

# Montherme'

13th May 1940

Scenario written by Andy Parkes and Bob Hart Ver 1.8

## Overall Situation:- FRENCH VIEW

### GENERAL Portzert – 102e DIF–13th May 1940

On the Meuse River, 7 French Infantry Divisions (5eDIM, 18e DI, 22eDI, 61eDI, 102e DIF, 55e DI and the 71e DI), all largely incomplete and lacking armaments and equipment, have to defend from Houx south -east to Sedan. Each Division has to defend a 15-30 Km front when in theory they should only have to defend a front of 5-7 Km. The area of Montherme which lies NW of Sedan is defended by the 102e DIF (Fortress Infantry Division) which has found itself defending a front of 40Km. This Fortress Infantry Division has taken over an area largely devoid of large scale fortifications but the River is hemmed in by steep banks and hilly woods: no tanks or serious attack are deemed possible.

Montherme itself, is located on an Isthmus (500 m wide by 3 Km long) and is regarded as a weak point. This position is dominated by the heights of the opposite bank (350m-375m high) and the enfilading effect of any enemy on the opposite banks and is difficult to defend. To the East of Montherme itself on the opposite bank there is the suburb of La Rova.

The 102e DIF consists of the following units:-  
148e RIF (fortress Infantry Regt)  
52e DBMC (Colonial MG half Brigade)  
42e DBMC (Colonial MG half Brigade).

# French Briefing (42e DBMC)

## Situation

### **Lt-Col de Pinsun (42e DBMC) Secheval 08:00hrs 13<sup>th</sup> May.**

The 42e DBMC contains troops from the reserve army, originating from the South Western area of France. There has been some disruption as in April, many men were detached. Their absence has been filled by Malagasy tireilleurs from the regular army.

42e DBMC has been allocated a stretch of the Meuse to defend. While I/42 DBMC will defend to the North West and III/42e DBMC will defend to the South-East, II/42e DBMC has been allotted to the area of Montherme. Division has ordered the Isthmus of Montherme to be defended. They insist that the Germans cannot be allowed to have free access to the main road that crosses the Meuse there. While this is a concern, having to defend the entire Isthmus instead of the base adds another 6km to the frontage to be defended. Given the winding nature of the Meuse here, the total frontage to be defended by the Battalion is nearly 25km!

Enemy forces are approaching and the scouts out front claim they consist of enemy tanks and trucked infantry. G2 believes they are from the 6. Pz Div.

Enemy intent is obviously to seize a crossing over the Meuse to allow penetration of our lines. This cannot be allowed.

### **42e DBMC cmdrs intent.**

The 42e DBMC will defend the approaches and crossing points to the R MEUSE to prevent German penetration of the Main Defensive Line.

### **Groupings and tasks.**

II/42e DBMC is to defend the Montherme town and Isthmus against German efforts to cross. 5<sup>th</sup> Cie will defend forward, occupying Montherme Town itself and cover by fire the blown bridge. 4<sup>th</sup> Cie will occupy the base of the Isthmus, vic of the Roma woods covering the approaches from both the east and west sides. Attachments see attached graphic.

All units will occupy either fortified positions or dig themselves in to full defence standards. Full camouflage is to be maintained. Standard doctrine of platoon strength strong points and CHW strong point will be maintained.

The Bridges across the Meuse have been blown last night.

# French Briefing (II/42e DBMC)

**Cmdt Verdier (II/42e DBMC) Secheval 08:00hrs 13<sup>th</sup> May.**

## Situation

You have been briefed by the Regt'l Cmdr only a few minutes ago on the latest developments. You are prepared to assert to the Regt'l Commdr that your battalion will comply with his intent.

You have decided to deploy one of your MG coys (the 5<sup>th</sup>) forward to defend the town and the main crossing. The 4<sup>th</sup> will deploy in depth at the base of the Isthmus (off map). The other Cie, (6<sup>th</sup>) will deploy on the right at the base (again off map).

Given the support you have been allotted, you believe you should have a good chance of holding the Boche.

You have given orders to Lt Barbaste of the 5<sup>th</sup> Cie and he has confirmed them back to you.

He has assured you that he has personally checked each one of the 6 bunkers (bunkers 53-58) in his area, although he is worried that many of them have blind spots due to terrain and that they all only have firing ports to the front. The two MG Turrets that form the other part of the fixed fortifications are workable although he does have concerns about the fact that they have no periscopes. Therefore the gunners will either have to expose one of their number to observe for targets or they will have to remain battened down and observe only through the gun sights.

You have allotted him the 2 MGs, and 2 LMGs compete with crews from sous secteur Secheval. One of the 25mm ATGs has also been given him.

He assures you that all troops and weapons are either in the bunkers or occupying very well camouflaged field emplacements, foxholes or trenches. He has assessed the situation and decided to remain with the doctrinal formula of forming platoon strong points as well as one for the CHQ itself.

The wire you allocated to him has been well utilised as have the mines drawn from Regt'l stocks.

You confirm to him that he has Direct Artillery Support from the 3<sup>rd</sup> Btty of the 391e RAT(6x 150mm t Mle 1917 Fabry Trench Mortars) but due the range of the weapons (2000m) they can only fire on the Isthmus itself and the town, including the Suburb of La Rova, but not the far Northern banks .

Additional support has been provided by "sous-secteur Secheval" which consists of the 15<sup>th</sup> and 7<sup>th</sup> Bttys of the 160e RAP, and he has been given them in General Support.

You don't feel you can dedicate all your Fire Support to one Company, in case the Germans attack at the base of the Isthmus.

You have also just been given 6x older Brandt-Stokes 81mm Mortars for your Battalion and have decided to split them into batteries for your companies. 5<sup>th</sup> Cie will get two. (1 tube in BF terms.)

You feel justified in handing them out under command of the companies as you have also have been told that the 61e DI have offered a 75mm Battalion (51e RAD) in support as well. Your attached forward observers located in the Roma woods at the base of the Isthmus state that they have a great view across the whole Isthmus and far banks of the River.

## French Deployment, Notes & Special Rules

### Deployment and Reinforcement

**Turn 1 16:00** Start of scenario. Germans move first. All units must be set up into five, platoon strength, strong points covering the town and the left and right banks of the Isthmus itself and all start hidden. No positions can be on the far Northern bank. All positions must be on the Isthmus itself. The main bridge has been demolished and poses an obstacle to both Infantry and tanks. The approaches to all the bridges have been mined .(see below)

**Turn 13 17:00** End of Scenario

### **Discipline Rating**

All MEs are Trained.

### **Off board Artillery**

Direct Fire Support comes from the 391e RAT. Lt Barbaste can spot for this unit.

General Fire Support comes from the 160e RAP and the 51e RAD, reports show that the Germans did not come under effective arty fire until after they crossed the river. (-1) to all calls for general fire support until this point. The FOOs for each of these units are located on the high ground to your South and do not deploy on table. All the table is assumed to be visible to them.

### **Air Support**

Nil

### **Transport**

Nil

### **Hidden Unit Status**

All units start hidden, Infantry start dug in, in improved positions, or in bunkers, commanders can class as being with in a command post and thus get the increased command range bonus.

### **Fortifications**

You are allowed a max of six concrete bunkers , each of which can hold only one stand. None can accommodate the 25mm anti tank gun.

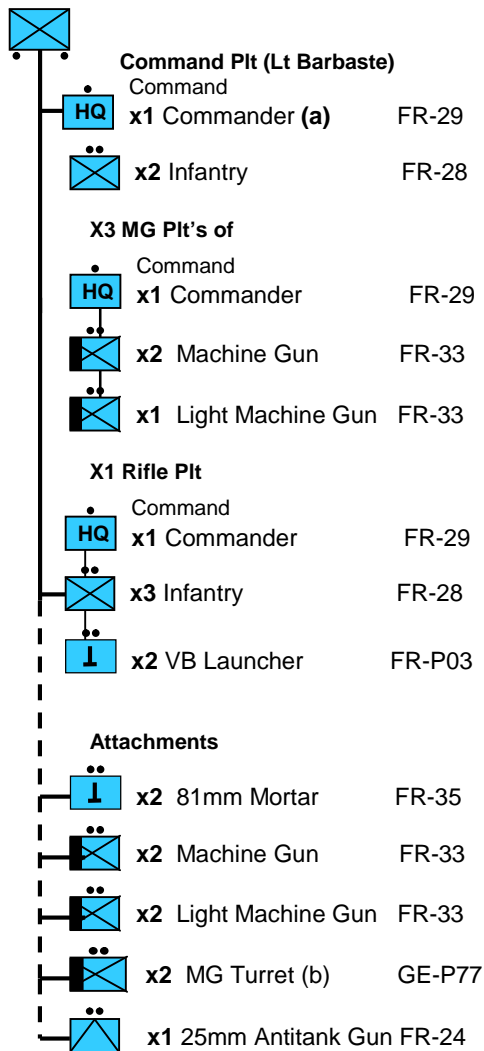
.You also have the two MG turrets listed as attachments. These are equipped with MMGs. **BUT** you can only place a max of two bunkers in any of the five platoon positions, and one MG turret. All Bunkers have a fire arc only to their front . Also you can place up to two bases of wire per stand. Also place one AT minefield either side of each bridge ramp.

For how to treat Concrete Bunkers see the special rules section.

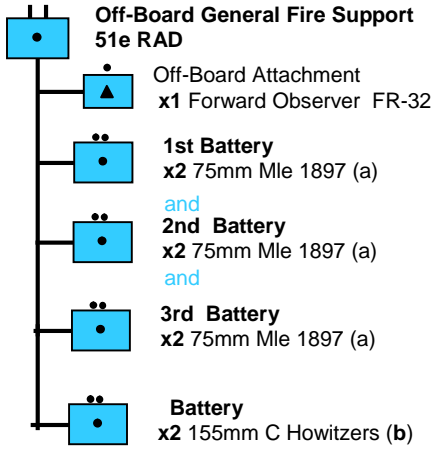
### **Reserves**

If you feel the need to deploy reserves to hold the German attack, you may deploy a rifle Platoon from the 4<sup>th</sup> Cie and the Rifle Pl from the 6<sup>th</sup> Cie. If you do so, you will suffer a Victory point penalty. Each Platoon activated will arrive on the main road on the French edge and will cause -1 VP penalty.

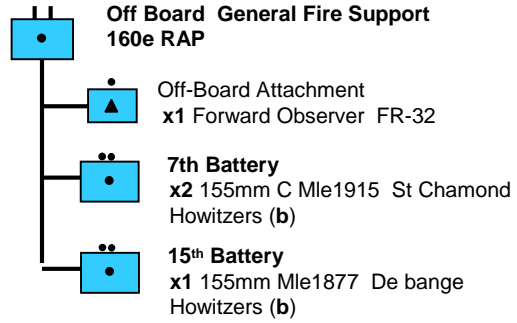
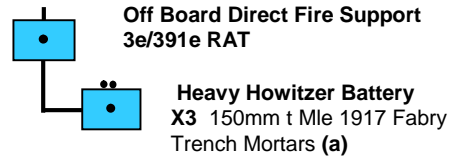
# French Manoeuvre Elements



- (a) Lt Barbaste led several counter attacks personally with a variety of weapons including a FM24/29 LMG, add +1 to CC rating.
- (b) The MG Turrets have a spotting value of small gun and rated as in pill box so get a down one on the spotting table. They can only be attacked as V with a armour value all round of 3. For CC, they cannot be enfiladed. Due to the problems of being closed down, with no periscope, use a -1 modifier for spotting from the MG turrets.



(a) Small Template -1/0  
 (b) Large Template 0/+1



(a) Template Large 0/+1  
 (b) Template Large 0/+1

		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	---	---

# 4<sup>th</sup> Schutzen Regt

**(OberstLt Rudolph Hofer) III/SR 4, 08:00 hours 13<sup>th</sup> May 1940 France**

## Situation

6. Pz Div has been trying to get through the traffic jam that has tied up not only 6. Pz Div but also 8. Pz Div, 2. ID and others. Cmdr 6. Pz Div is keen to apply pressure to the French as he is worried that his fellow cmdrs opposite Sedan will grab all the glory and hence the priority of supplies. He has had reports from AufkAbt 57 that the French are in position in Montherme with the main bridge blown. It is of the opinion that the French in Montherme are in a very difficult position and may be able to be 'bounced' out of the town by a quick attack.

Unfortunately, he only has part of SR4 and part of the AufkAbt 57 in position with a Medium Coy of tanks that have somehow managed to squeeze through the chaos on the roads. However, most of the artillery can fire from where they are so he feels justified in ordering an attack.

French are thought to be only Fortress troops, and although they are thought to be occupying bunkers, Kradshutzen Coy has reason to believe the bunkers are not in the best position to deny a forceful attempt at crossing the river. There is an overlying mist layer covering the river and river banks which will aid in your crossing.

## 6<sup>th</sup> Panzer DIV Commanders Intent.

6. Pz Div will force a crossing of the Meuse at Montherme and exploit southwards to disrupt the French counterattacks developing near Sedan. SR4 is to seize Montherme and establish a crossing point for the rest of the Division to use for exploitation.

## Orders:

### III/ Schutzen Regt 4

#### Situation

III/SR4 is currently approaching La Roya area in strength. AufkAbt 57 reports their Kradshutzen Kompanie has secured the main buildings of La Roya but lack the strength to continue onto the river banks. Regt'l Cmdr has issued the following orders.

**Mission :- III/SR4 is to clear the Isthmus of all enemy and allow bridgehead to be built so as to allow follow on panzer troops to exploit through the position. 11<sup>th</sup> Kompanie is to lead the assault followed closely by 9<sup>th</sup> and 10<sup>th</sup> kompanies and supported by the 12<sup>th</sup> (Schwere) Kompanie.**

Groupings- see attached graphic.

You are to take Kradshutzen Kompanie of AufkAbt57 under command when you reach their area. You will take under command the Leichte Pz Ko of I/Pz Regt 11 that is following you and you will also have under command the 2nd Pionere Ko from the divisional Engineers.

All the artillery shown on the attached grouping graphic are in Direct Support. You also have a rotte of Ju-87 Stuka on call.

Current Location- N-E outskirts of La Rova, Ko HQ is at crossroads at 3572.

Limit of exploitation – base of the Isthmus

# German Deployment, Notes & Special Rules

## Deployment and Reinforcement

**Turn 1 16:00hrs Hrs:-** Start of scenario. Germans move first. German 11<sup>th</sup> Company starts within 4" of the river bank carrying 12x T worth of assault boats. All other units start on table 18" from own edge. The main bridge has been demolished and poses an impassable obstacle to both Infantry and tanks. Air support is available. The two bridges crossing the stream to the South east are intact but only leads to a bend in the river and do not allow access to the Isthmus. Any elements moving into the area beyond the second bridge may draw fire from French units emplaced across the base of the Isthmus. In addition, the area beyond the second bridge has been placed in another units Area of Operations.

**Turn 13 17:00 Hrs:-** End of scenario.

## **Discipline Rating**

All MEs are Experienced.

## **Off board Artillery**

Fire Support from **Artillery Regt 76 (Pz Div 6)** originates from northern edge of the table (Les Valeries).

The Germans can have one pre-registered fire mission, which must be designated before hand..

In addition, all batteries of the above 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.

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.

## **Air Support**

Automatic Support on first turn comes from a flight of **x1 Ju-87 "Stuka"** (GE-104) but still need to roll for air support. If the roll is a natural 10, remove 2x 105mm howitzers from II Bn. This simulates the actual event of the Luftwaffe attacking their own troops with a strike by He-111.

## **Transport**

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

All transport must be deployed on table.

## **Hidden Unit Status**

No units start hidden.

## **Sturm Boats.**

Each T worth of assault boats can carry 1T worth of troops. It takes one action to launch and one to cross and conform to the far bank. Alighting from the boat takes place as the first action of the next move and the alighting troops must conform to the river bank. If they have a second action available, they may then move away from the bank. The boat counts as an Infantry target at all times. The boat then takes one action to cross back over and one to alight troops. And repeat.

The boat is regarded as crewed by pionere, since there must be members to return the dinghy to the home bank. If the pionere crew alight from the dinghy, it is regarded as abandoned and removed from play.

The river is regarded as a defile for triggering French Opportunity fire. If a boat gets a suppressed or disordered result while crossing, it returns to the home bank and must attempt to cross again the next turn. A boat cannot do more than one movement a turn, even if it has two allowed. If a boat is K'Od, then it and its troops it is transporting are lost.

## **Crossing the River.**

Once a reasonable bridge head has been formed, i.e., no French un disordered troops within 4" of the landing spot, the Pionere may begin building tread way bridges across the River. The tread way starts from the home bank. It takes two spans to cross the river. Also the pionere can attempt to make an assault raft that can carry 1x small gun at a time, this takes two whole turns.

## **Reserves.**

II/SR4 can provide support, but commander SR4 would prefer to keep them back for later break through. If used, you can add in up to three more manoeuvre elements ME-03. Victory points will be affected if you choose to commit reserves.



**BATTLE GROUP BG-**

**III BN Schutzen Regt 4**

**HEADQUARTERS ELEMENT**

Command  
x1 Commander GE-46

**MANEUVER ELEMENTS**

x3 Schutzen Kp. ME-03

**ATTACHMENTS**

x4 Heavy Machine Gun GE-50

x1 37mm Pak36 GE-98

Transport  
X1 Kfz 69 GE-35

**On Board Organic Fire Support**

x3 8cm GrW 34 GE-52

Transport  
X1 Med Truck GE-36

x1 7.5cm leIG 18 GE-38.1

Transport  
X1 Kfz 69 GE-35

**Off Board Direct Fire Support**

x4 7.5cm leIG 18 GE-38.1

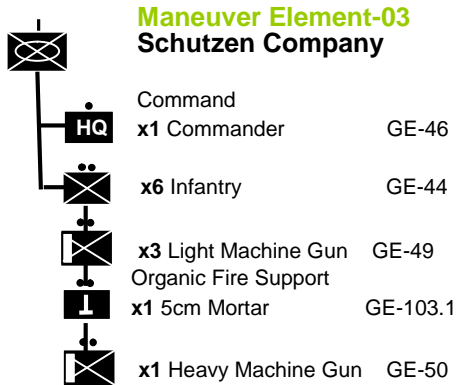
x1 On Board Forward Observer GE-48

**Div Attachments**

**Maneuver Element-03**  
Krad Schutzen Company

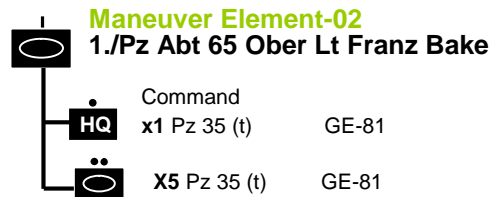
**Maneuver Element-05a**  
Pioniere Company (Mot)

**Maneuver Element-02**  
Leichte Panzer Company)



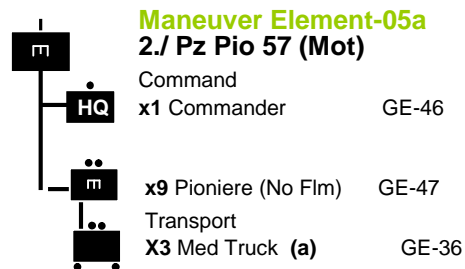
Morale checks

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



Morale Checks

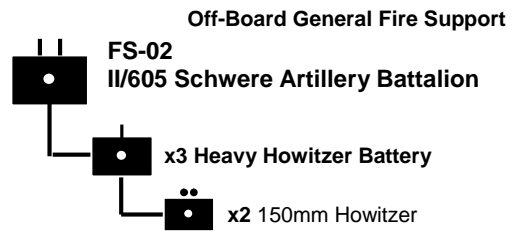
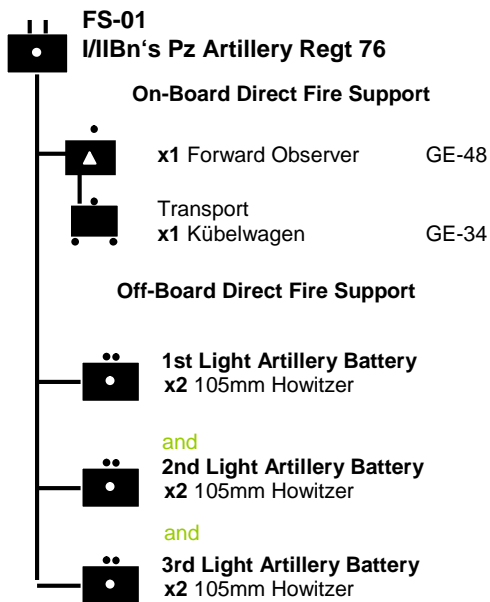
25% = 2  
50% =3  
75% =5



- (a) Each can carry **x1 span** worth of tread way bridge to allow crossing of water ways.

Morale Checks

25% =3  
50% =5  
75% =8



	<b>OBSERVER</b>	<b>LEVEL OF SUPPORT</b>	<b>Organic Fire Support</b>	<b>Direct Fire Support</b>	<b>General Fire Support</b>
<b>German</b>	Forward Observer	3 or more	4 or more	7 or more	
	Commander	4 or more	5 or more	---	
	Troops	6 or more	---	---	

## Optional Rules.

See <http://www.fireandfury.com/scenarios/bhoptionalrules.pdf> Alternatively, they can be found on the Scenarios page. Scroll down to the North West Europe 1944-45, Blood and Honour Campaign and click on the optional rules link.

## KO Vehicle Table ( re burning vehicles)

### Multi Level BUS

### Grazing Fire

### Sneak Manoeuvre Action

### Fire

### Mines

### Barbed Wire

## 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

### Tread way bridges/pontoon bridges

Bridging equipment must be dismantled 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 Medium 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 or German Pioneer 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 dismantled 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.

### 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.

## Winning Conditions

+2 VP for every Enemy ME with greater than 50% casualties

+1 VP for every French Defensive position cleared. (No French Troops remaining within position)

-1 VP For every reserve ME activated.

Take the French VP's from the German score and check below.

**+3 VP or better, German major Win. (German breakthrough in force)**

**-3 VP or less, French Major Win. (Held the German Advance)**

## Terrain

Ground scale – each division on the side of the map = 1 foot

North Is the top of the Map

German entry point is the top of the Map, along the main road.

Yellow on green are Orchards, Light Green on Dark green are Cleared woods and dark green on green are woods with undergrowth.

Light grey are paved roads, Dark Grey are paved village streets, brown are unpaved roads

The river is 2 - 2.5" wide.



# **Alternative Umpire Notes**

## **German's Brief Only:-**

**Do not disclose to German player until Engineers start moving towards river to build tread way bridge.**

The lead Engineer officer notices that what is left from the super structure of the road bridge gives substantial cover from rifle fire, and suggest bridge be built along side it. Treat all troops crossing bridge as in cover, only if line of fire crosses super structure.

## **French Artillery Doctrine:-**

French Doctrine actually works slightly different to how the rules portray. Basically the call for fire was put out over the network then the overall artillery commander decided on the level of support. So a simple call for direct support from a 75mm battery could result in all Div and possibly Corps artillery being called in. When a FOO makes a call for fire support, roll once for initial call, if successful, roll again for each successive arty unit attached. All successful rolls bring in that asset whether or not the previous were successful or not.