Rumbeke castle near Roeselare, denying the German 19th Infantry Division entrance into the town. Just east of Roeselare the 9th Infantry Division also held its ground against German attacks. Elsewhere the line cracked. Two regiments of 15th Infantry Division, sent the previous day to bolster the Belgians extreme right flank, folded under minimal pressure from the German 14th Infantry Division. With its infantry regiments destroyed in the previous day of fighting, the 8th Infantry Division took command of the 41st and 42nd Line Regiments and the first battalion of the 3rd Grenadiers, all second line reserve formations borrowed from the 16th, 15th, and 18th Divisions. These were unable to provide an effective resistance and crumbled as the German 255th Infantry Division pushed towards Tielt. The town fell that evening as two battalions from this ad hoc battlegroup surrendered. The 1st and 2nd Ardennes Chasseurs Divisions continued to resist the efforts of the 56th and 225th Infantry Divisions near Vinkt. The 5th Infantry Division, to the left of the 1st Ardennes Chasseurs, was also attacked. By mid-morning the situation became untenable – the 2nd Ardennes Chasseurs Division withdrew and was followed by the 1st in the mid-afternoon. As the battle raged around Vinkt, frustrated soldiers from I/377th Infantry Regiment executed the civilian hostages that they had taken the previous day and rounded up other civilians, killing them on the spot. In all, between 86 and 140 civilians were slaughtered. 27 civilians were killed in an explosion at the church at Meigem. Some contemporary accounts accuse the Germans of the destruction of the Meigem church, though it was likely the result of Belgian artillery fire. The Vinkt Massacre was among the most notorious and inexplicable war crimes committed by the Wehrmacht during the Western Campaign of 1940. After the war two officers of the 377th IR were tried and convicted at Nuremberg for the incident, but both only spent five years in prison.

By the evening of the 27th the total collapse of the Belgian IVth and VIIth Corps north of the Lys was neither a matter of if nor of when - the thinly spread remnants of these two army corps could not survive another day of combat. Though the Ist, IIInd, and Vth Corps still had some combat strength, the men were dangerously short of ammunition and rations. There was not adequate motorized transport to conduct more than a small portion of these troops to the Yser and the Luftwaffe had left the rail lines to Dunkerque unusable. Earlier the British had made it clear to King Leopold that there was no possibility of evacuating the Belgian Army from Belgian ports. With the imminent destruction of the Belgian forces north of the Lys the remainder of the Belgian Army would be encircled. At this point, the only purpose of continued Belgian resistance was to buy time for the British to escape. King Leopold and his staff calculated that surrender negotiations and disarmament would buy just as much time as continued fighting and save thousands of lives. That night the King sent representatives to Army Group B. The Germans, however, had no interest in negotiations and demanded the immediate, unconditional surrender of the Belgian Army. With little choice, the King accepted and at 04:00 on May 28th the Belgian Army laid down its arms. The King's surrender did not apply to the entirety of the Belgian Army. The Belgian Parliament condemned the King's actions and vowed to continue the war from abroad. Many thousands of Belgian soldiers (security battalions, training and replacement regiments, labor troops, and the battered remnants of the 7th Infantry Division) had been sent to France before the Germans reached the sea and work to form a fighting division from

these troops continued. Some isolated Belgian fortress troops at Liège, unaware of the surrender, continued to fight into June.

The scenario starts at noon on May 23rd. Most of the German army will remain fixed on the first day but some battalions will be spotted and can take some preliminary actions on the Lys and reenact the fighting on the Gent-Terneuzen Canal. Elements of the 3e carabiniers will be withdrawn shortly after the scenario begins to model the mass surrender of the regiment. Randomized withdrawals are also in place for the most of the 4th Infantry Division. The German 18th and 31st Infantry Divisions will be withdrawn on the 25th as they peeled away from the fight with Belgians to attack the British.

#0524_02_Calais_Pruca “Fight to the Finish”

URNS: 22

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Easy

HISTORIC RESULT: Axis Major Victory

On May 21st-23rd Brigadier Nicholson's 30th Motorized Brigade arrived in France to defend Calais. Nicholson's patrols clashed with the lead elements of the 1. Panzer-Division on May 23rd. On the morning of the 24th 10. Panzer-Division arrived, and Nicholson recalled all outlying British units to the city perimeter. General Schaal's riflemen and tanks attacked at midday. The French defending Coquelles and Fort Nieulay were overrun by 14:00 and the naval battery at Fort Lapin was spiked. With the French outposts south of the city cleared, the Germans attacked the town perimeter in the evening. The fighting was fierce, but the British were driven back to the town center. That evening Nicholson received the order to defend Calais to the last. The British evacuation from Boulogne had so enraged the French that a sacrifice needed to be made for the sake of Allied solidarity. On the 25th Schall ordered his men to pause as the Luftwaffe pounded the Allied positions from above. After Nicholson refused Schall's request that he surrenders the port, the Germans renewed the attack in the evening but were repulsed. The German bombardment resumed at dawn. Schall offered Nicholson one more opportunity to surrender and when this was refused his men attacked. The harbor was overrun at 15:30 and the last defenders of the citadel surrendered shortly after 16:00.

The scenario starts at 12:00 on May 24th and lasts until 16:00 on the 26th when the last defenders surrendered. There is sufficient time in the scenario for the German player to hold his infantry back and allow his ample air support to soften Allied positions.

#0524_03A_Courtrai_Pruca “Defeat on the Lys”

URNS: 15

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Easy

HISTORIC RESULT: Axis Major Victory

This scenario is a subset of #0523_02 which focuses on the Courtrai (Kortrijk) sector. This short version of the scenario covers only May 24th and 25th. The German 31st and 18th Infantry Divisions are withdrawn late on the 25th – historically the disengaged the Belgian Army and swung west to fight the British on the Ypres-Comines Canal. The objective hexes placed in the rear of the Allied lines are not necessary for German victory and were not captured during the timeframe of the short scenario.

#0524_03B_Courtrai_Pruca “Defeat on the Lys”

URNS: 36

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Medium

HISTORIC RESULT: Axis Major Victory

This scenario is a subset of #0523_02 which focuses on the Courtrai (Kortrijk) sector. This long version of the scenario covers May 24th to the 27th. The German 31st and 18th Infantry Divisions are withdrawn late on the 25th – historically the disengaged the Belgian Army and swung west to fight the British on the Ypres-Comines Canal.

#0527_01_Abbeville_Pruca “1st Armoured Division Attacks”

URNS: 4

SIZE: Small

FIRST SIDE: Allied

DIFFICULTY: Hard

HISTORIC RESULT: Allied Major Defeat

On May 25th Alphonse Georges, commander of the northeastern theater, ordered that the German bridgeheads south of the Somme be eliminated immediately. General Altmayer, leading the newly-formed 10e armée, had few resources immediately available to carry out the assignment. On May 26th he ordered General Evans' 1st Armoured Division to attack the bridgeheads at Abbeville and promised support from two light cavalry divisions. The 1st Armoured Division was hardly suited for the task. The division's infantry battalion and one tank regiment had been sent to Calais with the 30th Motor Brigade and the sappers and artillery were not available for the operation. Making matters worse, the division's Cruiser tanks were thinly armored and had not been issued any HE shells and were therefore unsuitable for attacking prepared infantry positions. Despite General Evans' protests, the attack commenced on the 27th. The British armor made no headway against the 2nd Motorized Infantry Division and the tanks suffered heavy losses to German anti-tank and anti-aircraft guns. Support from the French cavalry never materialized – neither division was assembled on time. The attack was called off midday.

This scenario is nigh-impossible for the Allied player. Given the short duration of the scenario, the Allied player will have no choice but to assault the German-held objectives hexes immediately. Though this is unlikely to achieve a positive result, there is no time for a more deliberate approach.

#0527_02_Comines_Prucha “The BEF’s Finest Hour”

URNS: 17

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Hard

HISTORIC RESULT: Axis Major Defeat

OPTIONAL RULES: “Indirect Fire and Airstrikes by the Map”

By May 25th the Belgian Army was staggering backwards against the weight of Army Group A’s offensive. The retreat and imminent collapse of the Belgian Army had dire consequences for the Allies’ left flank. Lord Gort dispatched the 5th and 50th Infantry Divisions, rested but much depleted after the fighting at Arras from May 20th-23rd, to hold the BEF’s left. The 5th, reinforced by the 143rd Infantry Brigade from the 48th Division, held the dried-up Ypres-Comines Canal while the 50th defended Ypres and the canal to the north. Additional British and French mechanized cavalry units were deployed further north to attempt to maintain a link with the Belgian Army for as long as possible.

Two German infantry divisions, the 18th and the 31st, disengaged from the Belgian Army late on the 25th and swung to the west. They were followed by the 61st Infantry Division. These three divisions attacked at dawn on the next day. The British were driven from their improvised position behind the dried canal, but counterattacks slowed the advance and reinforcements from the 1st Infantry Division helped to stabilize the situation. Bolstered by elements of the 4th Infantry Division, the British halted further German progress on the 28th.

The Battle of the Ypres-Comines Canal was of critical importance to the evacuation of the Allied armies. A breakthrough in the sector surely on the 27th surely would have cut off any avenue of retreat for the BEF and the fighting bought time for the 3rd Infantry Division to march north and establish a defense of the Allie’s northeastern flank after the Belgian Army collapsed.

The scenario covers the fighting on the 27th and 28th. There would have been additional British units retreating through the southwest map corner, but these have not been represented. The victory conditions are very steep for the Germans – merely taking the Canal will not be sufficient for victory. The scenario must be played with the “Indirect Fire” optional rule to represent the mixing of corps artillery assets late in the campaign.

#0527_03_Vinkt_Prucha “The Green Devils”

URNS: 5
SIZE: Small
FIRST SIDE: Axis
DIFFICULTY: Medium
HISTORIC RESULT: Draw

By May 27th the Belgian Army had reached the limit of its endurance. The 1st and 3rd Infantry Divisions had been annihilated on the Lys and the 8th Infantry and 2nd Ardennes Chasseurs Divisions badly mauled. The 4th, in a shameful spectacle, had surrendered en masse with hardly a shot fired. Elements of the 6th, 9th, and 10th Divisions continued to fight desperately in the vicinity of Roeselare but were running out of men and ammunition. Badly trained and equipped 2nd Reserve Regiments sent to bolster the line proved to be of little help – many surrendered on the spot. At 08:00, the German IX Corps attacked northwest from its bridgehead toward Vinkt and Aarsele. The tiny village of Vinkt was defended by the elite 1st Ardennes Chasseurs Division, a superbly-drilled professional force whom Erwin Rommel had dubbed the “Green Devils” after his 7th Panzer Division clashed with them at Chabrehez on May 10th. After fierce fight, the German 377th Infantry Regiment captured the town around 15:00. To the west, the 44th Line Regiment and 4th Chasseurs a Pied could not contain the German 51st Infantry Division and Aarsele fell around noon. The Ardennes Chasseurs were ordered to withdraw toward Tielt at 17:00.

The victory conditions are set quite steep for the Germans. Breaking the first line of Belgian defense will only be enough for a draw. To win, he must also break through the second line.

#0527_04_Canal_Line_Prucha “The Offensive Resumes”

URNS: 10
SIZE: Medium
FIRST SIDE: Axis
DIFFICULTY: Medium
HISTORIC RESULT: German Minor Victory

The infamous Dunkerque halt order was finally lifted on May 26th and the Panzers prepared to renew the attack on the morning of the 27th. The delay had afforded the Allies time to establish a defense of their open western flank. Guderian’s XIX Motorized Corps attacked south of Gravelines. Elements of 1st Panzer Division captured Bourbourg and Saint-Georges-sur-l’Aa from the French 68th Infantry and IR Grossdeutschland carried Cappelle-Brouck after a bitter fight. Further south, LSSAH battled scattered elements of the Fortified Sector of Flanders at Watten and Lederzeele. Elements of the 20th Motorized Infantry Division followed behind and reached Zegerscappelle in the evening. The 6th Panzer Division overran British outposts at Zuytpeen and Bavinchove but the strong point at Cassel proved unassailable – dozens of German tanks were shot to pieces by British anti-tank guns and 18-pounders used in

a direct fire role. 8th Panzer likewise succeeded in pushing back British outposts west of Hazebrouck but failed to dislodge the defenders from the town. The British 2nd Infantry Division held a precariously long front from La Bassée to Haverskerke. The division was attacked by elements of the 3rd, 4th, 5th, and 7th Panzer Divisions and the SS-V and SS-Totenkopf Divisions. The 2nd Infantry Division was wrecked and by the end of the day reduced to the strength of one battalion. The neighboring French 43rd Infantry Division was pushed back in great disorder by the elements of the 5th Panzer Division and 32nd Infantry. The much-depleted 1st Moroccan Division, despite support from the 2nd and 5th North African Infantry Divisions and French infantry tanks, could no longer hold its ground against the German infantry and was driven backwards towards Lille. The destruction of the 2nd Infantry Division and the fall of the Deule Canal had grave consequences for the French – Armentières fell the next day to the German Panzers and much of the French 1st Army was trapped at Lille.

The scenario covers the fighting on the western flank of the Dunkerque pocket on May 27th. British and French elements retreating behind the Allied lines are not represented.

#0528_04_Abbeville_2_Pruca “Panzerpanik”

URNS: 12

SIZE: Small

FIRST SIDE: Allied

DIFFICULTY: Medium

HISTORIC RESULT: Allied Minor Defeat

After the failure of the British 1st Armoured Division on the 27th, De Gaulle's 4e division cuirassée attacked the Abbeville bridgehead on the 28th. De Gaulle's infantry tanks were better armed and armored than the light British cruisers and eminently more suited to the task. Supported by infantry from the 5th Colonial Division, De Gaulle's tanks attacked at 16:00. The experienced 2nd Motorized Division had since been replaced by the so-far unblooded troops of the 51st Infantry Division. These inexperienced German defenders were dismayed at the ineffectiveness of their 37mm anti-tank guns against heavy French armor and many fled. The strong point at Huppy was quickly overrun and some French tanks managed to make it as far as Mont-Caubert before being turned back by fire from 88s. De Gaulle ordered the tanks to pause that night for rest and to refuel. The Germans on the western end of the perimeter used this time to retreat and concentrated on Mont-Caubert. De Gaulle's division now supported by the 2nd and 5th Light Cavalry Division renewed the attack on the 28th but could make no further progress. The attack had had mixed results. The French had captured nearly one thousand German prisoners and the Abbeville bridgehead was greatly reduced, but the Germans still had a foothold on the southern bank of the Somme.

The Allied victory conditions are very steep – the Abbeville bridgehead must be crushed for the Allied player to claim victory. The Germans have no air support in this scenario – the Luftwaffe was busy at Dunkerque.

#0529_01_Lille_Pruca “The Cauldron of Lille”

URNS: 26

SIZE: Small

FIRST SIDE: Axis

DIFFICULTY: Medium

HISTORIC RESULT: Axis Major Victory

The French 1st Army abandoned its positions on the Escaut and began its long northward retreat to the Lys River on May 26th. The next morning the Germans unleashed a major attack on the Allied flanks, the Panzers of Army Group A pressed in from the southwest and the infantry of Army Group B from the east. The British 2nd Infantry Division was annihilated on the La Bassée canal and the 5th and 7th Panzer Division advanced rapidly. Bridge after bridge on the Deule Canal fell to the Germans and the retreating 1st Army was compressed into bottleneck south of Lille. Some elements managed to escape on the 27th and early on the 28th, but the bulk of France’s 1st Army was trapped at Lille. General Molinié took command and ordered a series of breakout attempts. These were poorly coordinated and supported, and few French troops were able to break free of the German grip. By afternoon on the 29th the encircled French had no choice but to fight a defensive battle.

Elements of the 267th, 11th, and 217th Infantry Divisions attacked from the south and east while the 253rd Infantry attacked from the north through the city. French positions south east of Lille were overrun and the 15th Motorized Infantry Division destroyed. The 5th and 7th Panzer Divisions harassed the French 25th Motorized Division on the west bank of the Deule but did not press the attack. That night 7th Panzer withdrew to prepare for the coming Fall Rot offensive. On May 30th the German infantry attacked the remnants of the 1st Motorized Infantry Division at Loos but progress was slow. On the 31st the situation deteriorated rapidly. The 7th Infantry Division and 5th Panzer Division joined the attack from the west. Lambersart, Lomme, and Séquidin were overrun by the end of the day. East of the Deûle the French were running out of ammunition. The last elements of the 1st Motorized Infantry Division were overwhelmed and, after a day of intense combat, the remnants of the 2nd North African Infantry Division were all but beaten. As ammunition expired, General Molinié ordered the last defenders to surrender. The defenders of Haubordin and Lomme were accorded the full honors of war on June 1st, marching past the saluting German infantry with rifles shouldered. (General Wäger of the XXVII. AK was later reprimanded by Hitler for providing such an honor to the French).

The scenario lasts from midday on May 28th to evening on the 31st. The Allied situation is hopeless, but the German player would be wise not to attack too hard and too fast – the less-experienced troops of his 4th Wave Divisions will tire in repeated assaults.

#0530_01_Dunkerque_Evacuation_Pruca “Defense of the Perimeter”

URNS: 49

SIZE: Medium
FIRST SIDE: Axis
DIFFICULTY: Hard
HISTORIC RESULT: Allied Major Defeat

The Dunkerque perimeter solidified on May 29th-30th as the Allies made their final dash to the port. The perimeter was defended by elements of the British 4th, 3rd, 50th, 1st, 48th, and 46th Infantry Divisions and the French SFF and 68e DI. The 12e DIM established a second line behind the Canal du chats and Canal des Moères. Evacuations ramped up throughout the 30th as fighting elements of the BEF and the 1re armée disembarked. The Germans could do little to stop the Allies – bad weather grounded the Luftwaffe, the German infantry were only just arriving at the perimeter and were not ready for a full-scale attack, and the Panzers and other motorized forces were preparing to disengage to prepare for Fall Rot. 53,823 Allied troops were evacuated, mostly British. On May 31st the German infantry (216. ID, 56. ID, 256. ID) attacked the eastern perimeter and the clouds cleared just enough for the Luftwaffe to resume operations. The British II Corps (4th, 3rd, 50th Divisions) fought bitterly on the Nieuwpoort-Dunkerque Canal as the evacuation reached its peak. The 3rd and 4th Infantry Divisions left that night and the 50th Infantry Division withdrew behind 12e DIM's stopline. To the west, 9. Panzer-Division probed the French defenses but did not press the attack. The evacuation total for the 31st was 68,014. June 1st saw sunny skies and the Luftwaffe was able to fly 485 bomber sorties against the evacuating Allies. The German 18. Infanterie-Division attacked the outer perimeter on the Basse Colme Canal. Though they penetrated French and British lines, they could not reach the stopline. 9. Panzer continued to probe 68e DI's defenses on the western end of the perimeter. 64,429 troops embarked on the 1st and the last British troops on the perimeter were pulled behind French lines. The German ground attack resumed on the afternoon of June 2nd. The newly-arrived 61. ID attacked 68e DI but made little progress – only a 2 km advance after nine hours of fighting. The 56. ID fared no better in attacking the 12e DIM on the Canal du chats. After sustaining heavy losses, the division was withdrawn from the line after dark. The main German effort came in the center. The 18. Infanterie-Division continued its attack over the Basse Colme Canal but still could not reach the Canal des Moères. 26,256 troops were evacuated this day, including the last elements of the BEF. Elements of 68e DI, 32e DI, 12e DIM, and SFF continued to defend the shrinking perimeter on June 3rd-4th as the Royal Navy continued operations to evacuate the French. Evacuation ceased the night of June 3rd to 4th and General Beufrère of the 68e DI surrendered the last French defender's mid-morning. A total of 52,921 French troops had escaped in the last days of Operation Dynamo.

The scenario covers the evacuations from afternoon on May 30th to the morning of June 4th. The scenario starts as a "Draw." The Allies can win objective points by withdrawing units through the exit hexes on the beaches and in the city. The objective hexes on the perimeter will expire incrementally to encourage a staged withdrawal.

#0604_01_Abbeville_3_Pruca "Failure at Mont-Caubert"

URNS: 7
SIZE: Small
FIRST SIDE: Allied
DIFFICULTY: Hard
HISTORIC RESULT: Allied Major Defeat
Optional Rules: Indirect Fire and Airstrikes by the Map

The Allies made one final effort against the Abbeville bridgehead on June 4th. The attack included infantry from the British 51st (Highland) Infantry Division and the French 31e division d'infanterie alpine and tanks from the 2e division cuirassée. Despite enjoying considerable artillery support, the attackers were repulsed at the base of the hill at great loss. The battle was over in less than day and had achieved no more than to weaken the Allies' position prior to Fall Rot.

This scenario must be played with the "Indirect Fire" optional rule to enable 4e DCr's artillery to support the 31e DIAIp.

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<http://www.atf40.fr/atf40/>

Chars Français

<http://www.chars-francais.net/>

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