

Juniville

10th June 1940

Scenario written by Andy Parkes & Bob Hart Ver 4.3

Overall Situation:- FRENCH VIEW

GENERAL – 4e Armee Front – Vicinity Reims – 23:00h, 9 Jun 1940

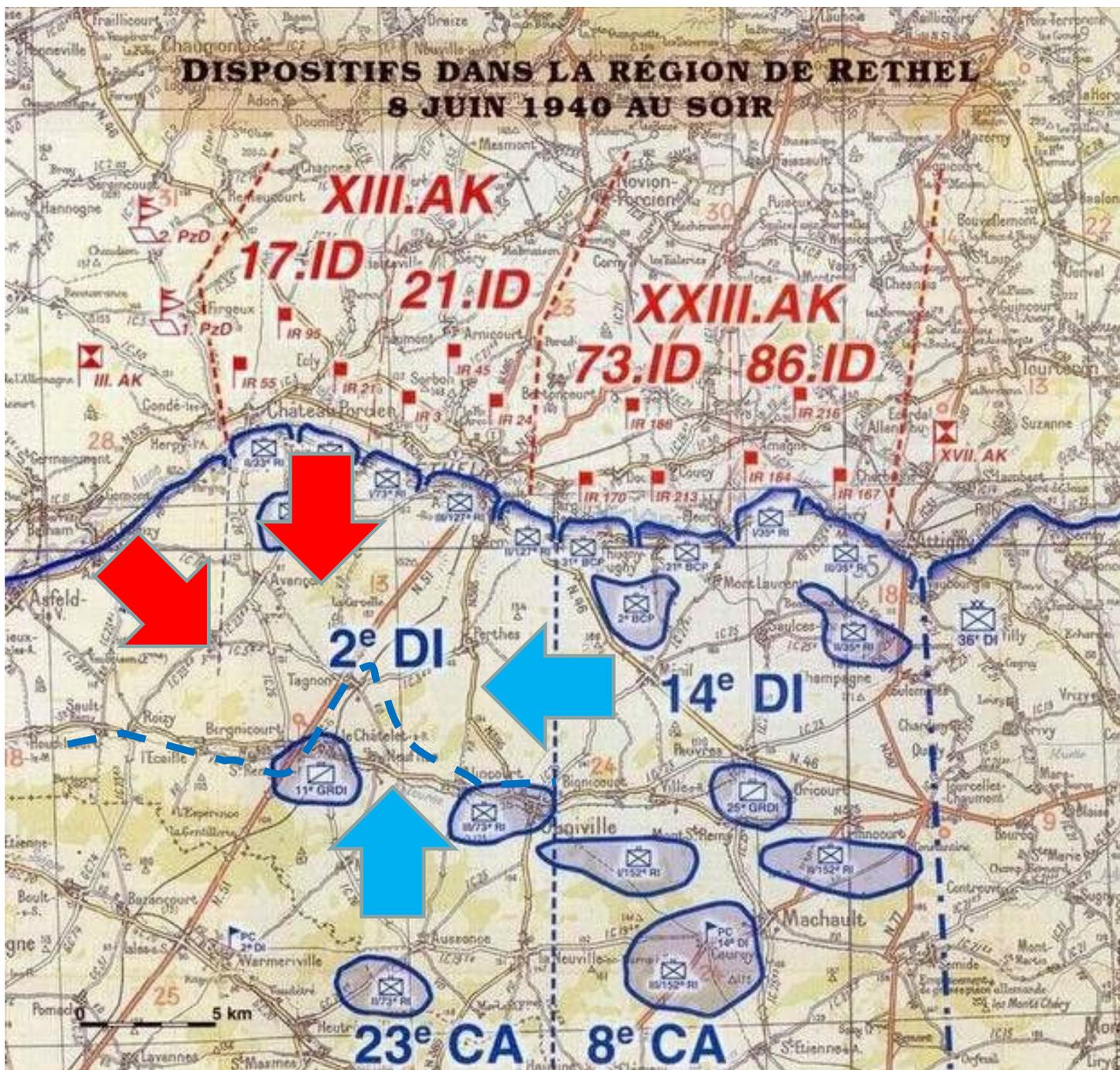
The battle for France has entered its next stage. After taking a short spell to recover after Dunkirk, the Germans have now swung south. On 5th June, the Germans struck around Amiens and in fierce fighting, managed a breakout and started striking deep into the French rear. Other parts of the front have been quiet, too quiet. Then on 9th June the Germans struck on the French 23rd Corps (23e CA) front. 23e CA has been holding the line of the Aisne with depleted divisions. The 2nd Infantry Division (2e DI) has taken the weight of the German assault. Despite inflicting severe casualties on the enemy, the day has not gone well. The defenders at Chateau-Porcien the 33rd Infantry Regiment (33e RI) have prevented any German bridgehead being established and captured about 500 prisoners. However, flanking units have not fared so well and German bridgeheads have been established either side of the town, threatening to encircle it.

Attacked by the German 17. ID and 21. ID, 2e DI has been forced to retreat from the prepared positions on the Aisne to the stop line approx 5 km behind the initial front. A Divisional counter attack on the 9th has failed to push the Germans back and suffered severe casualties, including almost all of the attached tank company (23e BCC) to enemy anti-tank guns, artillery and the dreaded Luftwaffe. In addition, the forward gun lines are now perilously close to the front line and the divisional artillery is moving to new locations.

Both German Infantry Divisions have been observed hard at work presumably ensuring 'Panzerstrasses' are created to allow the waiting Panzers to cross the Aisne and deploy for the next phase. Once the Panzers are across, the infantry are expected to attack South East to hit the neighbouring French unit (14e DI under Gen de Lattre) in the flank, forcing it to move further east and thus allow the Germans to widen the bridgehead.

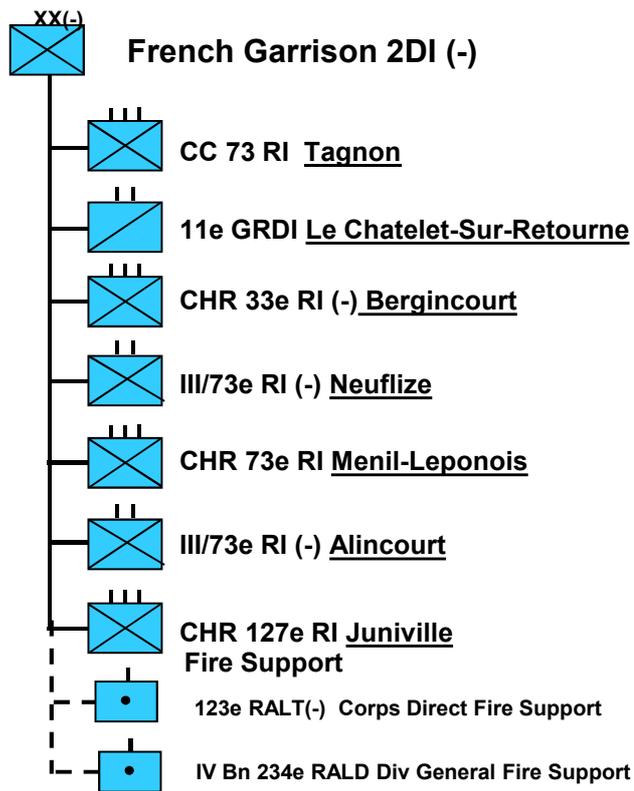
The French are determined to hold the German attack to allow the Corps and Armee counter-attacks to assemble. The new Weygand Plan has been promulgated and Cmdr 2e DI has implemented it as best he can. The new plan abandons the need for a continual front, which he does not have the troops to implement anyway. He has ensured the new doctrine of fortified strong points throughout his Divisional area has been carried out.

The Germans have two Panzer Divisions waiting behind the Infantry divisions (1st and 2nd Panzer), ready to breakout and head deep into the French rear. Commander 2e DI is determined this will not happen.

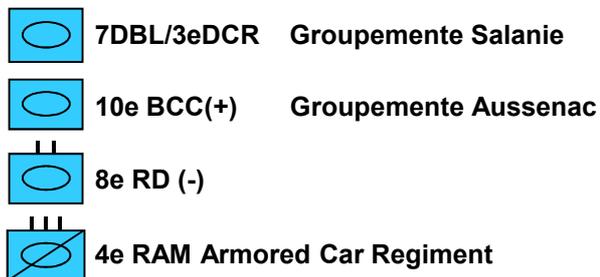


French Positions on the Aisne, German Breakthrough (Red Arrows), Current stop line (dashed), and planned counterattacks (Blue Arrows)

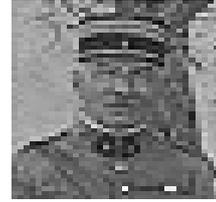
French Force Overview



French Counterattack



French Garrison Briefings



Situation

HQ 2e DI Gen Klopfenstein, 05:00h, 10th June 1940

You have in your hand the Situation report from HQ 4e Armee issued at 23:00h last night. It has taken 5 hours to reach you and you wonder if this is one reason your forces have been hammered by the Germans in the last month.

Since that situation report was issued, you have had reports from your own patrols that the Germans are moving their armour into position on the South Bank of the Aisne.

Your position reminds you of the message from Foch in the last war, "*my front is collapsing, my flanks are driven in, Situation marvellous, I am attacking.*" Unfortunately, you cannot but feel things are slightly different this time round.

Yesterday was a hard fight but the results were disappointing. Faced with overwhelming pressure from two German Divisions, your forward units have been forced to retreat. The Divisional counter-attack late yesterday held the Germans but did not throw them back. It suffered crippling losses and you are not certain where the remnants ended up. The Germans now threaten to break through the next line on the River Retourne.

Based on the new Weygand doctrine, you have done your best to align your regiments in Pointes Appui (PA), rather than a continual front. You have set up fortified garrisons in several towns and key river crossings of the River Retourne. You have faith in Cmdr 73e RI. He has the central position. You have placed the remnants of 33e RI under command of Cmdr 11e GRDI and they are to hold the left sector.

There is not much left but you have retained a divisional reserve at Selles and there are still troops at Aussonce and part of the 127e RI, the only part you have contact with, is in Juniville, holding the right sector.

The Germans advance yesterday threatened the gun line, which had been established along the line ST LOUP-RETHEL. As a result, you have authorised the guns to pull back to new positions. Unfortunately, this will take time and you are not certain they will be position before the Germans renew their attacks. The best you can expect is that they can fire individual battery missions as it takes time to survey in the entire divisional artillery. Fortunately, you still have the Corps and Armee artillery that was allotted to you yesterday.

Both Corps and Armee have indicated they will be organising counter-attacks to stabilise the position before they go over to the advance. The earliest this could be expected is late this afternoon and the vague promise of substantial armour support is encouraging.

MISSION

2e DI is to hold positions against the German attacks to provide a firm base for the 23e Corps and 4th Armee counterattacks.

"BON CHANCE MON AMI"

French Deployment, Notes & Special Rules

Deployment and Reinforcement

Turn 1 08:00 Start of scenario. Germans move first. All French forces start hidden and dug in in IP. All command stands are dug in command posts and class as improved BUS plus have the increased command radius of 10".

Discipline Rating

All ME's from the 2e DI are Trained.

Off board Artillery

Fire Support from 2e Divisional Artillery is now erratic due to it being threatened with over run on the 9th June and it's displacement to new positions overnight. Support will be available from Corps Artillery units. You have one designated pre-planned "stopping mission" from Corps Artillery, which can be called in by a series of coloured flares - no roll needed.

(Location and layout of fire plan must be worked out prior to game)

Air Support

Nil

Transport

Transport does not need to be placed on table.

Please note that the Orbat reflects the optional rule of increasing transport capacity by 1.

Un armoured transports do not count towards calculating initial ME size for casualty determination but loss of transports does count towards casualties when calculating modifiers.

LOCATION OF UNITS

All units are centred on the village nominated in their heading, with the exception of the non-allotted troops. All stands must be deployed within 6 inches of the centre of the village or the edge of the village, whichever is further. Non-allotted units are under the command of Cmdr 2e DI and may be placed as he sees fit. If he hands over a non-allotted unit to a local cmdr (cmdr 73e RI or Cmdr 11e GRDI) they must be placed with one of the units in one of the already identified villages.

Hidden Unit/Improved position Status

All French units start the game as hidden units and are allowed to be dug-in and are rated as -2 dug-in for direct fire combat and -1 dug-in for indirect and air-to-ground attacks. There is a one column shift for dug-in for spotting purposes. All guns are emplaced. They can deploy fixed defences as shown in their relevant ORBAT's.

Flash Hiders

Since the start of this campaign you have noticed the extreme difficulty in the Germans locating your anti tank guns. Any 25mm AT gun that fires does not qualify for the +1 for firing for spotting purposes.

Improvised Explosives

The French placed 60mm mortar bombs with pull igniters into barbed wire, to cause as much distress as possible, class barbed wire as scattered AP mine field as well as normal effects of wire

Barricades

It was common practice to hide 105+mm shells in barricades to dissuade crossing or removal. Class all barricades as wired with AT mines, treat as scattered AT mine field as well as un crossable unless full tracked vehicle (must roll for bog down). A successful Engineering action will remove the IED.

Camouflage

The French were skilled at camouflage and hence the Germans had severe difficulty in spotting French gun emplacements, all guns receive -1 on spotting from air units.

Smoke

All on table fire support elements can fire one smoke barrage, except the 60mm mortar which did not have a smoke shell issued.

81mm Mortars

Only had enough rounds of the FA Mle1935 'GC' (**GC = grande capacité = high capacity**) heavy HE shell for one quick salvo. Can only fire once with the increased fire factors at short range.

Reserve Demo

Allocate x2 bridges as reserved demo and up to x3 bridges as already destroyed that cross the Retourne.

Terrain The map is 12'x6' (see next page)



Level 1,2,3 – Open fields "clear" - No cover.



Level 1,2,3 – Open fields "clear" - No cover.



Level 1,2,3 – Open fields "clear" - No cover.



Level 1 with shallow stream in woods with undergrowth



Orchard



Woods with undergrowth



Hedgerow



Built up sectors and Grave yard (hard cover). - see Blood & Honour optional rules



RR embankment - Blocks LOS, vehicles may only cross at tunnel



Rough track - negates surrounding terrain, but no road bonus

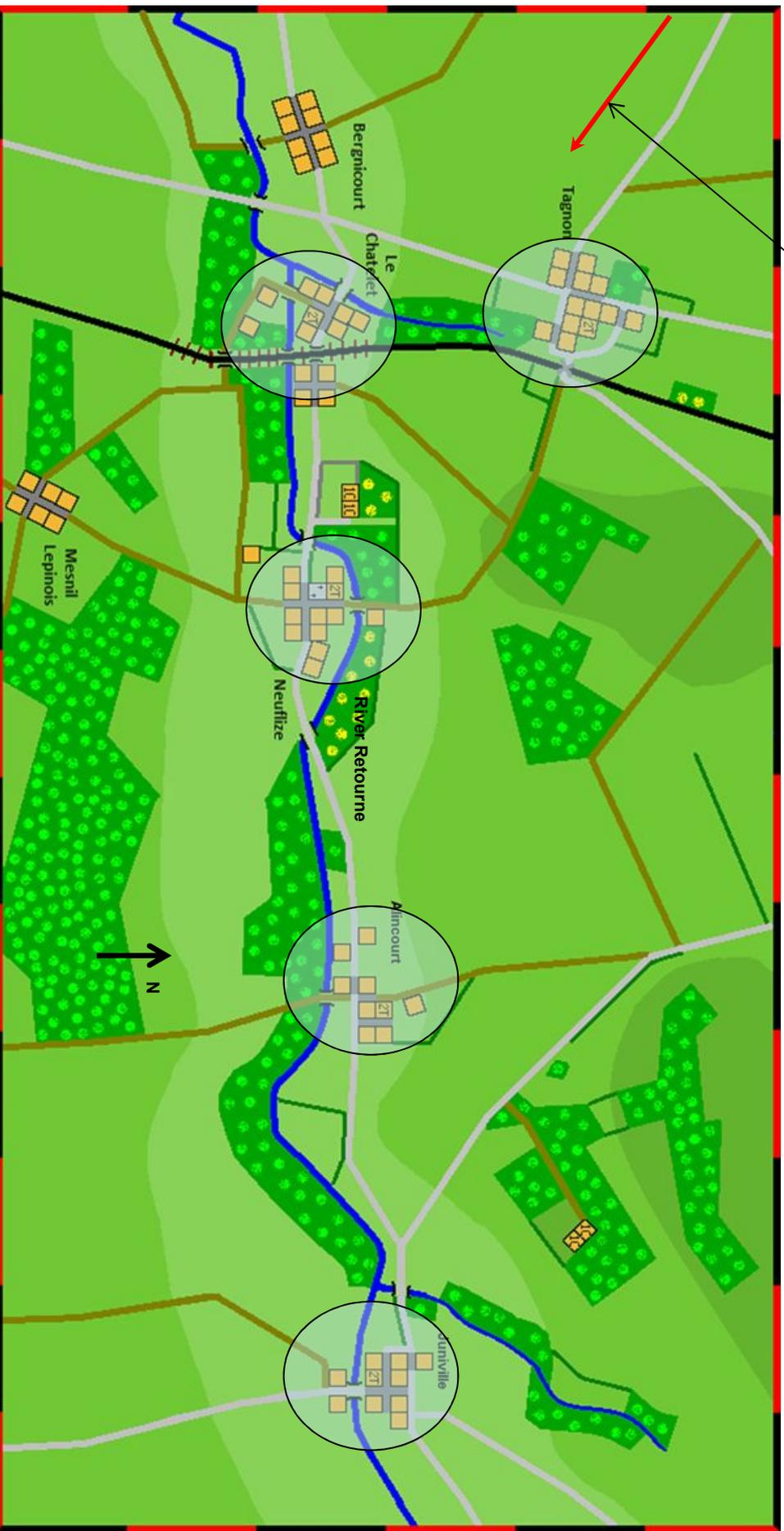


Paved Road

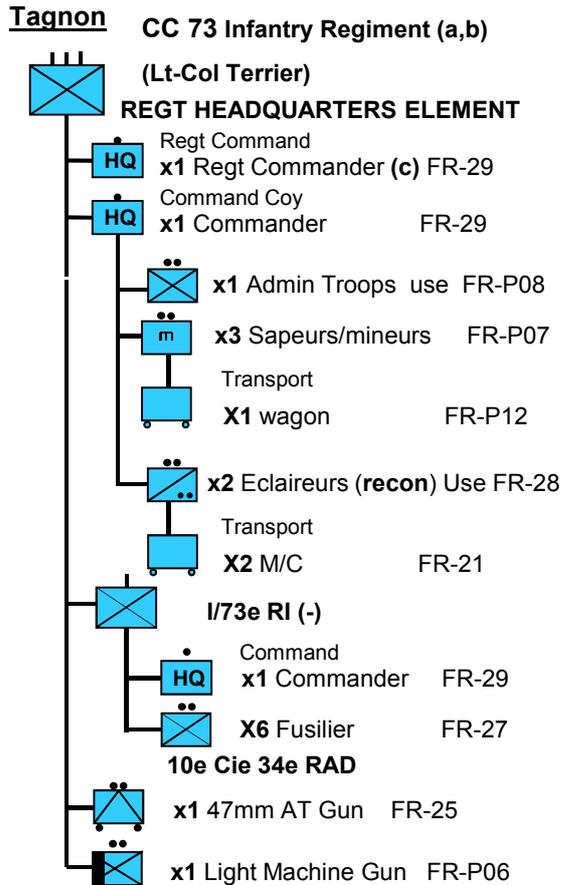


River with road crossing it at bridge.

Direction of attack from known German forces.



Garrison Troops



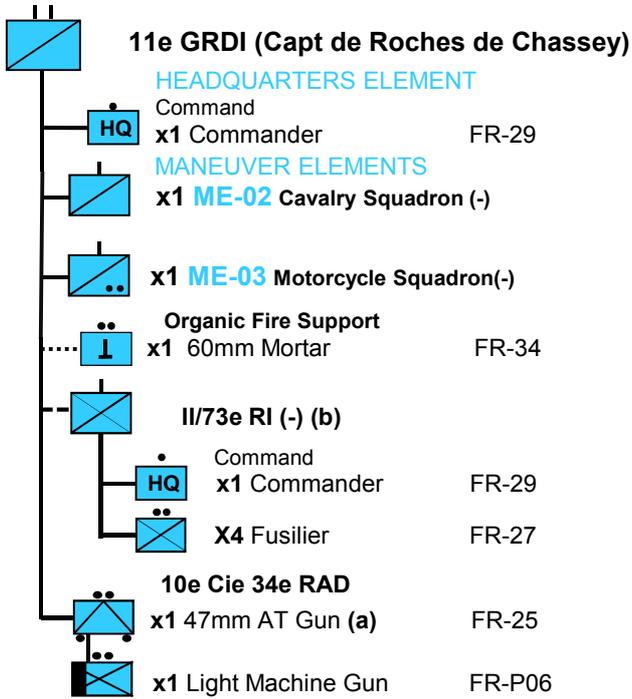
Tagnon has been under fire from Arty for over 2 hours on 9th June.
 Pick three random BUS as destroyed and on fire. No units can
 deploy there.

Defenders at Tagnon can lay up to 4x 1" scattered AT minefields
 or 2x 1" dense scattered AT minefields, 2x bases of wire and 2x
 improvised road block.

- (a) Troops at Tagnon do not get the +1 modifier for no casualties on manoeuvre table. Arrived 9th June at 19:00 hrs.
- (b) Out of Ammo by 16:00 Hrs – No offensive fire
- (c) Classes as FOO for call for fire purposes. Other commanders in all garrisons count as commander for call-for-fire purposes. All may call Direct Support (Corps) artillery. Only the Regimental Commander may call the General Support (Divisional Artillery) . Note that this reverses the normal situation where the Corps artillery would be GS and the Divisional DS, but see the briefing for what was going on.

Garrison Troops

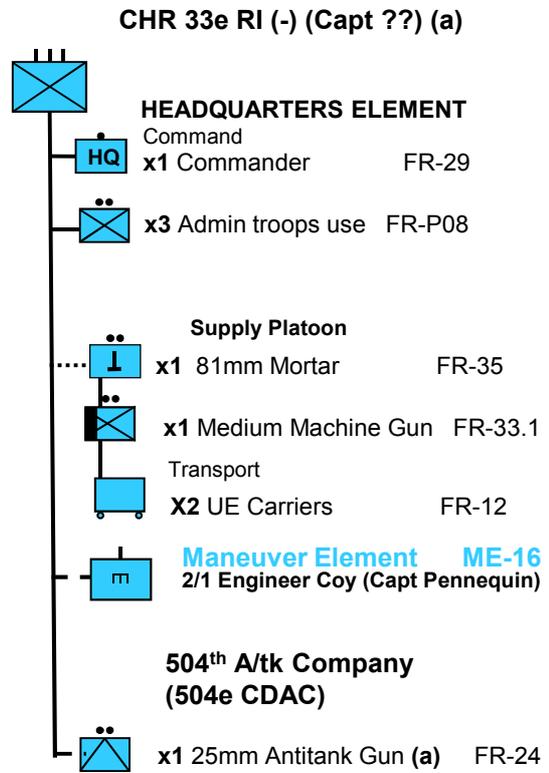
Le Chatelet-Sur-Retourne



- (a) Place x1 scattered AT minefield 1" in front of gun.
- (b) Out of Ammo at 1600 – no offensive fire

Troops at Le Chatelet-sur-Retourne can place x2 improvised road blocks and x2 1" scattered minefield.

Bergincourt



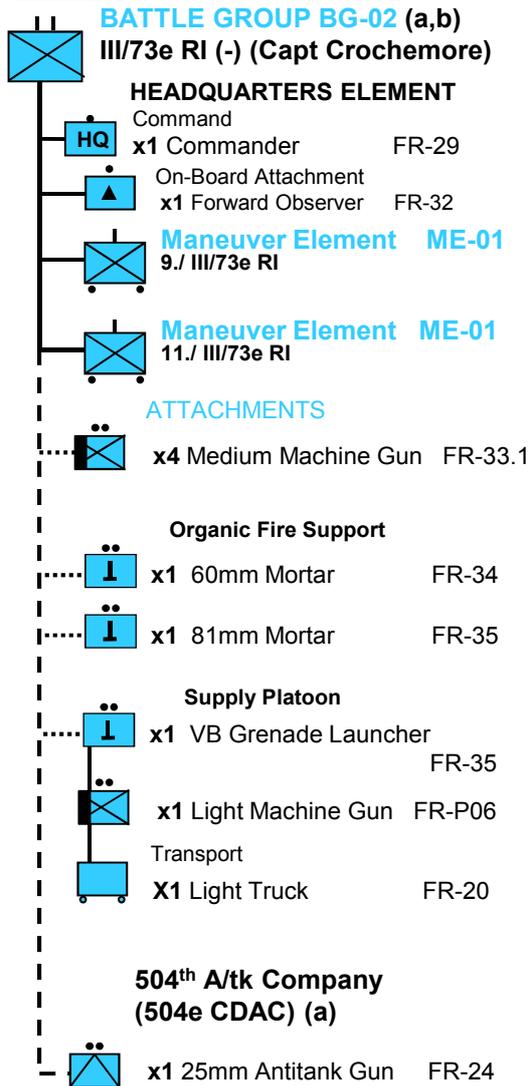
Troops at Bergincourt can lay up to x4 1" scattered AT minefields or x2 1" dense AT minefields, x3 bases of wire and x2 improvised road block.

Both bridges can be mined and ready for demolition OR you can already have blown the bridges.

- (a) Place x1 scattered AT minefield 1" in front of gun.

Garrison Troops

Neuflize

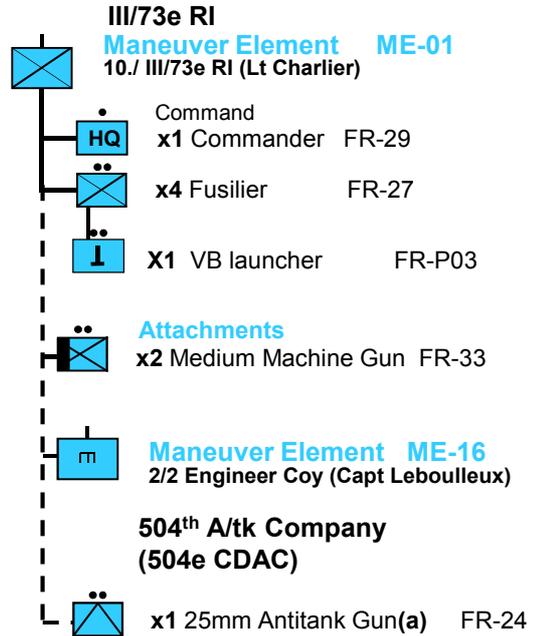


Neuflize bridge must be kept intact for counter attack purposes.

Troops at Neuflize can place x1 roadblock and x2 bases of wire

(a) Place x1 scattered AT minefield 1" in front of gun.

Alincourt

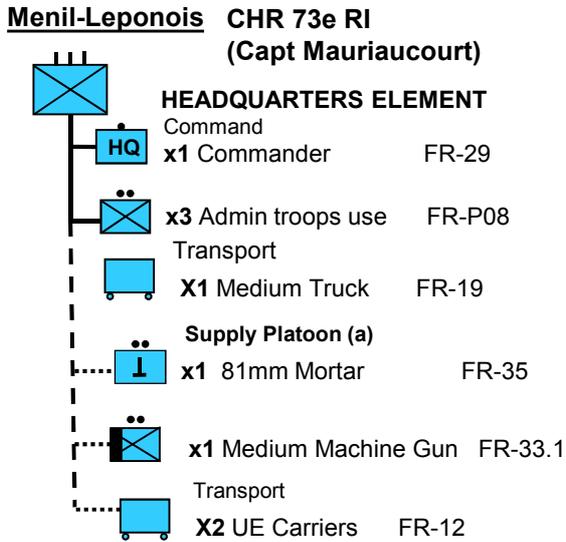


(a) Place x1 scattered AT minefield 1" in front of gun.

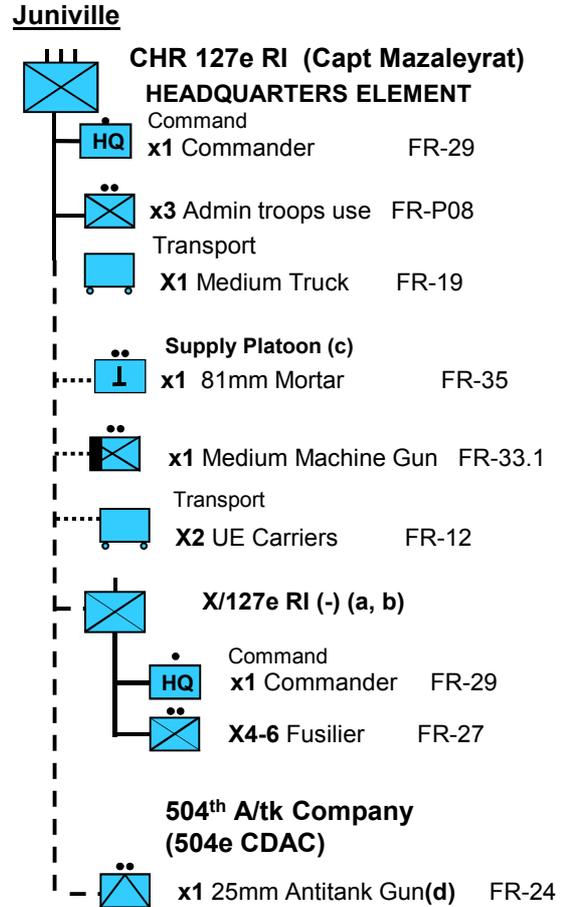
The Alincourt Bridge has been prepared for demolition.

Troops at Alincourt can lay up to 2x 1" scattered AT minefields or 1x 1" dense AT minefields, 2x bases of wire, and 1x improvised road block.

Garrison Troops

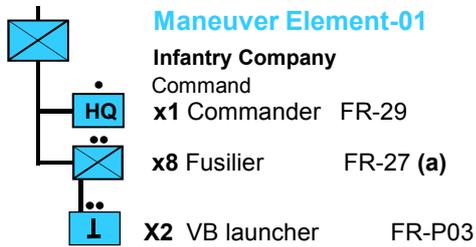


(a) Spare weapons held at Regimental level, can be delivered to a ME to replace lost weapons can be used from next turn after delivery.

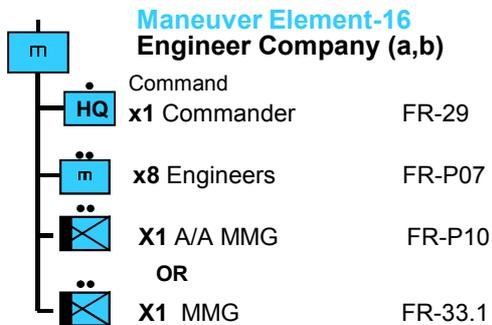
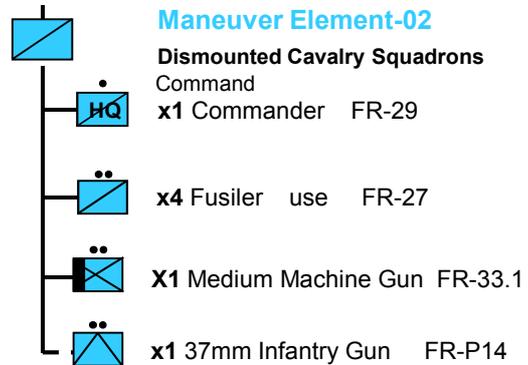


Troops at Juniville can place up to 2x 1" scattered AT minefields or 1x 1" dense AT minefields, 2x bases of wire, and 1x improvised road block.

- (a) Cannot claim +1 on manoeuvre table for no casualties.
- (b) Also unable to class as in prepared positions as no time to dig in as just retreated. Need to roll for digging in.
- (c) Spare weapons held at Regimental level, can be delivered to a ME to replace lost weapons can be used from next turn after delivery.
- (d) Place x1 scattered AT minefield 1" in front of gun.



(a) x4 Infantry Platoons down to 20-25 men



(a) Specialist trained troops used for demolition tasks and mine laying.

(b) All Engineer elements have B5 mle 1935 Smoke dispensers, they can lay one dissipating smoke template aligned with their front facing.

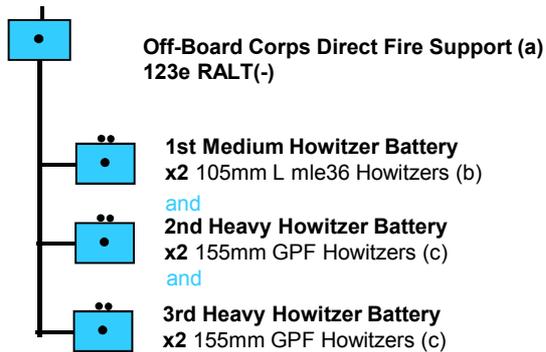
The French doctrine planned the deployment of 1,370 mines/km on 1 row or 2,740 mines/km on 2 staggered rows.

The mines were placed in linear groups of 5 on a length of 2.50m, the groups being separated by 1.40m gaps.

Such a minefield was usually prepared in 8 hours.



Corps Artillery Fire Support Elements

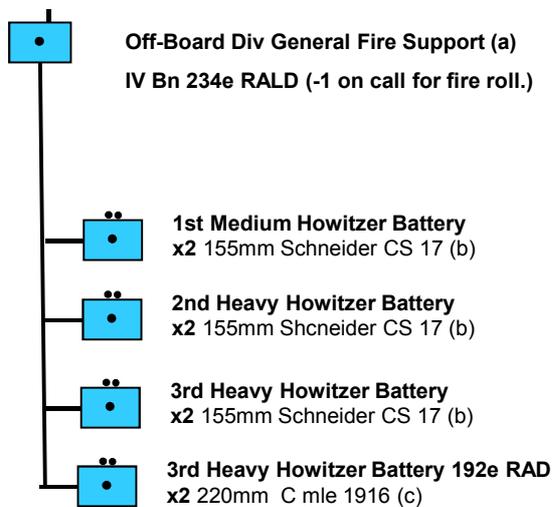


(a) Classes as pre registered fire, must fire as battalion i.e. all batteries firing. Can use special shelling patterns and concentrated and thickened. All commanders may call these assets.

(b) Large Template. Indirect Fire weapon rating: -1 vs. V, 0 vs. T, G, sV

(c) Large Template. Indirect Fire weapon rating: +1 vs. V, +2 vs. T, G, sV

Div Artillery Fire Support Elements



(a) Does not class as pre registered fire, must fire as individual batteries shelling smoke and mixed shelling smoke only. Only dedicated FO or commanders designated as FO may call these assets.

(b) Large Template. Indirect Fire weapon rating: +1 vs. V, +2 vs. T, G, sV

(c) Large Template. Indirect Fire weapon rating: +2 vs. V, +3 vs. T, G, sV

		OBSERVER	LEVEL OF SUPPORT	Organic Fire Support	Direct Fire Support	General Fire Support
French	Forward Observer			4 or more	5 or more	7 or more
	Commander			5 or more	6 or more	---
	Troops			6 or more	---	---

Victory Conditions:

For the French its all about the destruction of the German forces, and allowing the sealing up of the break out.

Hold Juniville +5 VPs

Hold Tagnon +5 VPs

Each village strongpoint held +2 VPs

Each German ME at $\leq 75\%$ +1 VPs

Each German ME at $\leq 50\%$ +2 VPs

Each German ME at $\leq 25\%$ +3 VPs

Victory Conditions

French Decisive Victory: - Stop Germans crossing the Retourne and hold Juniville by end of game.

French Marginal victory: - Hold Juniville by end of game.

Anything else is a German victory

Terrain

Optional Rules.

See <http://www.fireandfury.com/scenarios/bhoptionalrules.pdf>

Not All Destroyed Vehicles Burn

Multi Level BUS

Grazing Fire

Sneak Manoeuvre Action

Fire

Improved Position Clarification

Firing from Buildings against vehicles

All attacks against V class targets from the upper levels of BUS are resolved against the rear armour value of the target, regardless of the actual facing of the vehicle.

Rubble

Each turn a BUS is on fire throw a d10. If it is a "1" then roll again and if the second roll is equal to or less than the number of BUS currently on fire then the longest burning BUS collapses into rubble. (i.e. the second roll is a 1 if 1 BUS is on fire, a 1 or 2 if 2 BUS are on fire etc...)

If the bottom story of a multi-level BUS turns to rubble – any troops in upper levels are killed. Any troops in the lower level are disordered. If the upper levels of a multi level BUS turns to rubble then occupying troops are disordered and troops in lower levels are suppressed.

In either case if the BUS is adjacent to any open ground or streets a half inch strip of rubble is added on each exposed side of the BUS.

Destroying BUS and Rubble

Lanes, Streets & Roads & Rubble

Counter battery Fire

French Deployment, Notes & Special Rules

Deployment and Reinforcement

Turn 1 10:20 Start of scenario. Germans move first. All onboard French forces start hidden and dug in in IP. All command stands are dug in command posts and class as improved BUS or bunkers, plus have the increased command radius of 10".

Turn 5 11:20 Elements of 3e DCR (41e/45e BCC / 7e DLM (8e RD/ 10e BCC) enter board.

Discipline Rating

All ME's from the 7e DLM are Trained and 3e DCR are classed as experienced.

Off board Artillery

None.

Air Support

Nil

Transport

Please note that the Orbat reflects the optional rule of increasing transport capacity by 1.

Un armoured transports do not count towards calculating initial ME size for casualty determination but loss of transports does count towards casualties when calculating modifiers.

Flash Hiders

Since the start of this campaign you have noticed the extreme difficulty in the Germans locating your anti tank guns. Any 25mm AT gun that fires does not qualify for the +1 for firing for spotting purposes.

On Board A/A MG's

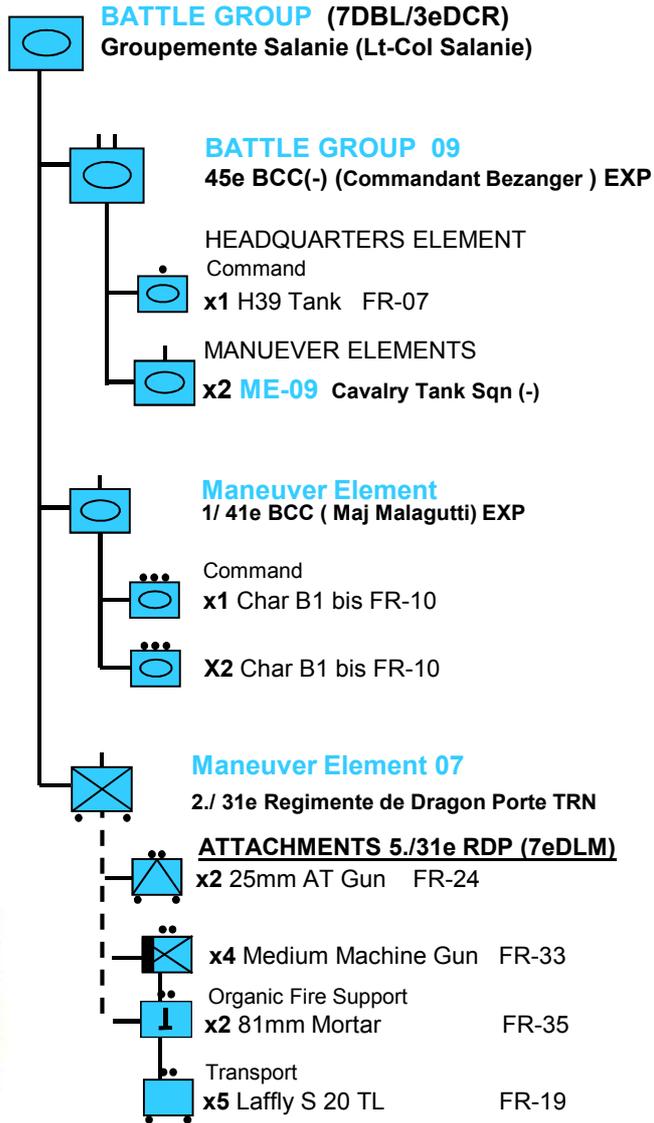
Any Laffly S20 TL which is currently carrying troops or MMGs will be classed as fitted with either a A/A LMG (Dragon Porte) or A/A MMG (Hotchkiss MMG Teams), once troops dismount the A/A mount is lost. Troops dismount weapon and take it with them.

French Tank Doctrine.

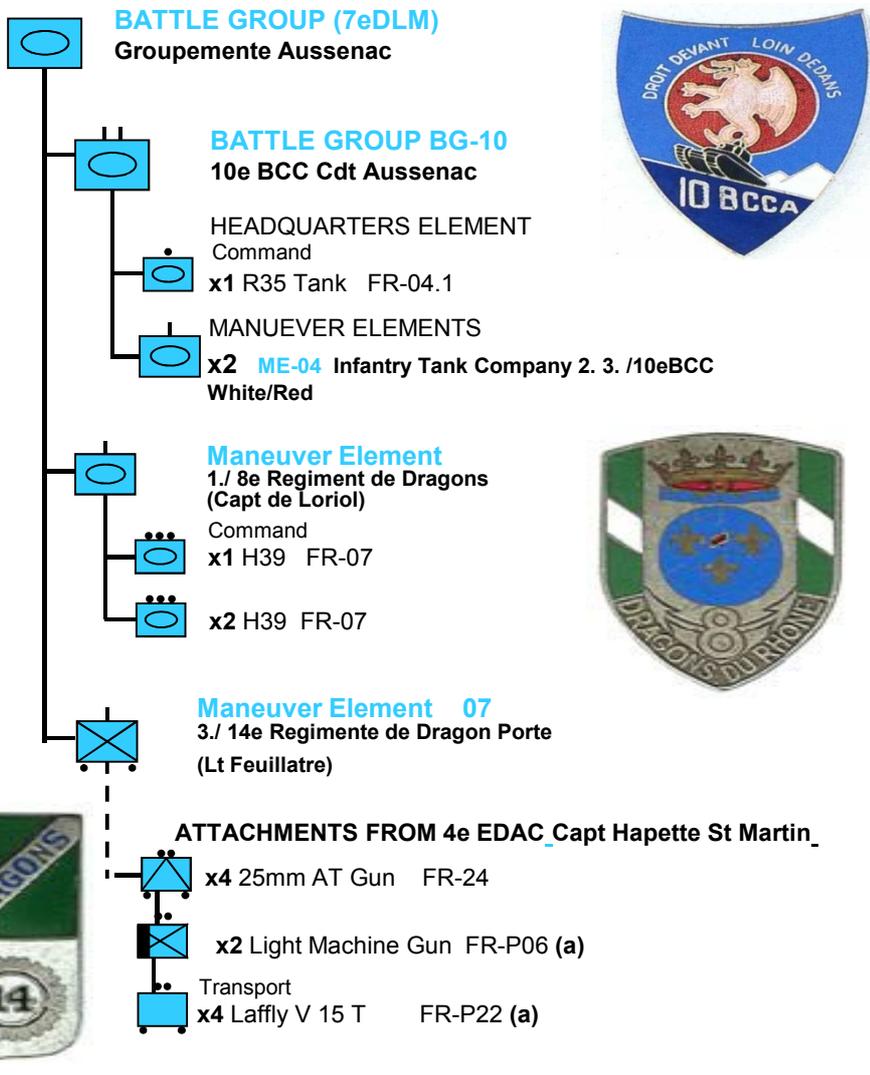
Doctrine dictated that the commander of an armoured ME would give orders via a series of coloured flags. He usually was the only person in contact with a higher echelon due to him having the only radio.

Game terms this means that all tanks must remain within LOS of command tank , if LOS lost must move to last known location of commanders tank. If a tank that is equipped with a radio is lost , the ME cannot claim the +1 for being within 5" of commander.

Group Salanie ORBAT

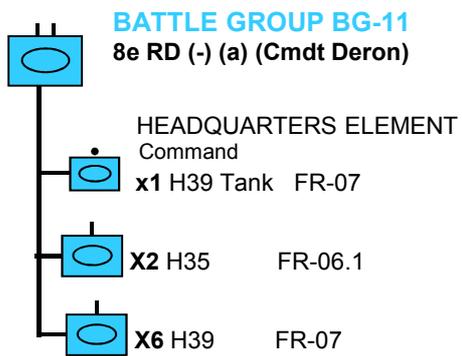


Group Aussenac ORBAT

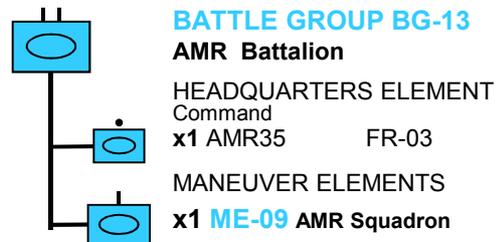
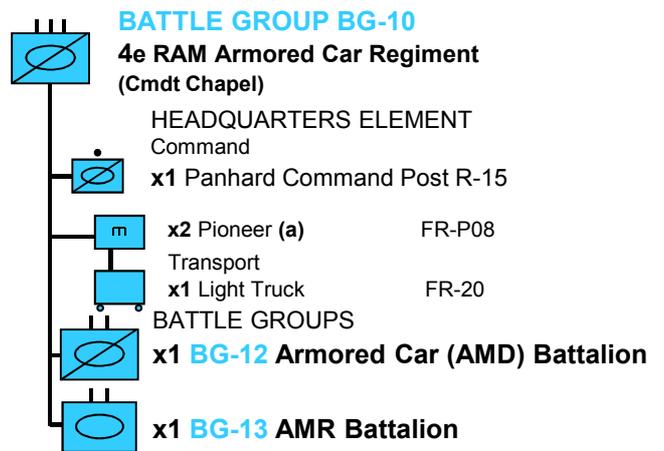


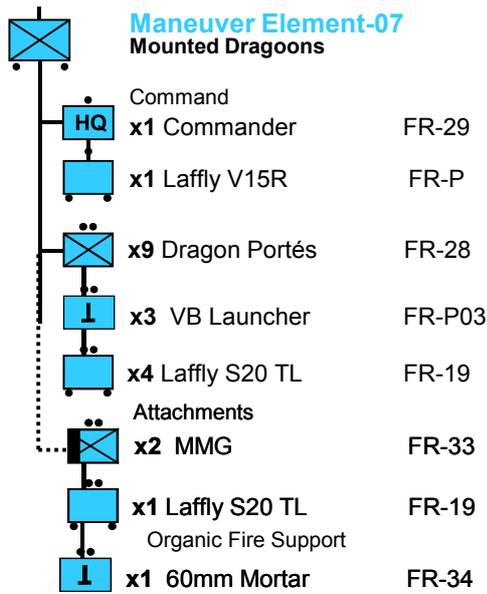
GROUPINGS

14e BLM (Lt-Col Grevy)

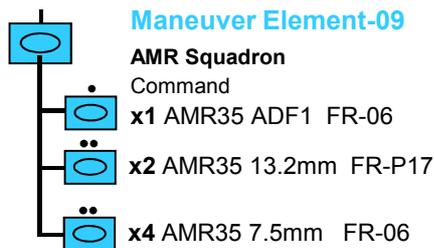


(a) Combined BG as majority of H35 had broken down.





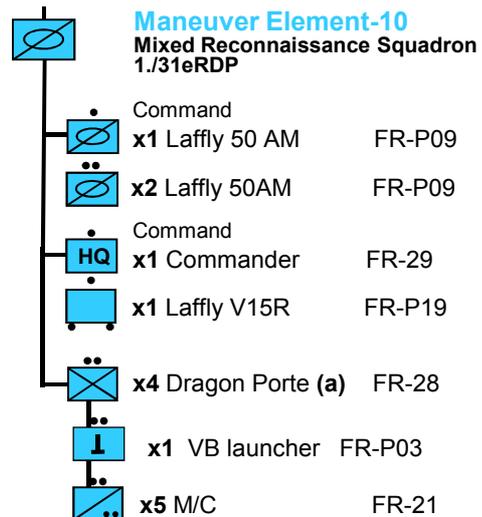
(a) All 10e BCC tanks have radios



Can be split into two ME's of x1 13.2mm AMR and x2 7.5mm AMR.



Can be split into two ME's of x2 Panhard each.



Winning Conditions:

For the French its all about the destruction of the German forces, and allowing the sealing up of the break out.

Hold Juniville +5 VPs

Hold Tagnon +5 VPs

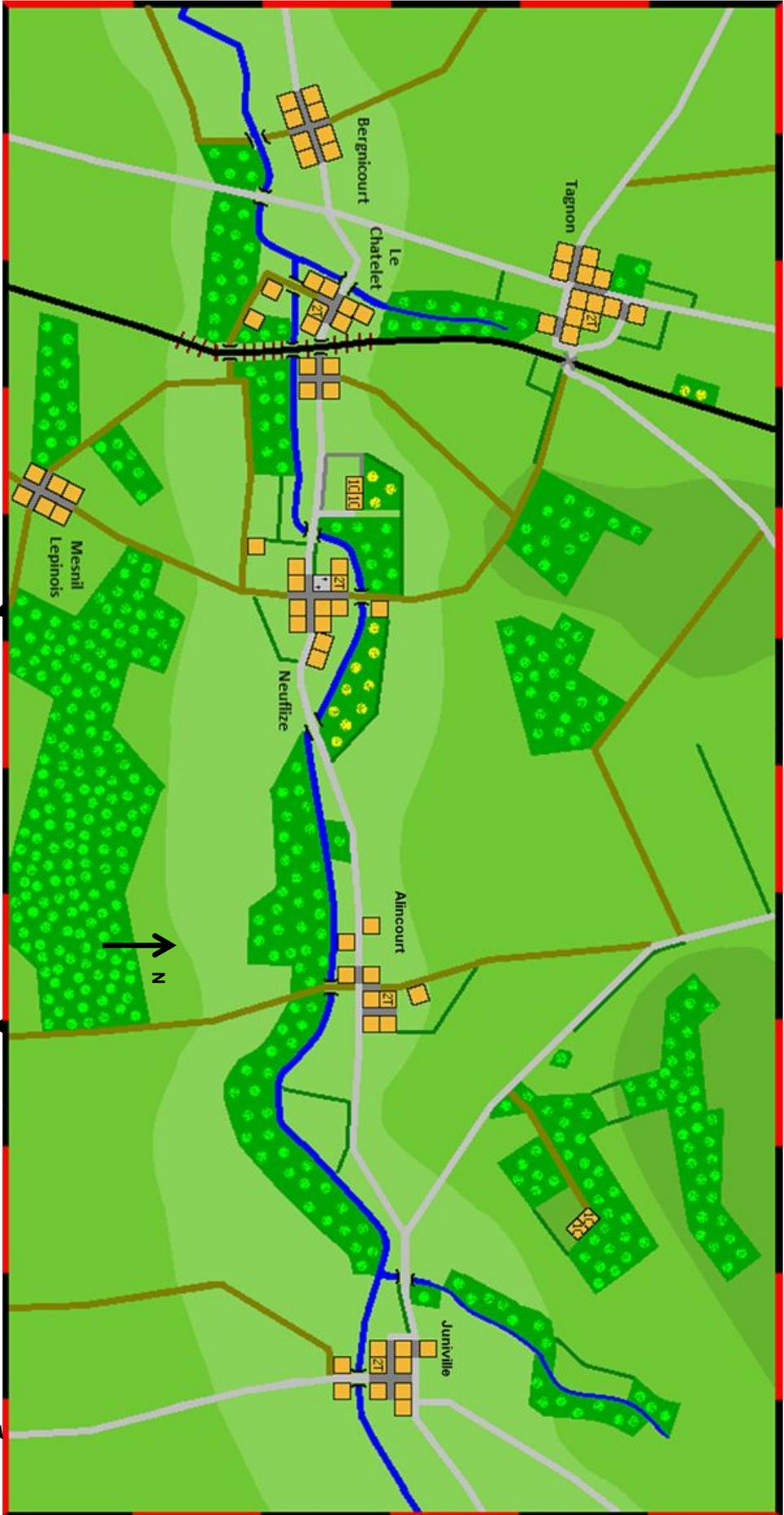
Each village strongpoint held +2 VPs

Each German ME at $\geq 75\%$ +1 VPs

Each German ME at $\geq 50\%$ +2 VPs

Each German ME at $\geq 25\%$ +3 VPs

Terrain



Entry Area for 4e
RAM and 8e RD

Entry for Aussenac
and 1/31e RDP

Entry Area for GPR Salanie