Game Brief

The following scenarios can be played as a series of linked games. Any casualties during a game must be noted and will be carried over to the relevant scenario or one can use the stated ones in the ORBAT. If playing singularly then use the forces as stated on the relevant ORBAT.

The Germans start as a probing force and increase in strength throughout the day.

The battalion support squadron was distributed among the defensive positions before hand. The French player must designate which support weapons are located physically within each defended locality: Crehen (Game 1), Thisnes/Wansin (Game 2) or Merdorp/Jandrenouille (Game 3).

The attached support choices are:

4x MMG (Lt Gibert) FR-33 (Was actually located in Crehen)

2x 25mm Portee AT Gun FR-16

2x 81mm Mortar FR-35

The above 81mm mortars are already taken into account for the beginning scenario. Also the following troops can be added:

<u>1x Engineer Coy (Motorised)</u>

1x Commander FR-1

1x VLTT Lorraine 72 (6x4) No card OR Laffly V15R use FR-P22

9x Engineers FR-P07

3x Unic P107BU use FR-14 OR Lorraine 28 (6x4) use FR-P20

1x Med Truck FR-20

3x M/C FR-21

Above can be split into three separate maneuver elements of x3 Engineers.

CREHEN Part 2

12th May 1940
Scenario written by Andy Parkes, Bill Slavin and Bob Hart Ver 1.1

Overall Situation:- German View

Oberst Breith– 5th Panzer Brigade– 18:20h, 12th May 1940

•09:00 Verf.Abt.A reached Avennes and waits for orders. The commander of *Pz.Rgt.35* decides to take the important road-crossing at Hannut also and orders his *5./P.R.35* to advance to Hannut.

•10:30 *5./P.R.35* encounters 11 French Hotchkiss tanks at Crehen and destroys 8 of them. Oberleutnant Malguth is mentioned in the divisional report. The Battalion Adjutant that was sent to the location to report takes out 3 more tanks. Now the *II./P.R.35* is ordered to proceed to Hannut. 5 German tanks are hit, 5 tankers are killed, 11 are wounded.

•*6./P.R.35* destroys 2 withdrawing French armoured cars at the northeast of Hannut which took out one of the precious Pz.IV before. *Pz.Rgt.35* takes defensive positions around Hannut and waits for infantry and artillery to continue the attack. Heavy French artillery fire starts.

•05:00 The planned advance of Verfolgungsabt.B (Panzer Regt 36) has to be delayed because the promised fuel supply did not arrive until now (arrived at 07:00)

•After refueling Verf.Abt.B advances via Bergillers, Remicourt, Bovenistier, Omal. At the road crossing of Braives a Belgian bicycle unit surrenders without resistance. Some withdrawing Belgian trucks are captured. In the following fire fight the *4./P.R..36* takes out two enemy AT-guns. Some civilians come between the lines and suffer losses.

•Belgian troops are taken totally by surprise in the villages and surrender after short resistance.

•In the morning *P.R.36* reached all its objectives and takes a rest for a few hours. French artillery fires on the positions but the enemy battery is taken out by German Stukas.

•One platoon of *2./P.R.36* is sent out to recon towards Fallaise and encounters an AT barrier.

•10:00 *Schtz.Brig.4* follows the tanks but is delayed because the vehicles of the *II./S.R.33* did not arrive yet. They manage to keep up with the rest or the regiment with captured trucks and busses. *II./S.R.33* takes positions at Ligney during the night. The rest of *Schtz.Rgt.33* is ordered to Geers to defend against the Mehaigne-sector with *M.G.Btl.7, Pz.Abw.Abt.49.* The *III./S.R.33* is moved to Hannut in the afternoon. The attached *II./S.R.12* starts at 09:00 south of Tongern and comes up with *S.R.33* via Waremme around 18:00.

•09:00 *Stab S.R.12, I./S.R.12* advance Koninxheim, Otrange, Remicourt, Bovenistier, and reached the area south of Omal without enemy contact at 16:00.

•14:00 *1.(S.P.W.)Kp./I./S.R.12* receives orders to leave the regiment and proceed to the area south of Chapon-Seraing to defend there to the south with the *AA.7* already in this area. Until 17:40 the defense line is established and many prisoners taken.

•17:00 German planes drop 50cbm fuel to refuel the tanks of *Pz.Rgt.36.* Briefing with the Brigade-commander afterwards.

•*I./S.R.12* is moved forward to Hannut in the afternoon to be attached to the attack of the commander *Pz.Rgt.35* via Hannut,Thismes and Perwez.

•15 enemy tanks are spotted out of range of the German tanks of *P.R.36*. They are attacked by artillery and withdraw into a near wood. In the meantime *Pz.Rgt.36* is attacked by three German planes by mistake which cause some casualties.

•The Stab *Pz.Rgt.36* goes back to Lens-St.Remy for the night, the *1st Battalion* defends the area north of the road crossing to the southwest the *2nd Battalion* west of it with its front to the west and south. The *I./P.R.36* takes 400 prisoners cleaning the area in the evening.

•18:00 *II./S.R.12* is moved to Hannut to defend there with *III./S.R.12* during the night.

French Briefing
I/11e RDP (3e DLM)

Overall Situation:- FRENCH VIEW

Capitaine Laffargue–1st Battalion/11th Regiment mounted Dragoons– 18:20h, 12th May 1940

Having pulled back all troops from Crehen and losing several tanks in the action (historically 11 of 20 plus the loss of the commander, Captain Ste Marie Perrin), it has been necessary to fall back on the forces of Captain Potel, 2nd Squadron, 11th RDP in Thisnes and the 4th Squadron, 2nd Regiment Cuirassier.

Captain Pinta, 1st Squadron, 11th RDP has fallen back towards Merdorp to the south whilst the surviving nine tanks (x3 models) of Captain Ste Marie Perrin are left in Thisnes.

 At 16:00 hrs the platoon of Lt. Constantin (Hotchkiss H39) is sent to recce Crehen to the east to see if it is occupied. On his return at 17:30 hrs he reports that the village is mostly clear of enemy troops. Colonel Touzet (2nd Regiment Curassier) orders Captain Beaufort to occupy Crehen with two platoons of Somua S35 under Lt's Pelissier and Lotsitsky. These left Merdorp at 18:15 hrs. This leaves only the 2nd and 3rd platoons as support.

 In Wansin itself are the troops of 3rd Squadron, 11th RDP under Captain Cavaille supported by the 13th (Hotchkiss) Squadron, 11th RDP under Lt. Lizeray.

 Orders state that if you find the position untenable you are to retire on the axis Jandrain to the west and link up with friendly troops.
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French Deployment, Notes & Special Rules

Turn Sequence (Moon:- waxing crescent 25%)
Turn 1 19:00 Start of scenario. Germans move first.

Turn 6 20:40 "Dusk" Dawn Dusk rules apply (see below).

Turn 12 22:40 Platoon Pelissier (x1 Somua S35) arrives back from Crehen. Arrives on road from Crehen SE of board. See point "C".

Turn 16 00:00 Game ends.

Deployment
Units deploy in Areas A and B as indicated in Orbats. Road barricades and minefields must also be located in these areas. All French units may deploy dug in, or in improved position in hard cover if applicable. Vehicles may start in hull-down positions. All infantry commanders class as command posts and thus gain extra 10" command radius until they are forced to move position.

Discipline Rating
All MEs are Trained, except from Turn 8 when they re-class as Raw as a result of Night Time Rules.

Off board Artillery
Direct Support comes from the I/76th Artillery Regt and General Support from III/76th and I/71st (2e DLM). 75mm guns use the large fire template to simulate the larger rate of fire for these guns compared to similar calibre guns.

You can have two pre-designated fire points, which do not need a call for fire roll - it is assumed to be called in by coloured flares from any command stand. Cannot concentrate or thicken.

A FOO from 76th Regt is located in a large water tower off the southwestern corner edge near Jandrain (offboard). He can see the southern edge of both towns and spot through the gap between them. Spot as if located at Point F on a level 3 structure. The FOO calls for fire from I/76e RA and then the player rolls for the extra assets (see next slide, French artillery support)

Reinforcements
These come from the platoon of Lt. Pelissier of 2e Cuirassiers (2x Somua S35) on turn 12. They arrive on the road from Crehen, southeast corner of board at Point "C".

Transport
Soft skinned transport must start on table. Please note that the Orbat reflects the optional rule of increasing transport capacity by one unit. Unarmoured transports do not count towards calculating initial ME size for casualty determination but loss of transports does count towards casualties when calculating modifiers.

Hidden Unit Status
All units start hidden, infantry can start in improved or dug in positions. Tanks can start hull down.

Flares and Smoke
All Mortars and Off table Fire Support elements may fire flares twice during the game. VB launchers and infantry commanders may only fire flares once during the game (see below).
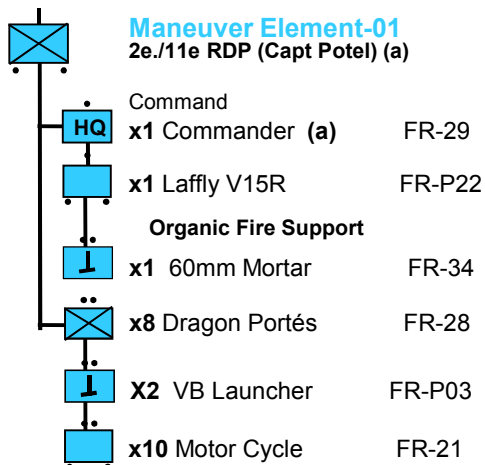
Scenario Specific Rules

No radio!
Once a French tank ME is in combat and actually engaging the enemy, the commander is too busy commanding and firing the main armament of his own tank to command his unit. All ME's do not gain +1 for being within 10" of a commander.
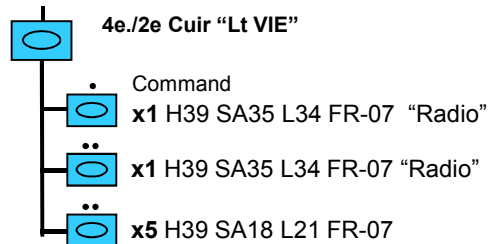
French Artillery Support
Due to the French having centralized control over their artillery a call for fire could result in getting more than expected, as any available units could be added to fire support. To represent this, when a call for fire request is made, roll for direct fire support for the initial unit I/76e but also roll for general support, one time each for the remaining two (III/76e and I/71e). So the player rolls three times - once for each fire support element. If additional batteries do arrive, roll for casualties separately for each battalion, as another battalion cannot thicken a previous battalion's fire.
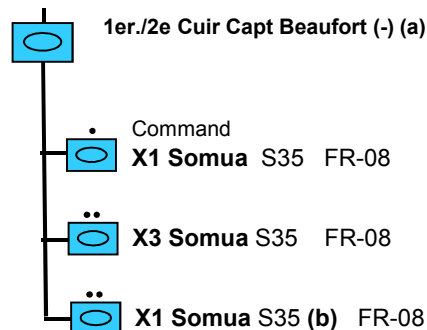
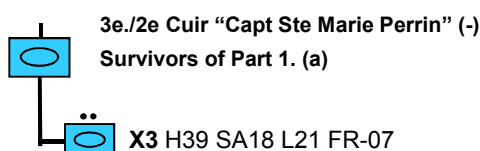# French Manoeuvre Elements
Thisnes "Area B"

Maneuver Element-01
2e./11e RDP (Capt Potel) (a)

Command
x1 Commander **(a)**   FR-29

x1 Laffly V15R   FR-P22

Organic Fire Support

x1 60mm Mortar   FR-34

x8 Dragon Portés   FR-28

X2 VB Launcher   FR-P03

x10 Motor Cycle   FR-21

(a)   I have allocated the 2e Sqn as the Motor Cycle squadron as the reports state that platoons Pauchet and Romagny from this squadron had lost all their M/C's.

(b)   Can set up two road barricades one on each of the two roads facing the Eastern board edge.

(c)   You can lay two scattered minefields

Maneuver Element-02
4e./2e Cuir "Lt VIE"

Command
x1 H39 SA35 L34 FR-07 "Radio"

x1 H39 SA35 L34 FR-07 "Radio"

x5 H39 SA18 L21 FR-07

Maneuver Element-03
1er./2e Cuir Capt Beaufort (-) (a)

Command
X1 Somua S35   FR-08

X3 Somua S35   FR-08

X1 Somua S35 **(b)**   FR-08

(a)   Two platoons, x10 tanks (Lt's Pelissier and Lotisky) have been sent from Merdorp to recce Crehen.

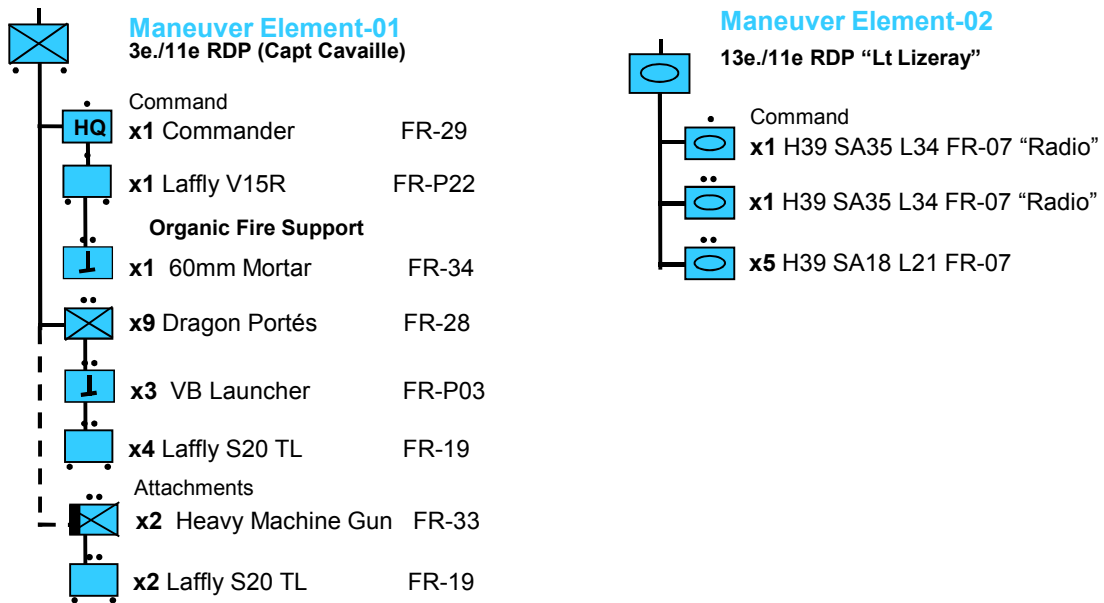(b)   These are the tanks from Platoon Pelissiser returning from Crehen on turn 12, (x1 actual Tank lost in Crehen).

Maneuver Element-04
3e./2e Cuir "Capt Ste Marie Perrin" (-)
Survivors of Part 1. (a)

X3 H39 SA18 L21 FR-07

(a)   Does not get +1 for no casualties.

French Manoeuvre Elements
Wansin "Area A"

Maneuver Element-01
3e./11e RDP (Capt Cavaille)

Command
x1 Commander   FR-29

x1 Laffly V15R   FR-P22

Organic Fire Support

x1 60mm Mortar   FR-34

x9 Dragon Portés   FR-28

x3 VB Launcher   FR-P03

x4 Laffly S20 TL   FR-19

Attachments

x2 Heavy Machine Gun   FR-33

x2 Laffly S20 TL   FR-19

Maneuver Element-02
13e./11e RDP "Lt Lizeray"

Command
x1 H39 SA35 L34 FR-07 "Radio"

x1 H39 SA35 L34 FR-07 "Radio"

x5 H39 SA18 L21 FR-07

(a)   Can set up two road barricades on any road.

(b)   You can lay two scattered minefields

Off board Direct Fire Support
I/76e RA (3 DLM)
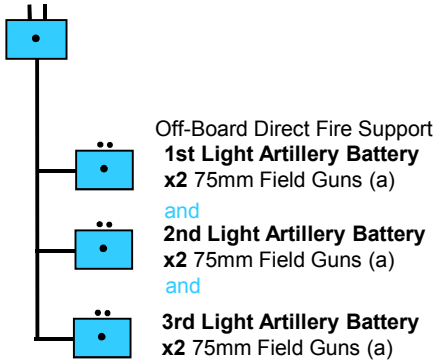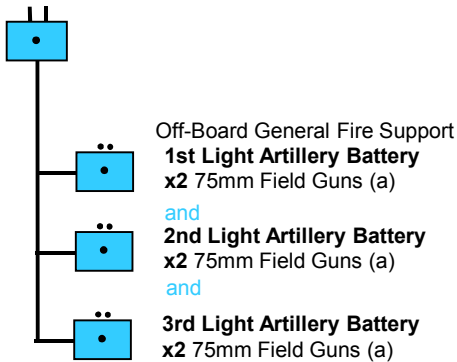
Off-Board Direct Fire Support
1st Light Artillery Battery
x2 75mm Field Guns (a)
and
2nd Light Artillery Battery
x2 75mm Field Guns (a)
and
3rd Light Artillery Battery
x2 75mm Field Guns (a)

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

Off board General Fire Support
III/76e RA (3 DLM)
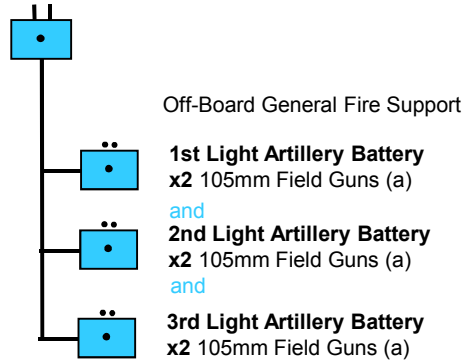
Off-Board General Fire Support
1st Light Artillery Battery
x2 105mm Field Guns (a)
and
2nd Light Artillery Battery
x2 105mm Field Guns (a)
and
3rd Light Artillery Battery
x2 105mm Field Guns (a)

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

Off board General Fire Support
I/71e RA 2eDLM

Off-Board General Fire Support
1st Light Artillery Battery
x2 75mm Field Guns (a)
and
2nd Light Artillery Battery
x2 75mm Field Guns (a)
and
3rd Light Artillery Battery
x2 75mm Field Guns (a)

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

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

Terrain:-..Rolling terrain, villages have hedge lined orchards

N

A

Wansin

Area A

Area B

Thisnes

B

C

F

B

Level 0		Unpaved Road	
Level 1		Paved Road	
Level 2		Railroad	
Orchard		Low Hedge	
Cleared Woods		High Hedge	
Stream, Shallow		Stone BUS	
High Embankment		Level 2 BUS (Tower)	

German Briefing
35th Panzer Regt. "KG Eberbach"
4th Panzer Division

Situation
(Lt-Col Eberbach) Pz Regt 35:- 17:00 hours 12th May.

Having battled most of the morning and lost several tanks in II/Pz Regt 35 (historically five tanks including one Pz IVD) in and around Crehen you have been ordered to pull back and await re-supply. Fuel is to be dropped by air close to your positions. Orders come through from General Hoepner to push forward with a Kampgruppe consisting of I./Pz.Rgt.35, I./S.R.12 (without 1.Kp.), II./A.R.103 (without 4.Btty) and 3./Pi.Btl.79 to take Thisnes and Wansin.

4th Panzer Division Commander's Intent

As Crehen is cleared a new axis of attack is to be initiated - this will be a line clearing Thisnes - Wansin. 4./I Bn Pz Regt 35 will lead for this attack whilst the other panzer companies follow. II Bn. will resupply and replace any tank losses from your battalion reserve. As dusk will be about 20:40 hrs you need to make progress as quickly as possible due to failing light. ***Thisnes must be cleared before night fall.***

Orders:

I/ Pz Regt 35

Mission :- To attack and clear the towns Thisnes / Wansin.

Groupings- see attached ORBATs.

Current Location- Hannut

Boundaries- Left 36th Panzer Regiment

Right 3rd Panzer Division

German Deployment, Notes & Special Rules

Turn Sequence
Turn 1 19:00 Start of scenario. German player moves first. Initial air strike and artillery barrage open battle (see below). Battle Group-01 enter along with attached FOO in PzBeoWgn I from II/AR103.

Turn 2 or later I/Schutzer Regiment 12 (Battle Group-02) and Pioneer Company are now active and enter from the eastern board edge at Point X immediately after all of Battle Group-01 has entered the board.

Turn 6 20:40 "Dusk" Dawn Dusk rules apply (see below).

Turn 8 21:20 "Sunset" Night time rules apply. No air support available (see below).

Turn 19 01:00 Game ends.

Discipline Rating
All MEs are Experienced including air-support assets, except from Turn 8 when they re-class as Trained as a result of Night Time Rules.

Off board Artillery
Support comes from the II/103rd Artillery Regt. The Germans can have two pre-registered fire points, which must be designated beforehand. All batteries of the above unit plus any attached guns will fire a preliminary barrage ahead of your advance beginning on Turn 1. 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 may be placed upto an angle of up to 45° to the line of fire of the artillery. "Artillery originates from east side of board." There is an automatic danger-close on the barrage one template deep. The barrage must last at least two turns but no more than three turns. The final turn may be smoke or mixed.

Air Support
Initial air bombardment on Turn 1 is from allotted air support from Fliegerkorps VIII no roll needed. Targets must be allocated prior to game starting.You will only have enough time before dusk to get another round of close air support as there is a minimum of three turns turn around for Stukas (2-3x HS-123A1or Ju-87B) before they can attack again (i.e. roll from turn 4, if unsuccessful roll next turn for air support up till turn 7). Again, target of second attack must be pre-designated prior to rolling. You cannot change target even if unsuccessful on initial roll.

All subsequent rolls will be for this target.

Transport
All transport must start on table. Please note that the Orbat reflects the optional rule of increasing transport capacity by one.

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

Hidden Unit Status
No units start hidden.

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

Flares and Smoke
All 81mm mortars and Off table Fire Support elements may fire illumination flares twice during the game. Commanders may only fire flares once during the game. Off table fire support elements can fire smoke twice during game. On table 8cm mortars can fire one round smoke only, 5cm mortars are issued HE only. Panzer IV's can lay unlimited dissipating smoke. The Pioneer company 20cm Ladungswefer can also lay one smoke template. See optional rules below for more information on flares.

Battle Group   KG "Eberbach"
(Oberst Leutnant Eberbach)

Battle Group-01
I/ Pz Regt 35

Battle Group-02
I/ Schutzer Regt 12 (-)

3./ Pz Pioniere (Mot) Abt 79   ME-04

Fire Support Element-01

II/AR 103 (-)

On-Board Direct Fire Support

x1 Forward Observer **(a)** GE-48

Transport
x1 PzBeoWgn I   GE-69

4./(Pz) Aufkl 13

x1 FOO/FAC **(b)**   GE-48

Transport
x1 HS-126 A-1 No card
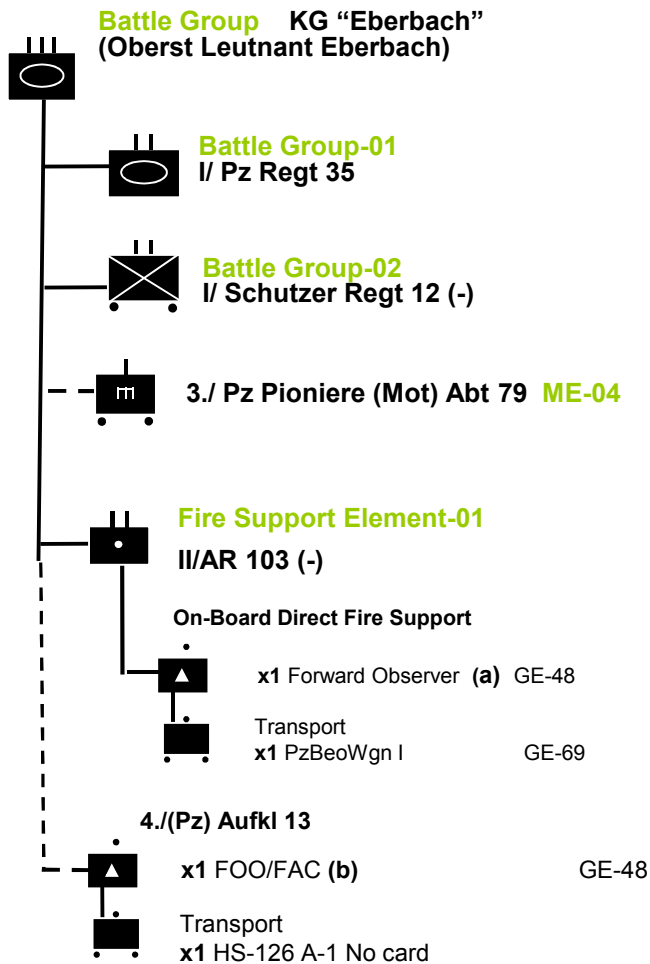
(a) Can call in both 105mm batteries as Direct Support

(b) Can call in both 105mm batteries as Direct Support OR can call Direct Air Support on to target by dropping purple coloured smoke grenades directly on the target. The Luftwaffe code for this unit is as follows
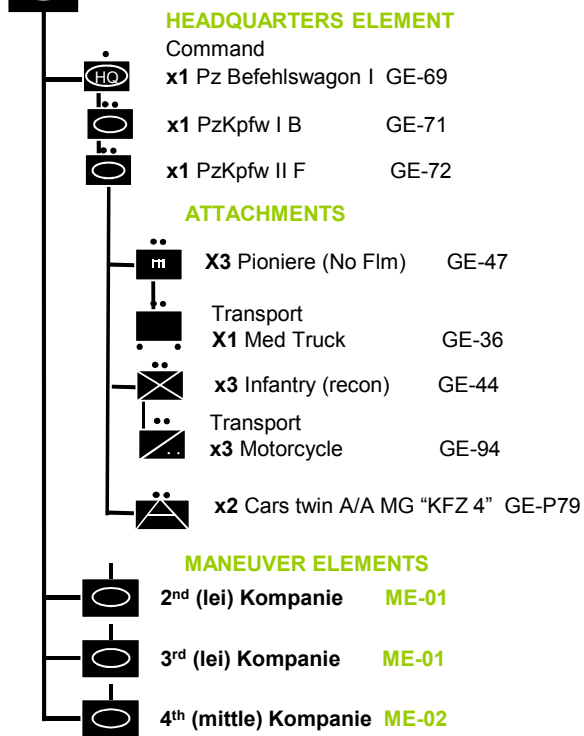
(4E + X M) The red X denotes any number in Red.
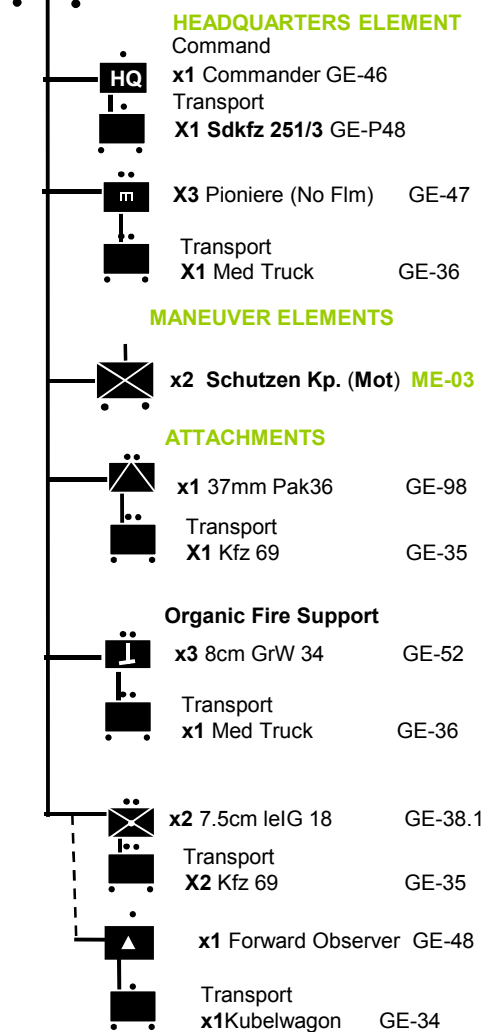
Air Support Assets from FliegerKorps VIII

II.(sch)/LG2 3x HS-123 A1 GE-P74

I./STG 77 3x JU-87 B   GE-104

Battle Group-01
I/ Pz Regt 35   (Hauptmann Lauchert)

HEADQUARTERS ELEMENT

Command
x1 Pz Befehlswagon I GE-69

x1 PzKpfw I B   GE-71

x1 PzKpfw II F   GE-72

ATTACHMENTS

X3 Pioniere (No Flm)   GE-47

Transport
X1 Med Truck   GE-36

x3 Infantry (recon)   GE-44

Transport
x3 Motorcycle   GE-94

x2 Cars twin A/A MG "KFZ 4" GE-P79

MANEUVER ELEMENTS

2nd (lei) Kompanie   **ME-01**

3rd (lei) Kompanie   **ME-01**

4th (mittle) Kompanie   **ME-02**

Battle Group-02
I/ Schutzer Regt 12 (Maj Popp)

HEADQUARTERS ELEMENT

Command
x1 Commander GE-46
Transport
X1 Sdkfz 251/3 GE-P48

X3 Pioniere (No Flm)   GE-47

Transport
X1 Med Truck   GE-36

MANEUVER ELEMENTS

x2 Schutzen Kp. (Mot) ME-03

ATTACHMENTS

x1 37mm Pak36   GE-98

Transport
X1 Kfz 69   GE-35

Organic Fire Support

x3 8cm GrW 34   GE-52

Transport
x1 Med Truck   GE-36

x2 7.5cm leIG 18   GE-38.1

Transport
X2 Kfz 69   GE-35

x1 Forward Observer GE-48

Transport
x1Kubelwagon   GE-34

German Manoeuvre Elements

Maneuver Element-01
Leichte Panzer Company

Command		
x1 Befls PzI	GE-69
X3 Pz I B	GE-70
X7 Pz II F **(a)**	GE-72
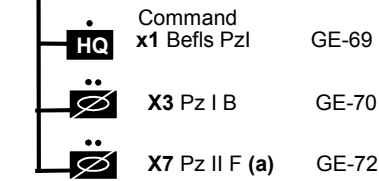
(a) All Pz IIC were up armoured after Poland use the Pz II F card GE-72

Maneuver Element-02
Mittler Panzer Company

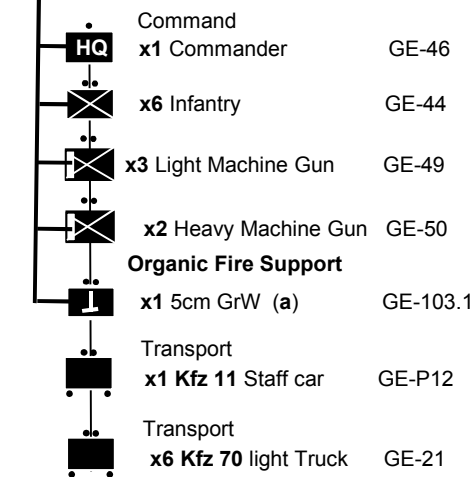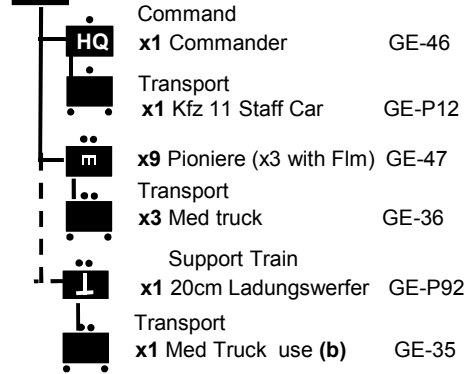| Command		
x1 Befehls Pz I	GE-69
X3 Pz III E	GE-74
X2 Pz IV D **(a)**	GE-78
X3 Pz I B	GE-70
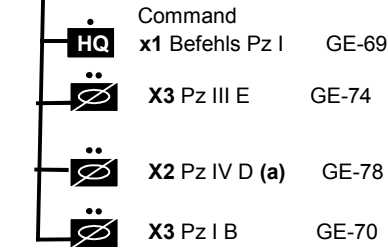
(a) White phosphorous issued to Pz IV only. Can fire unlimited dissipating smoke. Can cause fires.
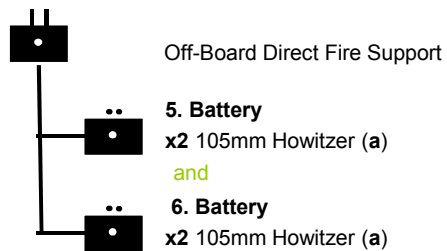
Maneuver Element-03
Schutzen Company (Mot)

Command
x1 Commander GE-46

x6 Infantry GE-44

x3 Light Machine Gun GE-49

x2 Heavy Machine Gun GE-50

Organic Fire Support
x1 5cm GrW **(a)** GE-103.1

Transport
x1 Kfz 11 Staff car GE-P12

Transport
x6 Kfz 70 light Truck GE-21

(**a**) HE only no smoke.

Maneuver Element-04
Pioniere Company (mot)

Command
x1 Commander GE-46

Transport
x1 Kfz 11 Staff Car GE-P12

x9 Pioniere (x3 with Flm) GE-47

Transport
x3 Med truck GE-36

Support Train
x1 20cm Ladungswerfer GE-P92

Transport
x1 Med Truck use **(b)** GE-35

Fire Support Element-04
II /AR 103

Off-Board Direct Fire Support

5. Battery
x2 105mm Howitzer (**a**)
and
6. Battery
x2 105mm Howitzer (**a**)

(a) Large template -1/0

Terrain:-..Rolling terrain, villages have hedge lined orchards

Wansin

Thisnes

N

Level 0	Unpaved Road
Level 1	Paved Road
Level 2	Railroad
Orchard	Low Hedge
Cleared Woods	High Hedge
Stream, Shallow	☐ Stone BUS
High Embankment	㉑ Level 2 BUS (Tower)

7. Dawn / Dusk Rules

Spotting

Down 1 spotting modifier (1" minimum remains)

Manoeuvre

Modifier of -1 on Bog Down table

Night Rules - Good Visibility

Spotting

Down 2 spotting modifier (1" minimum remains)

No Up 1 modifier for higher elevation

Firing

Fire Combat Modifier of -1 for all direct fire

-1 on Call for Fire against SUSPECTED targets. Call for fire against spotted targets or

Pre-designated targets unaffected.

Manoeuvre

No rapid advance except if moving on paved roads.

Movement on paved roads is at full speed not double speed.

Modifier of -1 on Bog Down table

No +1 command modifier for troops unless within 2 inches of commander

No +1 command modifier for vehicles unless within 4 inches and line of sight (LOS) of

commander

No +2 enemy proximity modifier for no LOS to spotted or suspected enemy

Modifier of -1 if Troops panicked last Manoeuvre Roll.

Close Combat

Modifier for "DEF/ATT: vehicle vs. troops in concealment" changed to -3

Modifier for "DEF: outflanked" changed to -2

Discipline Rating

All units are rated one level lower than normal unless they are considered "night combat trained"

 or unless this has already been factored into the scenario.

Flares

Commanders and all weapons capable of indirect fire can fire flares. The scenario will dictate how many rounds of flares each element can fire (normally one). Flares can be fired as either direct fire (offensive or defensive) or as indirect fire but in this case only by elements capable of indirect fire.

Flares fired as indirect fire use the Call for Fire procedure or may be self spotted. They may only be fired against a prominent terrain feature or units that the firing unit or spotter have either SPOTTED or SUSPECTED. Flares fired as indirect fire will last until the players next indirect fire phase (i.e. the battery is tasked with keeping an area illuminated and fires many shells to achieve the aim). Flares fired as indirect fire are twice the size as an indirect fire template for the weapon concerned. If flares are fired as indirect fire then normal restrictions apply to subsequent manoeuvre or direct fire from those units. Flares fired as direct fire are considered to be short lived flares to illuminate a specific point over a short duration. Flares fired as direct fire may only be fired against units that the firing unit has either SPOTTED or SUSPECTED. Flares fired by direct fire are the size of a small IDF template and last only until the end of the players turn in which they were fired. If flares are fired as direct fire then normal restrictions apply to subsequent manoeuvre or fire from those units.

Any unit with an aiming point within a flare template does not benefit from either the down 2 spotting modifier for purposes of being a TARGET for spotting or the -1 Fire Combat Modifier for purposes of being a TARGET of direct fire. The unit also suffers an ADDITIONAL "DOWN 2" modifier on the spotting table when trying to spot an enemy target (loss of night vision). A unit illuminated by flares fired as indirect fire may wish to manoeuvre out of the illuminated area. This is treated as a disappearing target for the purposes of opportunity fire although the "first inch of movement" restriction still applies. This means that units on the edge of a flare template can often slip away but units at the centre cannot.

Fires

A burning vehicle or burning Built up areas also illuminates targets.

Line of Sight is blocked by fires. Any unit within a fire template does not benefit from the Down 2 spotting modifier for purposes of being a TARGET for spotting or the -1 Fire Combat Modifier for purposes of being a TARGET of direct fire and also suffers an ADDITIONAL "DOWN 2" modifier on the spotting table when trying to spot an enemy target (loss of night vision).

Fire Rules

BUAs and certain vegetation types such as woods and crops can catch fire when hit by HE (direct or indirect fire) or flamethrowers. Also fire can spread from adjacent to burning BUSs or fires. Fires in BUSs are assumed to cover the entire BUS. Fires in the open assumed to be the size of a small IDF template. To check if a fire burns conduct the following procedure once for a small HE template, twice for a large HE template and once for each instance where direct fire or close combat involves an HE capable element (in this scenario, 75mm leIGs, tanks, mortars and howitzers) using TSVG characteristics or any flamethrower then check to see if a fire is started. Also each turn check for each vehicle fire or other fire to see whether it spreads:

Throw one die and modify as follows:

-5 for water feature
-2 for open ground
-1 for cleared woods or orchards
+0 for Thickets, Brush or Woods with underbrush, Tall Crops or Stone Buildings
+1 Wooden buildings
+/- for environmental factors (+1 hot and dry, -1 damp or wet, -2 raining)
+/- indirect fire factor or tactical factor at 2" range (i.e. +1/+2/etc. for concentration / thickened etc, +4 for flamethrower)
-2 if troops spend manoeuvre action trying to extinguish fire (no other movement or firing permitted)
-1 for every 4 turns that the fire has been burning.

If a troop or gun stand lies under a fire template then there is no immediate effect. However, the element becomes disordered after its next manoeuvre phase if it remains in position and the fire continues to burn.

Winning Conditions

French Decisive Victory: (2VP) - **French still hold Thisnes and Wansin (i.e. no enemy units within 3" of point X and hold at least two of the four closest BUS's)** by game end. Stops the German attack in its tracks. Any French survivors can automatically withdraw Westwards (Point A) and reinforce the troops in Jandrain in third scenario. Any troops withdrawing south along either road at Points "B" (exit by game's end) can be used in the third scenario to reinforce Merdorp.

French Marginal victory: (1 VP) – French still hold either Thisnes or Wansin (i.e. no enemy units within 3" of point X and hold at least two of the four closest BUS's) by game end. Any French survivors can automatically withdraw Westwards (Point A) and reinforce the troops in Jandrain in third scenario. Any French survivors that exit board at Points "B" by game's end can be used in the third scenario to reinforce Merdorp, but these units will start that sceanrio disordered.

Anything else is a German victory. Move to Scenario 3
Any French survivors that exit board westwards by game's end at Point A can reinforce the troops in Jandrain in the third scenario. Any French survivors that exit board at Points "B" by game's end can be used to reinforce Merdorp in third scenario. All units start disordered **OR** are held in reserve (-1 VP to activate each ME) "See Scenario 3 for details."

•**The following information is provided for Information only for area of Hannut:**

• (longitude E5.1, latitude N50.7):

•Sunday, 12 May, 1940 Universal Time - 1h

•**SUN** Begin civil twilight 02:16 Sunrise 02:56 Sun transit 10:36 Sunset 18:17 End civil twilight 18:57

•**MOON** Moonset 21:50 on preceding day Moonrise 07:14 Moon transit 14:56 Moonset 22:31 Moonrise 08:21 on following day Phase of the Moon on 12 May: waxing crescent with 25% of the Moon's visible disk illuminated.

•First quarter Moon on 14 May 1940 at 19:50 (Universal Time - 1h).