

# German Briefing



## Situation

### **(Major Gen Friedrich Kirchner) 1<sup>st</sup> Panzer Division 05:00 hours 10<sup>th</sup> June 1940 France**

After heavy fighting yesterday, XIII AK (13<sup>th</sup> Armee Korps) has broken the enemy defence line along the River AISNE. Our Division is now to exploit the breaches. Enemy units to our front are mainly from the French 23rd Corps. Intelligence has identified three Infantry Regiments, 33rd, 73rd and 127th, all from the French 2nd Infantry Division as the main forces faced by XIII AK yesterday. Some enemy armour (Renault type 35) has been encountered and destroyed so far in this battle, captured tank crew are from the 23rd tank Battalion. It is believed that the enemy units encountered and dispersed late yesterday in vicinity of ST. LOUP and AVANCON were actually on their secondary line of defence.

Enemy intent is believed to be to fall back to the third line of defence, along the R. RETOURNE, between BERGINCOURT and JUNIVILLE and defend until an expected counterattack can be developed within the next 24 hrs.

Air Recce has identified enemy defended localities of approx company strength in the vicinity of TAGNON, BERGINCOURT, LE-CHATELET and JUNIVILLE. Defended areas of approx Battalion strength appear to be at PERTHES to the North (Off Map) and ALINCOURT.

Luftwaffe recon has identified movement of enemy armour coming from the SOUTH-EAST, in the vicinity of MACHAULT (Off map) possibly for a counter-attack.

Our lead elements have overrun several 75mm and 105mm field gun emplacements in the St Loup area, which seems to constitute the majority of the Artillery arm of the 2<sup>nd</sup> Infantry Division.

Our Left (Eastern) Flank is covered by 21. Inf Div

Our Right (Western) Flank is held by elements of XXVI Corps and 2<sup>nd</sup> Panzer Div.

Our rear is covered by the 17. Inf Div (IR 3)

#### **1. Pz DIV Commanders Intent.**

The enemy must be prevented from withdrawing in good order to prepared defences. They are already in disorder and have suffered heavy casualties. 1. Pz DIV is to strike deep behind enemy 2nd Infantry Division before the expected counter-attack in order to disrupt enemy XXIII Corps preparations for a new defence.

You can request one reconnaissance flight of x1 HS 126 to be conducted by the attached reconnaissance squadron over the battle area prior to the attack, this can provide you with dedicated intelligence for that particular area., you must designate a flight path and height, low, medium or high altitude.

Be warned previously we have had aircraft shot down by the French while operating over the front lines at the River Aisne, so assume anti-aircraft artillery is still present.

## **Orders:**

### **Pz Bde 1**

**Attacks towards Retourne to force river crossing between Neufelize and Alincourt. Cross River and form a bridgehead for follow on troops.**

### **Pz AA Abt 4**

**To attempt to force a passage across the Retourne River.**

Groupings – see attached graphic

Current Location- Avancon- Mt ST LOUP

Tasking:- Bypass Tagnon and Le-Chatelet sur Retourne and leave for follow up troops from 17ID. Secure crossing points over River Retourne near Neufelize and Alincourt and to provide a bridgehead for follow up troops. KG Kruger is waiting to break out after crossing point is secured. The village of L'Ecaille is not in your zone of Operations this is the boundary of 2<sup>nd</sup> panzer Div

Left Boundary KG Balck 1<sup>st</sup> Panzer and IR21 (17ID)

Right Boundary 2<sup>nd</sup> Panzer Div and IR 55 (17.ID)

# COMBATS DE LA MATINÉE DU 10 JUIN 1940

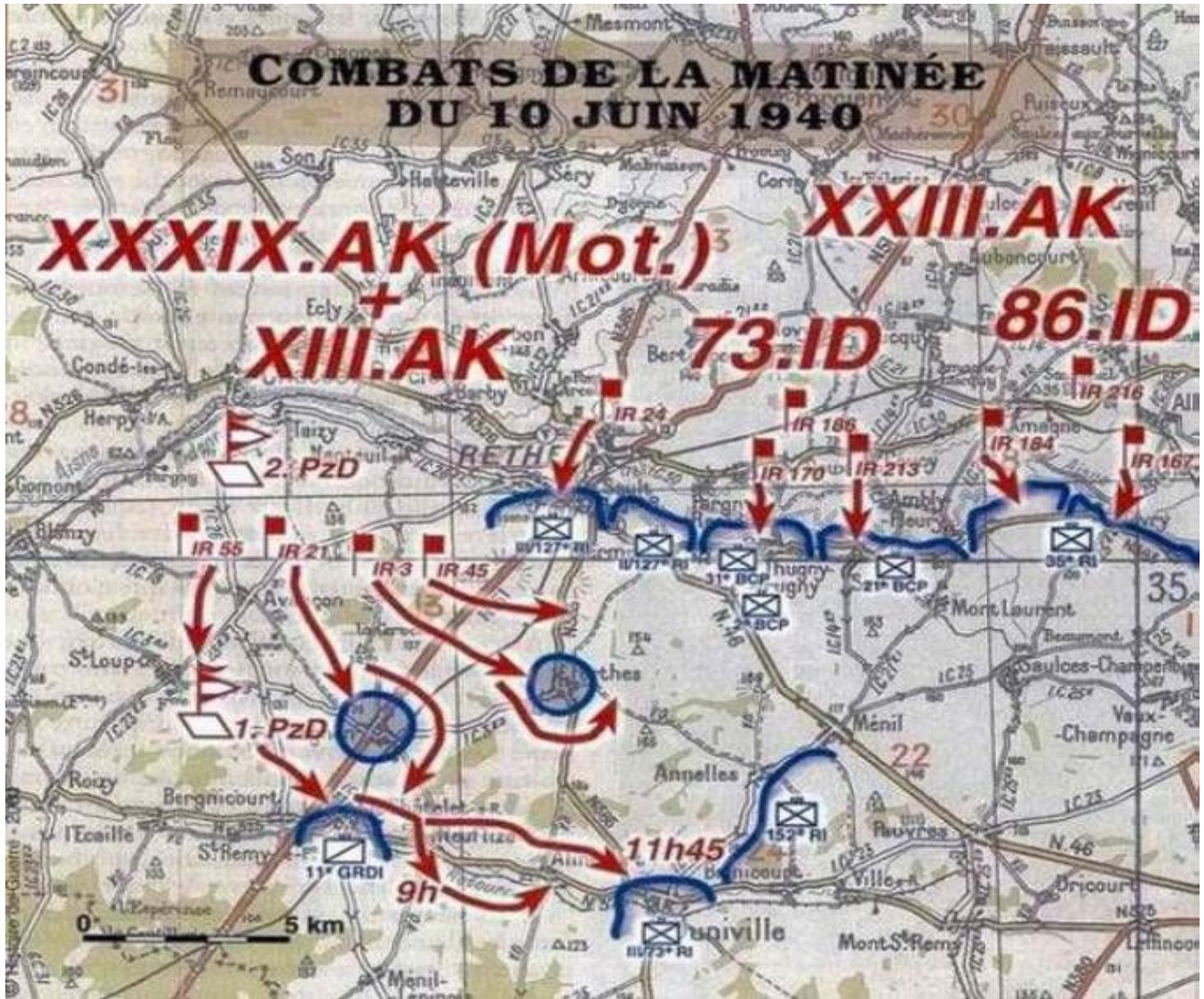
**XXXIX.AK (Mot.)**

**XXIII.AK**

**XIII.AK**

**73.ID**

**86.ID**



## German Deployment, Notes & Special Rules

### Deployment and Reinforcement

**Turn 1 06:20** Start of scenario. Panzer Regt 2 starts set up to 6" in from table edge and 3 feet from North edge. Aufklarungs Abt starts 4 feet from table edge any where along the yellow line on map, initial artillery barrage and air assault begins. All Panzer ME's must move first before any of the Infantry. All armoured command vehicles are classed as mobile command posts and thus get increased command radius.

### Discipline Rating

All MEs are Experienced.

### Off board Artillery

Fire Support comes from **IBn/Artillery Regt 73 (Pz Div 1)** with a heavy battery attached (**II/56**) plus Korps assets **II/45**, which is supporting your effort, the **II Bn73** is supporting KG Balck to the North, fire originates from NW corner of the table. The Germans can have two pre-registered fire points, which must be designated beforehand, and they can register two more later.

All batteries of the above units plus any attached guns will fire a preliminary barrage ahead of your advance.

This should be designated prior to the start of the game and must be a standing or lifting barrage.

The centre of the beaten zone must be placed in the line of sight of a FOO at angle up to 45° to the line of fire of the artillery (i.e. direction of movement in the arc between due east and due south)

There is an automatic danger-close 1 template deep

The barrage must last at least two turns but no more than three turns. The final turn may be smoke or mixed

After the barrage has lifted, direct fire support is from **I BN/Art Regt 73 and III BN/Art Regt 73 with II/56 in General support**. The relevant FOO can call his whole unit as direct FS and other unit's as general fire support.

One light battery from the **I/AR 73** can be directly attached to a PzRegt 2, in which case they cannot participate in the preliminary barrage as they are limbered and ready to move.

### Close Air Support

Initial air bombardment on turn 1 is from x3 JU-87B (**all on same area target –town,woodline,major terrain feature**).

All further calls for "Stuka" support will require rolls for air support see page 14.

Transport does not count to overall ME size but if destroyed does count towards casualties.

All transport must be deployed on table.

Please note that the Orbat reflects the optional rule of increasing transport capacity by 1. This intentionally reduces the number of Sdkfz 251/1 in the German Orbat.

### Hidden Unit Status

The French will be in well prepared defences and will probably be in pillboxes, entrenched or at least well dug-in and camouflaged.

### Flash Hiders ??

Since the start of this campaign you have noticed the extreme difficulty in locating these damn French anti tank guns.

Any 25mm AT gun firing does not qualify for the +1 for firing for spotting purposes.

### White Phosphorous (W.P.)

W.P. was a special kind of ammo that combines the effects of a smokescreen with an attack. When using WP, apply a -1 modifier to the attack factor and resolve the attack normally. Then place a "dissipating" smoke screen in the area of the attack (only lasts for one turn and

only effects spotting by -1 level and attacks through it by -1). This was found to be the only way to get close to those damned "Kolossus".

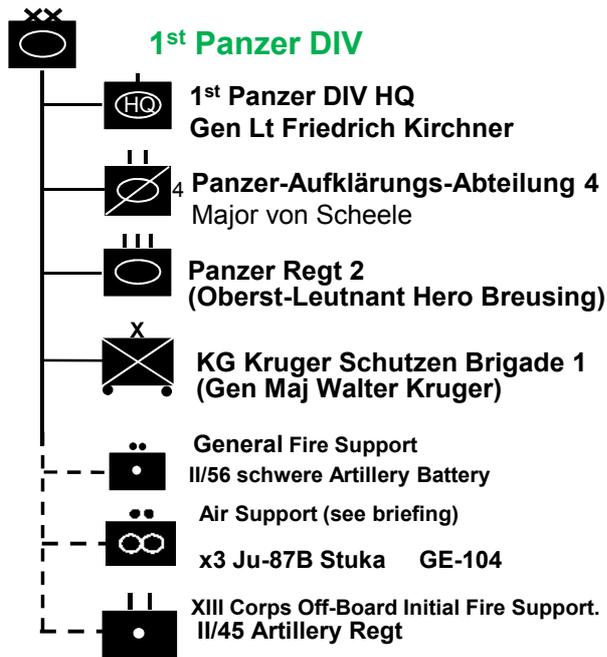
Fire check-see optional rules.

### Armoured Command Vehicles

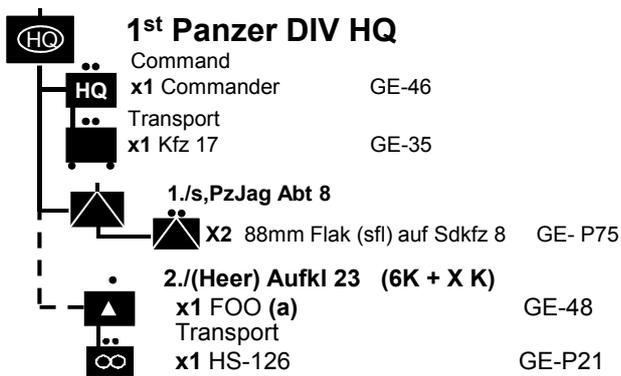
All armoured command and radio vehicles such as the Sdkfz 251/3, PzBefehls wagon I and III allow an increased command radius of 10" to simulate increased command potential.

### Increased Command

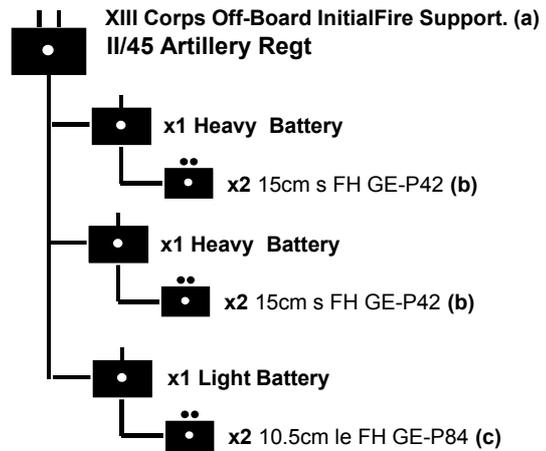
The German overall commander is in charge of all Korps allocated and Div reserve forces and air recce assets. Due to the superior training and doctrinal differences the German Panzerwaffe has over the French troops, the Overall Commander may elect to form new KG's within his organisation. .E.G. Panzer Bde commander may wish to cross attach Panzers to Panzer Grenadier formations and visa versa. These changes must be noted before game start. Also all senior commanders may attach themselves (base contact) to a lower HQ and can add +1 to manoeuvre rolls.



## German Force Overview, HQ, and Corps support



(a) The air observer may call for air support

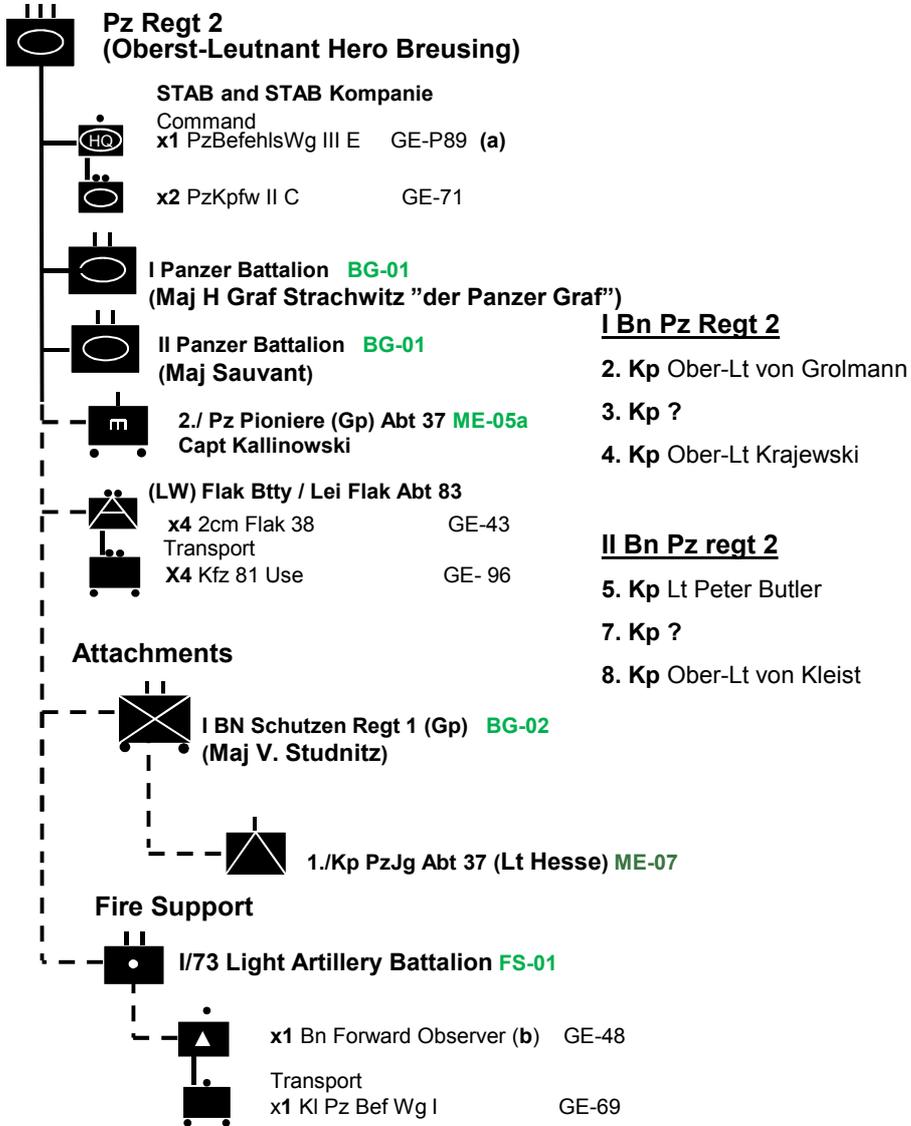


(a) Corps artillery assets available for initial barrage only

(b) +1 V /+2 TG Large Template

(c) -1 V /0 TG Large Template

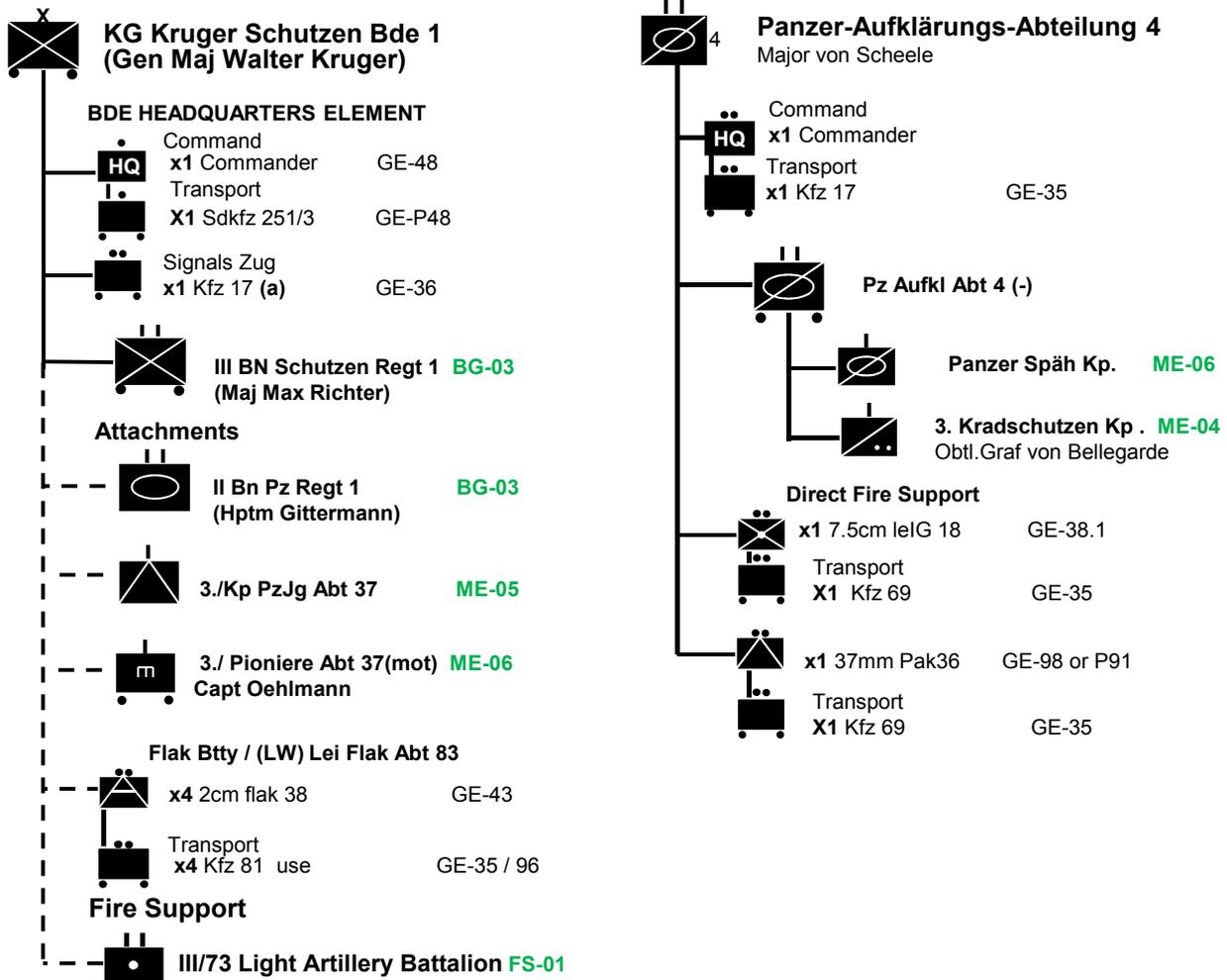
# Panzer Regiment 2



(a) functions as Forward air controller – able to call for air support

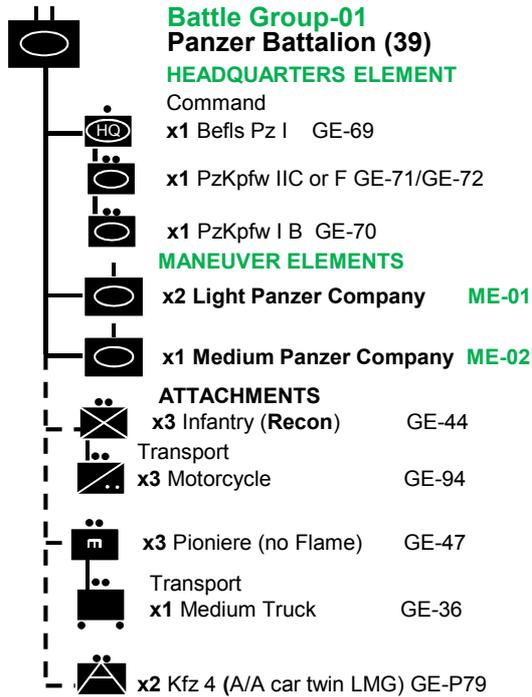
(b) Can call fire of whole Bn as Direct fire support.

# KG Kruger Schutzen Brigade 1/ Panzer-Aufklärungs-Abteilung 4

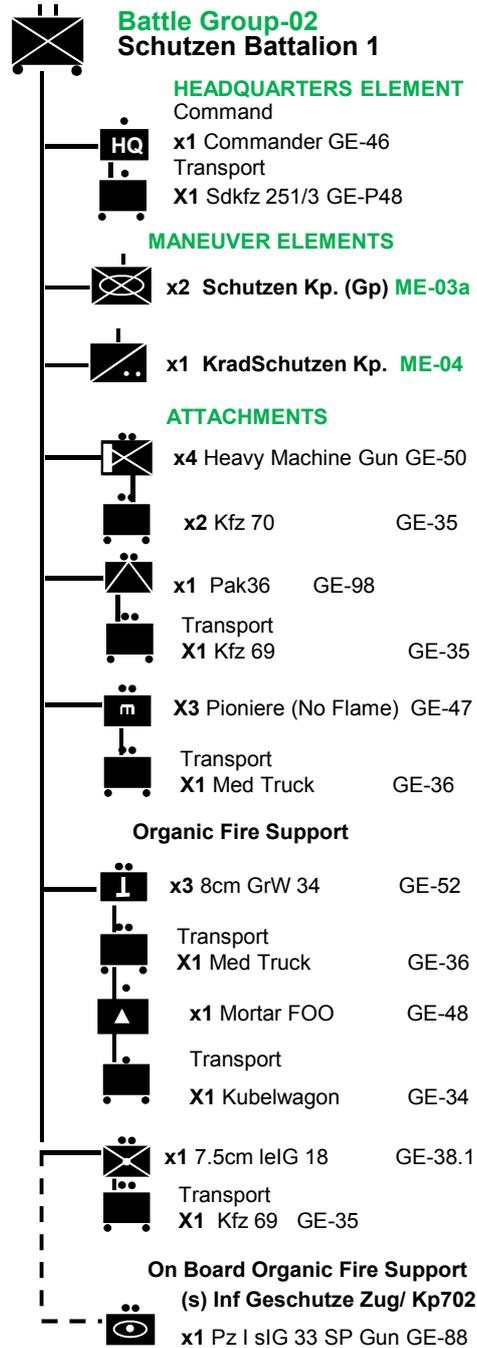


- (a) Can call in Div fire support as Direct and Corps level as general.

# Major Sub-formations



25% =10  
50% =20  
75% =29



25% =16  
50% =33  
75% =49

**BATTLE GROUP 03**

**III BN Schutzen Regt 1 (Maj Judges) (51)**

**HEADQUARTERS ELEMENT**

Command  
x1 Commander GE-48  
Transport  
x1 Sdkfz 251/3 GE-P48

**MANEUVER ELEMENTS**

x2 Schutzen Kp. (Gp) ME-03a

x1 Schutzen Kp. (Mot) ME-03b

**ATTACHMENTS**

x4 Heavy Machine Gun GE-50

x2 Kfz 70 GE-35 or 96

x1 37mm Pak36 GE-98

Transport  
X1 Kfz 69 GE-35

x3 Pioniere (No Flm) GE-47

Transport  
x1 Med truck GE-36

**Organic Fire Support**

x3 8cm GrW 34 GE-52

Transport  
X1 Med Truck GE-36

x1 Forward Observer GE-48

Transport  
X1 Kubelwagon GE-34

x1 7.5cm leIG 18 GE-38.1

Transport  
X1 Kfz 69 GE-35

**(s)Inf Geschutze Zug/ Kp702**

x1 Pz I sIG 33 SP Gun GE-88

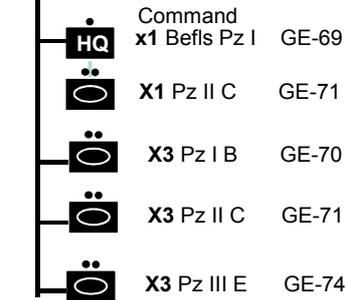
25% =13

50% =26

75% =38

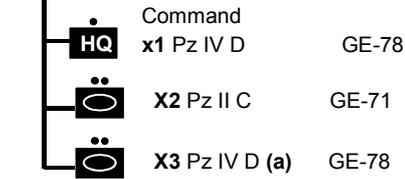
# Maneuver Elements (1)

## Maneuver Element-01 Leichte Panzer Company



25% =3  
50% =6  
75% =8

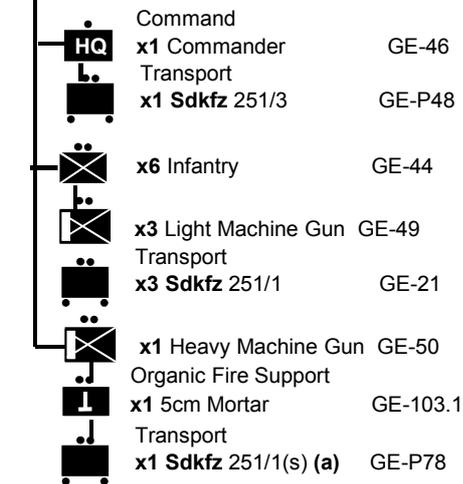
## Maneuver Element-02 Mittler Panzer Company 4./8.



(a) W.P. issued to Pz IV only. Must state before firing. Class as unlimited dissipating smoke. Can cause fires.

25% = 2  
50% =3  
75% =5

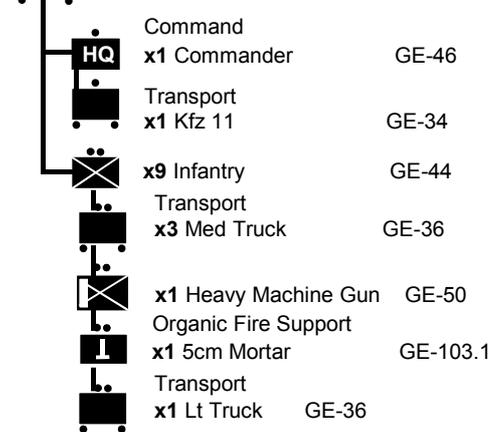
## Maneuver Element-03a Schutzen Company Type A (Armored)



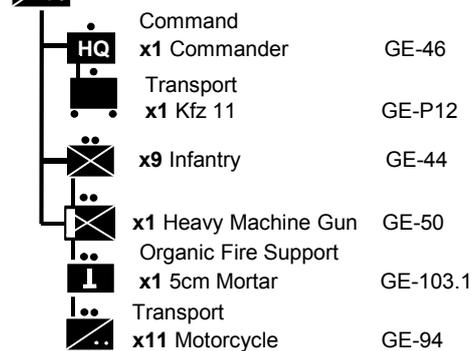
(a) The 251/1(s) had a sustained fire mount tripod fitted instead of the forward MG mount, fires as a HMG but cannot use grazing fire.

25% =4  
50% =9  
75% =13

## Maneuver Element-3b Infantry Company (Motorised)

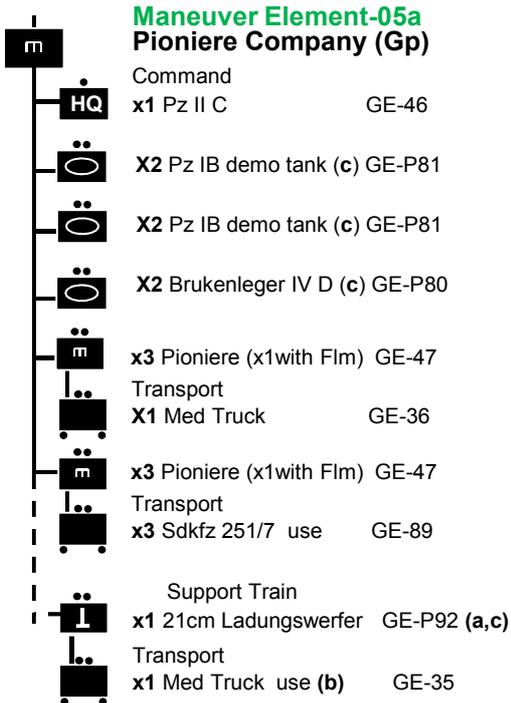


## Kradschutzen Kp. ME-04



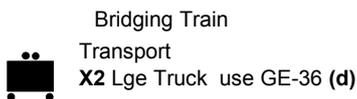
25% =3  
50% =6  
75% =9

# Maneuver Elements (2)

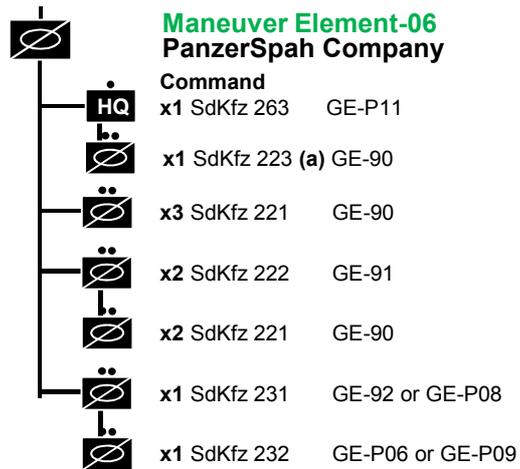
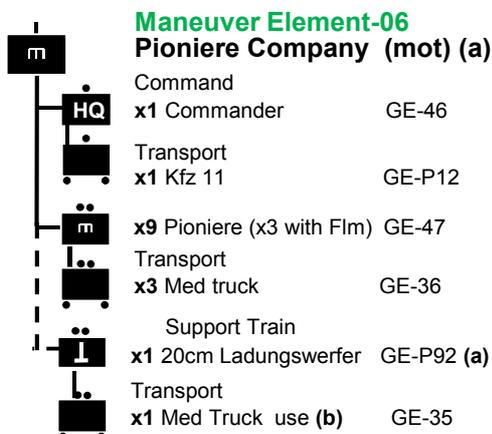


- (a) Can deploy x1 large smoke screen up to (12 ") in distance away. Can also engage obstacles such as wire or minefields using an Engineering action.
- (b) Carries enough inflatable boats to transport 3T.
- (c) See special rules.

25% =4  
50% =9  
75% =13

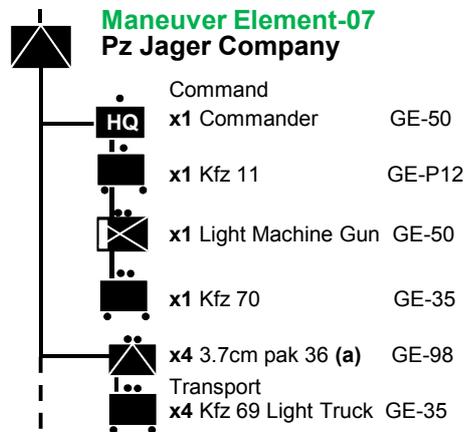


- (d) Each truck carries two spans worth of light bridging equipment.



- (a) Arty Observer Patrol from I /Art Regt 73, can call in fire of whole Bn as General fire support, or attached 75mm as Direct.

25% =3  
50% =6  
75% =9



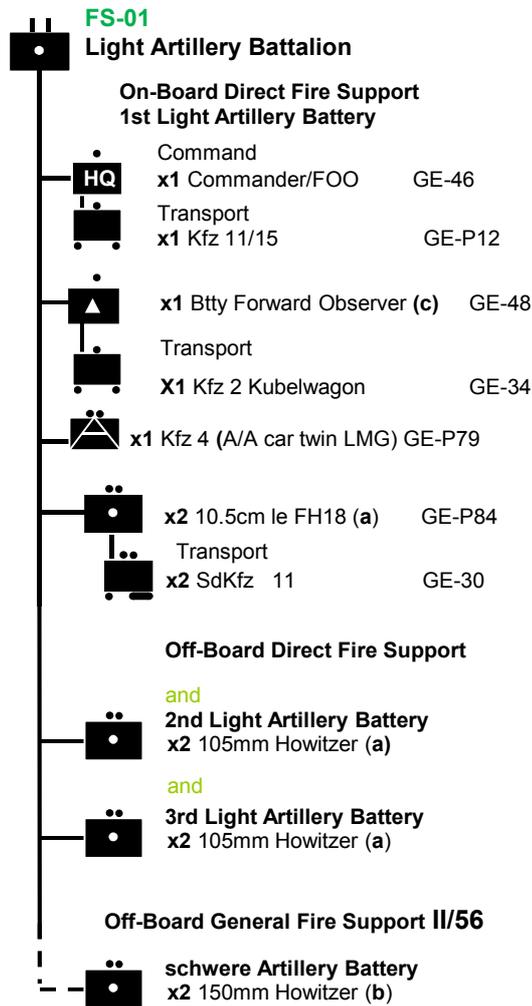
**Attachments 2. Kp Lei Flak Abt 59**



25% =2  
50% =3  
75% =6

- (a) Can be broken down into x4 separate ME's of x1 Pak 36.

# Fire Support



- (a) -1 V /0 TG Large Template
- (b) +1 v /+2 TG Large Template
- (c) Can call in whole Battalion as Direct support.

OBSERVER		LEVEL OF SUPPORT	Organic Fire Support	Direct Fire Support	General Fire Support
German	Forward Observer		3 or more	4 or more	7 or more
	Commander		4 or more	5 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

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

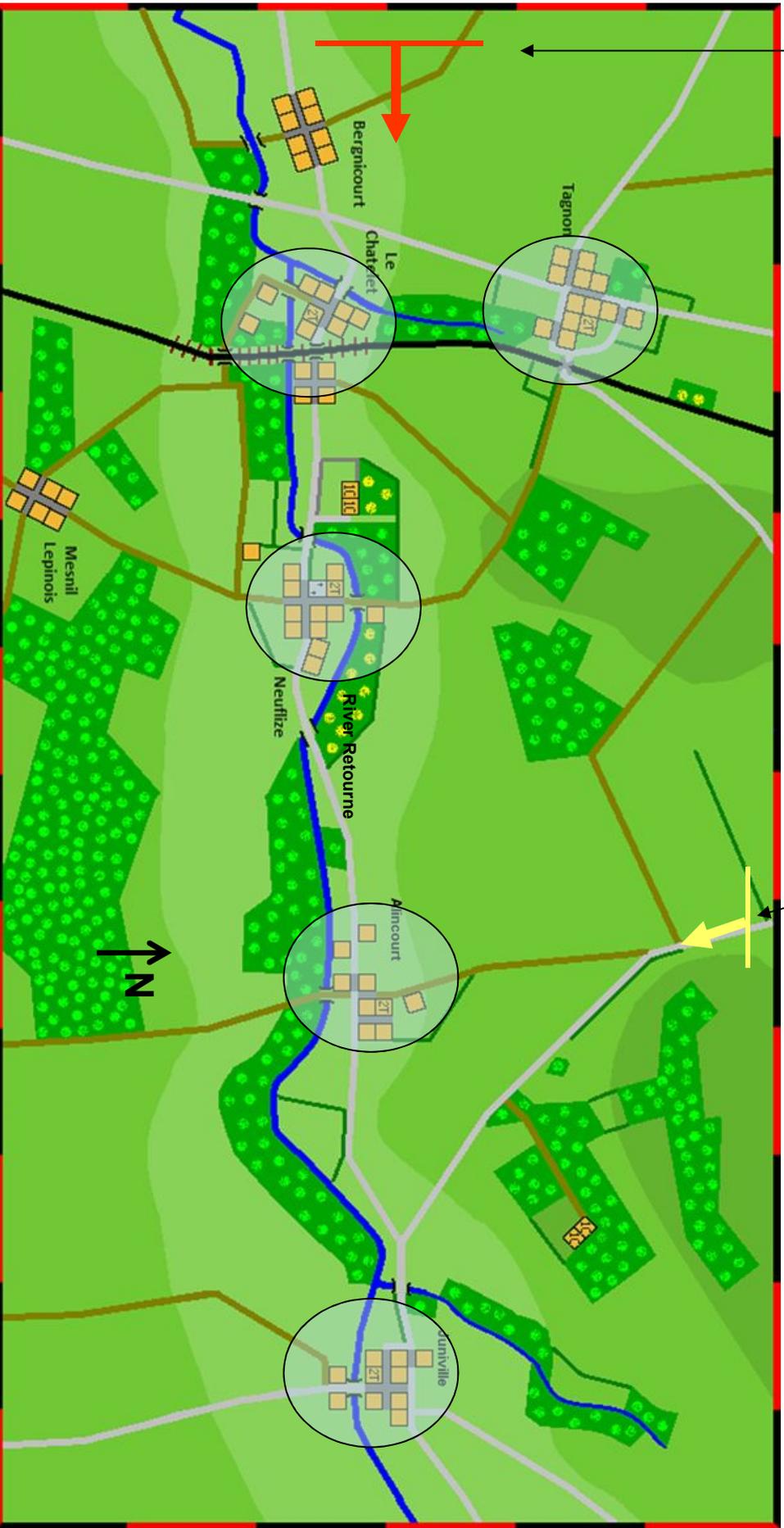


Paved Road



River with road crossing it at bridge.

Start line 1<sup>st</sup> Panzer Bde  
4" in from edge.



Start line Aufklarungs Abt enter  
from Northern table edge.

## **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 armor 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**

When a call for fire roll of a natural 1 is rolled, that particular unit has been deemed as being under counter battery fire and you have to roll again. If you roll under the enemies CB rating then that firing unit is no longer available for next turn, due to damage or being forced to move.

### **AOP's & Replacement FOOs**

The AOP transits to its 'orbit' location during the Close Air Support phase. It takes at least one turn to move to an observation position get there and is vulnerable to AA fire normally while it does so. It may also transit to a new position anywhere on the board during this phase.

The point at which the AOP stops is the centre of its observation 'orbit' or 'figure 8' (i.e. it circles around this point while searching for targets). For game purposes an 'orbiting' AOP remains stationary on the tabletop.

The AOP may only call for CAS or artillery once it is 'stationary' (i.e. it may not call for fire/CAS if it moved in the CAS phase).

All small arms A/A fire against the AOP is negated due to the height that they are operating at. Only weapons of 25mm + can hope to reach them. The range is measured to the orbit point if the aircraft is orbiting, or to the flight path if transiting.

AOP's gain a +2 spotting modifier. AOP's may treat any targets in dense cover as if they were on the edge of cover. AOP's have no intrinsic combat value and have an Armour value of 0.

The AOP can use its turn to "mark" targets with coloured smoke for air support instead of call for fire rolls.

### **Air Support**

Roll below for each successful call for air support request. Can only make another roll after the Air support has finally turned up, must designate target area prior to roll being made as per the air map. Target priority is easiest to spot first.

### **Random:- Roll D10**

**1-3** No Support

**4-5** Delay 3 turns.

**6-7** Delay 2 turns.

**8-9** Delay 1 turn.

**10** Arrives same turn opposing player chooses grid square..

# Engineering Actions

## **Tread way bridges and light pontoon bridges**

Bridging equipment must be dismounted within 2" of the obstacle to be crossed for bridging to occur. Before it is in place, bridging equipment is spotted and attacked as a Small G class target. Suppression and Disordered results have no effect. Knocked-out results will destroy the span. Mounted Bridging equipment may not bail-out and is considered destroyed if its transport unit is destroyed.

More than one unit may attempt to construct the same bridge span, but the player must designate an engineer unit as the primary bridge builder. Only T class units can build a tread way/pontoon bridge.

Each span to be built requires that the unit/s involved be conformed to the area to be bridged within 2" of the dismounted bridging equipment. They may then expend an engineering action, and roll on the Improved position table with the following modifiers:

+/- dr discipline rating of primary bridge builder.

-1 attempting to bridge a swollen river (scenario defined condition)

+1 more than one unit working on the same bridge span (max modifier of +1)

A successful roll results in the completion of one span. A bridge is considered built when the number of spans needed to bridge the obstacle have been placed.

## **Ferries**

A light ferry can be constructed which can carry either a light gun or small vehicle. These are based on bays constructed from larger inflatable boats available from Engineering stocks. Each bay takes up to one span worth of stores to complete. Can only be built by Divisional Bridging unit.

## **Bridge-layers (Bruckenleger)**

To create a bridge over a linear obstacle, the vehicle must conform to the obstacle and perform an engineering action. The bridge is then emplaced. Other units can use it by conforming to the obstacle and then performing a breach action. No bog-down check is needed to traverse bridged obstacles. Cannot be used in boggy or wooded terrain.

## **Terrain Effects of emplaced bridges**

A unit must execute a breaching action to cross a bridge. The bridge is considered a defile for triggering opportunity fire.

## **Demo Vehicles**

There were 10x demo vehicles in two platoons based on the Pz I chassis, the ausf A and ausf B. the differences were in delivery but did same job of dropping a 50Kg demolition charge on target. The vehicle then drove off and the charge detonated. In game terms the vehicle must reverse up to the target and then conform to it then spend an Engineering action in placing charge. A successful demolition action will then result in a gap in the wire or removal of target.

## **Ladungswerfer**

This was a spigot launched mortar system delivering a 210mm warhead or specialist warhead on to the target. In Game terms the owning player must first dismount and setup the weapon and then spend an engineering action which can remove or breach one obstacle within 5" of weapon system on a successful demolition action.

Can also deploy one smoke screen up to 12" away.

## **Inflatable boats**

A unit attempting to use inflatable boats must first conform to the river. It takes one action to launch and cross and one to conform to the far bank and alight. The alighting troops must conform to the river bank. The boat counts as an Infantry target at all times