

VICTORIA ASL GROUP
PRESENTS

BLITZKRIEG IN THE WEST

FRANCE, MAY 1940



AS GOOD AS THEY GOT



Game On, ASL Tournament
Issaquah, Washington, USA

If you have a preference of side you want to play, let it be known;
otherwise, all sides will be randomly determined.



HANNUT, BELGIUM, 12 May 1940: General Hoepner, commander of the German 6th Army, ordered the 3rd, and the 4th Panzer Divisions to secure Hannut to protect the Sixth Army's flank. The 4th Panzer Division rapidly advanced, engaging a French Armoured unit with some 25 tanks east of Hannut, knocking out seven of the French tanks in the process. The 4th Panzer Division deployed its 35th Panzer Regiment in an attempted to flank Hannut, but it ran into fierce resistance near Crehen, where a French reconnaissance unit, with an anti-tank screen, and supported by artillery had set up. In addition, the French had deployed its tanks to the rear under cover, but counter-attacked several times during the battle, giving the Germans as good, as they got. The German 35th Panzer Regiment managed to fend off the attacks, pushing the French back several kilometres, while the rest of the 4th Panzer Division destroyed nine French SOMUA S35 tanks for the loss of five panzer as they advanced toward Crehen; thereby encircling the French 2nd Cuirassiers. Despite of this manoeuvre, the French 2nd Cavalry Corps managed to breach the German line and the French units broke out, suffering heavy losses in the process. The right flank of the German 4th Panzer Division was then dangerously exposed.

MAP CONFIGURATION



VICTORY CONDITIONS: Provided there are no Good Order French (non-crew) MMC/mobile AFV (with functioning MA) ≤ 5 hexes from hex EE16, the Germans win immediately end by accumulating ≥ 120 VP. VP = CVP + EVP (for German units exited off the west edge).

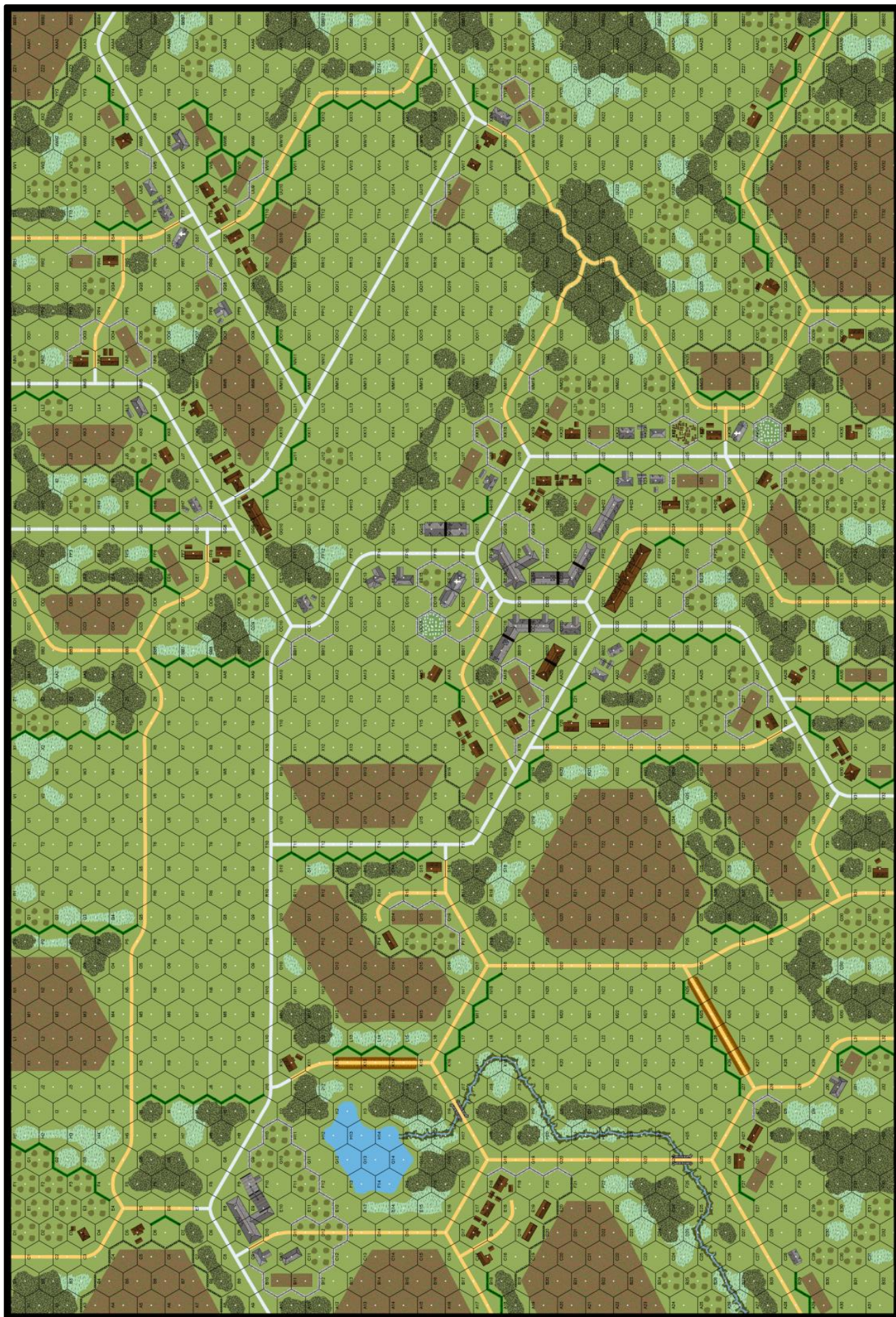
TURN RECORD CHART

FRENCH Sets Up First	1 ^①	2 ^②	3 ^④	4 ^⑥	5 ^①	6 ^②	7 ^④	8 ^⑥	9	10 ^①	11 ^③	12 ^⑥
GERMAN Moves First												

SPECIAL RULES:

- EC are Moist with a Mild Breeze from the southwest. Plowed Fields (EX.Q10) are in effect (B15.6). The Stream is Shallow (B20.42). Hexes with a White Cross (EX.SS6) contain a Steeple (B31.2). Barbed Wire Fences (EX. SS17) are in effect (Q7). Bore Sighting is NA.
- Some hexsides contain small buildings (Ex. X17-Y16). LOS is affected normally. If rubble is placed in one of the two hexes, rubble blocks LOS along that hexside normally. Bypass movement by any unit is NA along the hexside. Snap Shots (A8.15) are NA.
- Each side's SAN may never < 2 ; any action which would reduce a side's SAN to < 2 , instead pins that side's snipers.
- All elements of a platoon must initially either be set up on map with that platoon or enter from off map with that platoon.
- The French side sets up/enters as follows:
 - Makes a secret dr, attaching the selected armour group to his Order of the Battle;
 - Must set up 7 Platoons on map, on any hex on/west of hexrow VV;
 - Reserves: Starting on Turn 1 (and each Turn until they enter) must make a dr; if the dr \leq the circled number on the Turn Record Chart, the French side may enter 4 Platoons on any hex along the west/south map edge on/between hexes A18-L32-Z32;
 - Reserves: Starting on Turn 5 (and each Turn until they enter) must make a dr; if the dr \leq the circled number on the Turn Record Chart, the French side may enter 3 Platoons on any hex along the west/north map edge on/between hexes A17-A0-X1;
 - Makes a secret DR+6, receiving a number of "?" counters equal to the result;
 - Makes a secret dr (halved, FRD) receiving a number of improvised roadblocks equal to the result. An improvised roadblock receives a -2 DRM, to any clearance attempts (B24.76), or to any DC/HE attacks against it; and
 - To reflect the hastiness of the defence: after all set up, each MMC (in suitable terrain) may make an Entrenching Attempt (B27.11). Each gun may set up using HIP (A12.34) [EXC. each gun does not automatically set up Emplaced; the crew must make an Entrenching

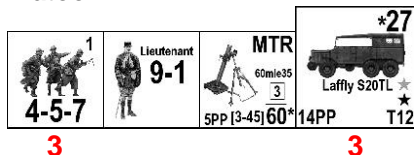
- Attempt to emplace their gun (C11.2-.3). Place a Non-Emplaced Gun counters (from CdG) on a gun that fails the emplacement attempt].
- A French platoon receives its trucks, only if that platoon is entering from off map.
- The French Phone (Radio if it enters from off map) represents one-module of 75mm Battalion OBA (HE & Smoke). Battery Access is never lost permanently due to drawing two red chits (C1.21). If a red chit is drawn, when attempting Battery Access, the red chit is returned to the Draw Pile and an additional Red Chit is added.
- German Units:
 - Pionier: 4-6-8/2-4-8 MMC has underlined Morale (A1.24) and is an Assault Engineer (H1.22) with Sapper capabilities (H1.23);
 - Kradschützen: if a 5-4-8 Squad fails a MC by $>$ its ELR, it is replaced with two 2-3-8 HS; if a 2-3-8 HS fails a MC by $>$ its ELR, it is Disrupted (A19.12); and
 - Schützen: a 4-6-7/2-4-7 MMC that Battle-Harden (A15.30) will instead become Fanatic (A10.8).
- The German side enters as follows:
 - Makes a secret dr, attaching the selected panzer group to his Order of the Battle;
 - Turn 1, enters 9 Platoons on any hex along the east edge;
 - Reinforcements: Turn 3, enters 4 Platoons on any hex along the east edge; and
 - Reinforcements: Turn 5, enters the remaining Platoons on any hex along the east edge.
- The German receives Air Support (E7.). At the beginning of each German Turn, the German side makes a DR; on a wdr ≤ 2 Air Support is received and on the cdr (halved, FRU) is the number 1939 Stuka DB with bombs received. Each Stuka is automatically recalled at the end of the next French player turn.
- Starting on Turn 10, the German side makes a dr at the end of the Game Turn, if the dr is \leq the black circled number on the Turn Record Chart, the game ends.



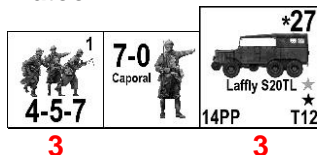


Elements I Bataillon, 11e Dragons Portés, supported by Section de l'Observation de 1e Groupe 76 Régiment d'Artillerie, 5e Brigade Légère Mécanique set up on/west of hexrow VV (See SSR 4-6)

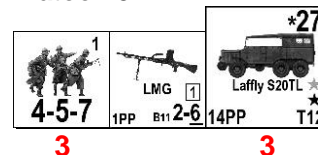
Platoon 1:



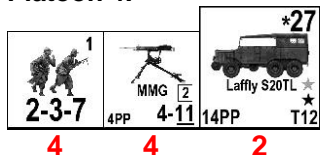
Platoon 2:



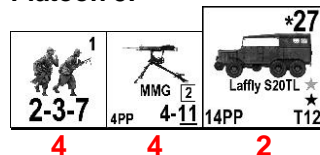
Platoon 3:



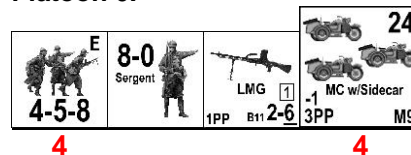
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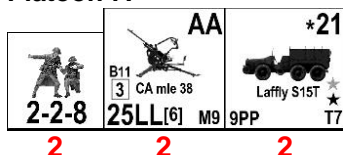
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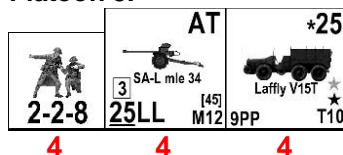
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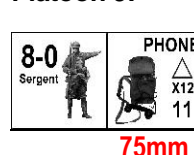
Platoon 7:



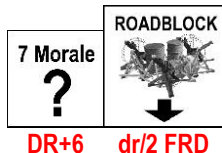
Platoon 8:



Platoon 9:



Defensive Resources (SSR 4)



[ELR: 2]

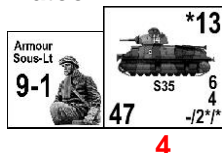
(SAN: 2)



Elements 2e Escadron de Combat, 2e Cuirassiers, 5e Brigade Légère Mécanique make a secret dr, attaching the selected Group to his Order of Battle (See SSR 5):

Group 1 (dr 1-3)

Platoon 1:



Platoon 2:



Platoon 3:



Platoon 4:

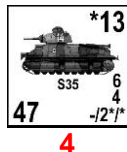


Platoon 5:

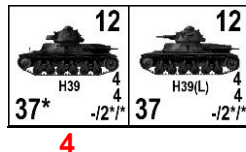


Group 2 (dr 4-5)

Platoon 1:



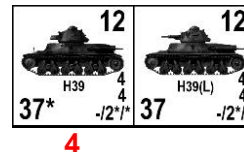
Platoon 2:



Platoon 3:



Platoon 4:



Platoon 5:



Group 3 (dr 6)

Platoon 1:



Platoon 2:



Platoon 3:



Platoon 4:



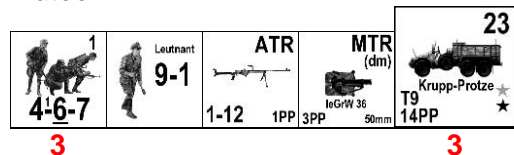
Platoon 5:



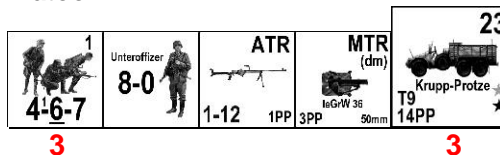


Elements II/Panzer Regiment 35 supported by Aufklärungs-Abteilung 7, I/Schützen-Regiment 12, and Armee Flak-Abteilung, 4.Panzerdivision enter along the east edge (See SSR 7-9):

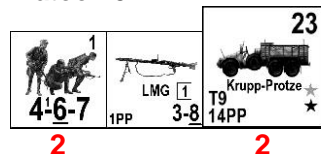
Platoon 1:



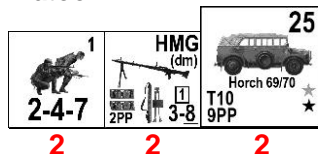
Platoon 2:



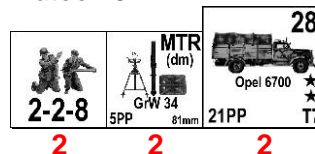
Platoon 3:



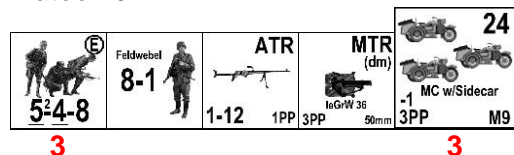
Platoon 4:



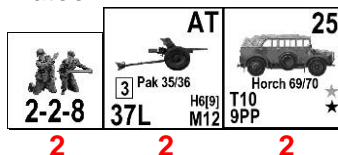
Platoon 5:



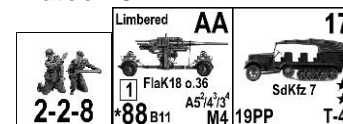
Platoon 6:



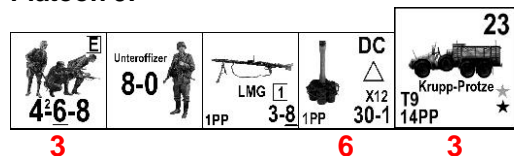
Platoon 7:



Platoon 8:



Platoon 9:

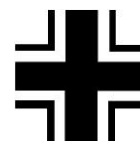


Air Support:



[ELR: 3]

(SAN: 2)



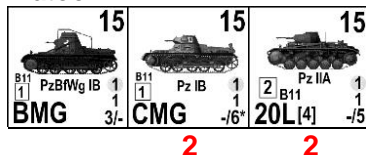
Elements, II/Panzer Regiment 35, make a secret dr, attaching the selected Group to his Order of Battle (See SSR 9):

Group 1 (dr 1-3)

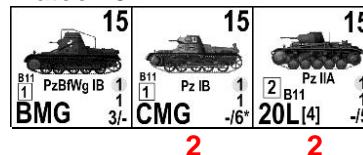
Platoon 1:



Platoon 2:



Platoon 3:



Platoon 4:



Platoon 5:



Platoon 6:



Platoon 7:



Platoon 8:



Group 2 (dr 4-5)

Platoon 1:



Platoon 2:



Platoon 3:



Platoon 4:



Platoon 5:



Platoon 6:



Platoon 7:



Platoon 8:



Group 3 on back



Group 3 (dr 6)

Platoon 1:

 9-1 8-1		 14 2 B11 ③ 37L 3/8		 15 2 B11 ① 20L[4] -5	
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Platoon 2:

 15 B11 ① BMG 3/-		 15 B11 ① CMG -6*		 15 2 B11 ① 20L[4] -5	
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2

3

Platoon 3:

 15 B11 ① BMG 3/-		 15 B11 ① CMG -6*		 15 2 B11 ① 20L[4] -5	
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2

3

Platoon 4:

 14 2 B11 ③ 37L 3/8	
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5

Platoon 5:

 14 2 B11 ③ 37L 3/8	
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5

Platoon 6:

 14 1 ① 75* 3/5	
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2

Platoon 7:

 14 2 B11 ③ 20L[4] -5	
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4

Platoon 8:

 35 2 B11 ② 20L[4] -5	
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2

Platoon 9:

 35 2 B11 ② 20L[4] -5	
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2