

# Stonne

## The Battle to Defend the Breakout at Sedan, May 15, 1940

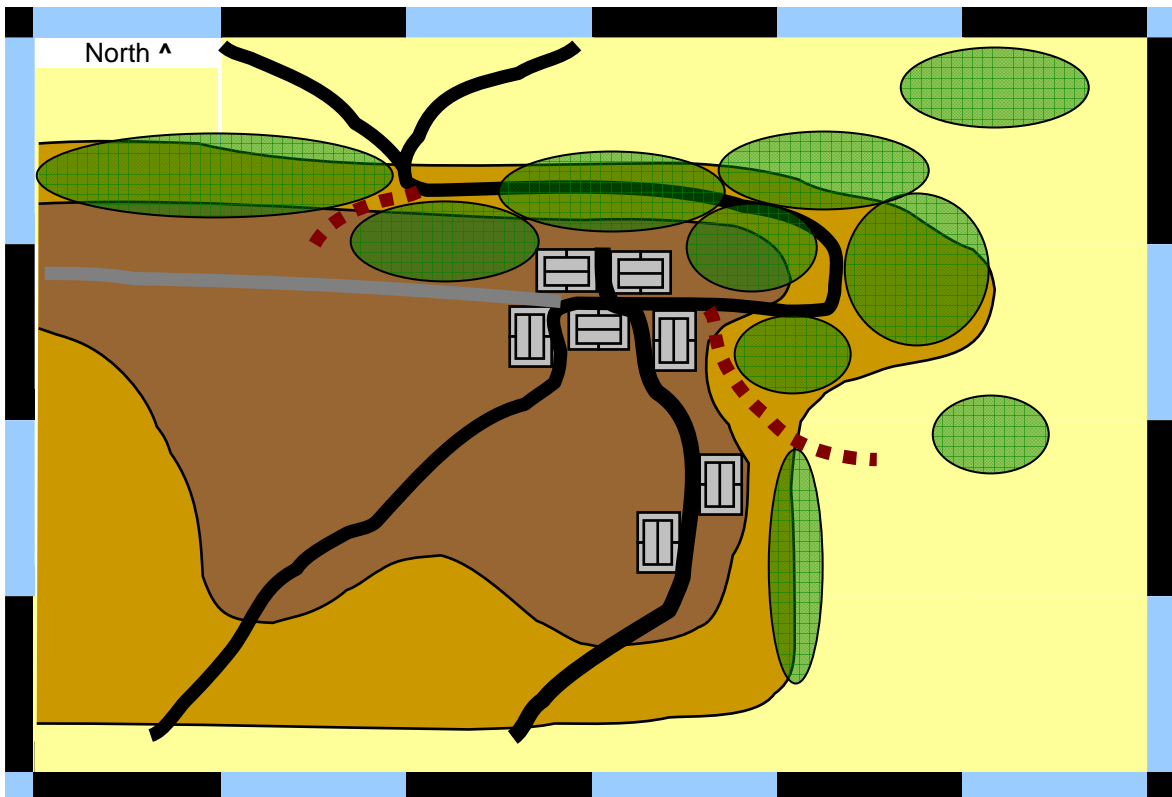
Guderian's XIXth Panzer Corps was to deliver a decisive blow to the Allied strategic plan to defeat the Germans in 1940. The Germans started with a right hook through the Low Countries in what appeared to be a replay of the 1914 Schlieffen Plan. The Allies, the crème of the modern French mobile forces and Great Britain's B.E.F., responded with Plan D, or the Dyle Plan. The Dyle Plan called for the Army Group 1, which included the B.E.F., to advance into Belgium at the outbreak of hostilities if Germany invaded neutral Belgium or Holland. This would protect France's border-area with Belgium and Germany that contained a high percentage of French heavy industry. From the left flank working to the right the forces were, the French Seventh Army, B.E.F., First Army, Ninth Army, and Second Army. The Group would pivot on Second Army covering the area of Sedan. The French strategy was not to lose at the outbreak of war.

The Germans had a plan for swift victory in the west. German Army Group B would move into Holland and Belgium as bait for Army Group 1 to move north into Belgium. Army Group A would then cut through the Ardennes to Second Army and Sedan. This would place the main German thrust behind the advancing Allies. The XIXth Panzer Corps, 1<sup>st</sup>, 2<sup>nd</sup>, and 10<sup>th</sup> Panzer with Infantry Regiment GrossDeutschland (IRGD), was one of two Panzer groups that were the main instrument of this success in defeating the Allies.

After breaking through at Sedan this powerful force was to move south to a line of ridges to protect the southern flank

prior to a westward advance to the English Channel. On the 14<sup>th</sup> of May and into the 15<sup>th</sup> the IRGD was fought to a standstill around the village of Stonne. At 0400 hours on the 15<sup>th</sup> the 10<sup>th</sup> Panzer Division was given the mission of seizing the line of ridges south of Sedan including Stonne. The 10<sup>th</sup> Panzer was informed that the IRGD was to be attached for the attack but was unable to communicate with them. At 1100 hours that morning the command of 10<sup>th</sup> Panzer and the IRGD was transferred to XIVth Corps. At about the same time the first attack by 10<sup>th</sup> Panzer's 2/8<sup>th</sup> Panzer was being pushed back from Stonne. Still, there was no contact from IRGD and 10<sup>th</sup> Panzer HQ did not know that the village had been recaptured.

The powerful French 21st Corps was threatening this vulnerable shoulder of the advance. It consisted of the 3<sup>rd</sup> DIM, 3<sup>rd</sup> DCR and 5<sup>th</sup> DLC. A series of uncoordinated counterattacks by this Corps was keeping the Germans off balance and the French had a chance of stealing the initiative and cutting off the advance. Infantry from the 3<sup>rd</sup> DIM and armor from the 3<sup>rd</sup> DCR now occupied Stonne. A new attack by motorized infantry from 10<sup>th</sup> Panzer was launched to recapture the village. Both sides were well supported by artillery and the Germans enjoyed air cover. In mid-afternoon the attack kicked off. By the evening Stonne was again in German hands. On the 16<sup>th</sup> another French counterattack briefly contested the village. After this the French never again had the opportunity to seriously disrupt the Germans.



## The Scenario

This scenario recreates the afternoon attack by I Battalion, 69<sup>th</sup> Shutzen Regiment, 10<sup>th</sup> Panzer Division to retake the village of Stonne held by 1<sup>st</sup> Battalion, 67<sup>th</sup> Infantry Regiment, 3<sup>rd</sup> Motorized Infantry Division (DIM) supported by the 45<sup>th</sup> BCC and 3 Company, 49<sup>th</sup> BCC, 3<sup>rd</sup> Reserve Armored Division (DCR).

## Terrain

The scenario requires a 6' by 4' playing surface, with terrain laid out according to the map. The ground scale is one inch equals 40 yards. Terrain effects for the woods are Woods with Underbrush as described on the Terrain Effects Table (last page of the rule book) with the exception that they are impassable to vehicles to represent the combination of the woods and the slope. The slopes are gentle for all other purposes. The built-up areas are Stone:Hard. The black roads are Paved, the gray road is Unpaved (all extend off the board edge). The dashed-brown lines represent trails that negate the effect of the slopes.

## Order of Battle

**Starting Units.** The French may be set up anywhere on the board. All French units start the game in good order.

**Off-board Fire Support Units.** The line of fire for the off-board French artillery is perpendicular to the southern (map bottom) edge of the playing surface. The line of fire for the off-board German artillery is perpendicular to the northern (map top) edge of the playing surface.

**Entering Units.** Each German maneuver element may enter either individually or together from anywhere on the northern (map top) or eastern (map right) edge of the playing surface.

## Game Length

The scenario is played in 18 game turns starting at 1500 hours (3:00 P.M.) with the German player turn. Each game turn represents ten minutes of the battle. The game ends after completing the French player turn at 1750 hours (5:50 P.M.).

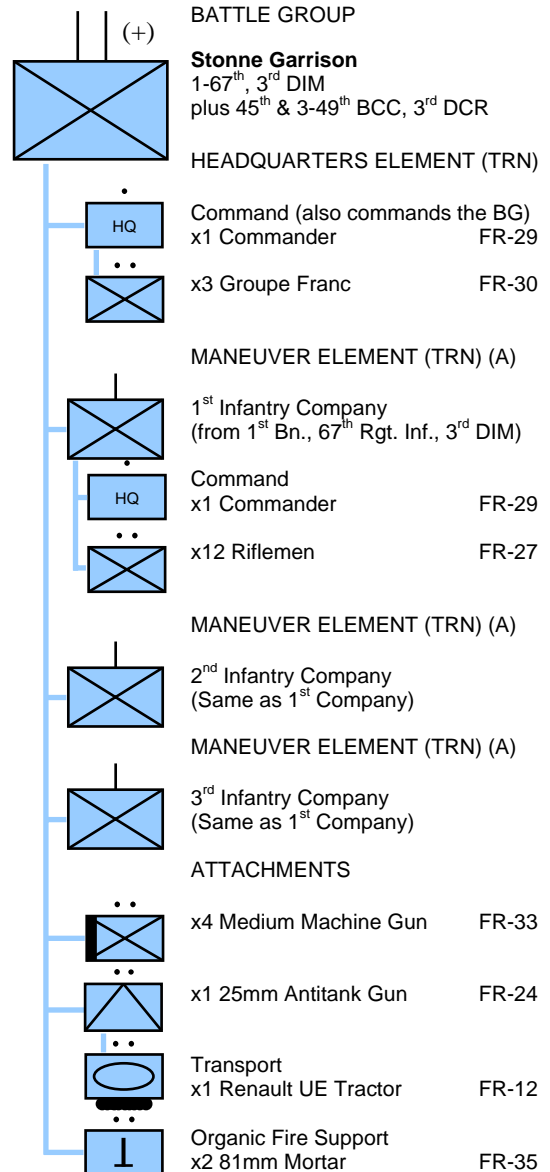
## Victory Conditions

The entire built-up area (5 northern most) of Stonne must be clear of any undisordered enemy units at the end of the scenario.

## References

Doughty, Robert Allan  
 The Breaking Point, Sedan and the Fall of France, 1940  
 Archon Books 1990 ISBN 0-208-02281-3  
 Pallud, Jean Paul  
 Blitzkrieg in the West, Then and Now  
 After the Battle 1991 ISBN 0-900913-68-1  
 Niehorster, Dr. Leo W. G.  
 German World War II Organizational Series, Vol. 2/I  
 1990  
 Essig, Dean  
 GD'40, The Battle for Stonne, 15 May 1940  
 The Gamers, Inc. 1993

## FRENCH ORDER OF BATTLE



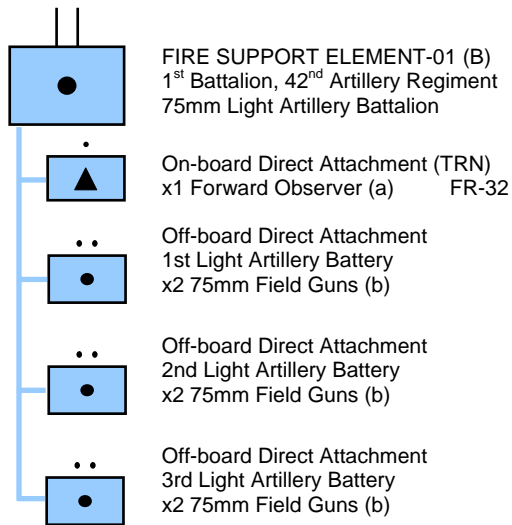
(A) Remove eight infantry stands from any single company or combination of companies to reflect losses from attacks before the start of the scenario. The removed stands count against the element the same as casualties when rolling on the Maneuver table.

(B) The forward observer listed below may be attached to any maneuver element or headquarters element.

(C) Remove six tanks from the 45<sup>th</sup> BCC, at least one from each company, to reflect losses from attacks before the start of the scenario. The removed stands count against the element the same as casualties when rolling on the Maneuver table.

(D) Remove one tank from the 3-49<sup>th</sup> BCC to reflect losses from attacks before the start of the scenario. The removed stands count against the element the same as casualties when rolling on the Maneuver table.

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**FIRE SUPPORT ELEMENT-01 (B)**  
1<sup>st</sup> Battalion, 42<sup>nd</sup> Artillery Regiment  
75mm Light Artillery Battalion

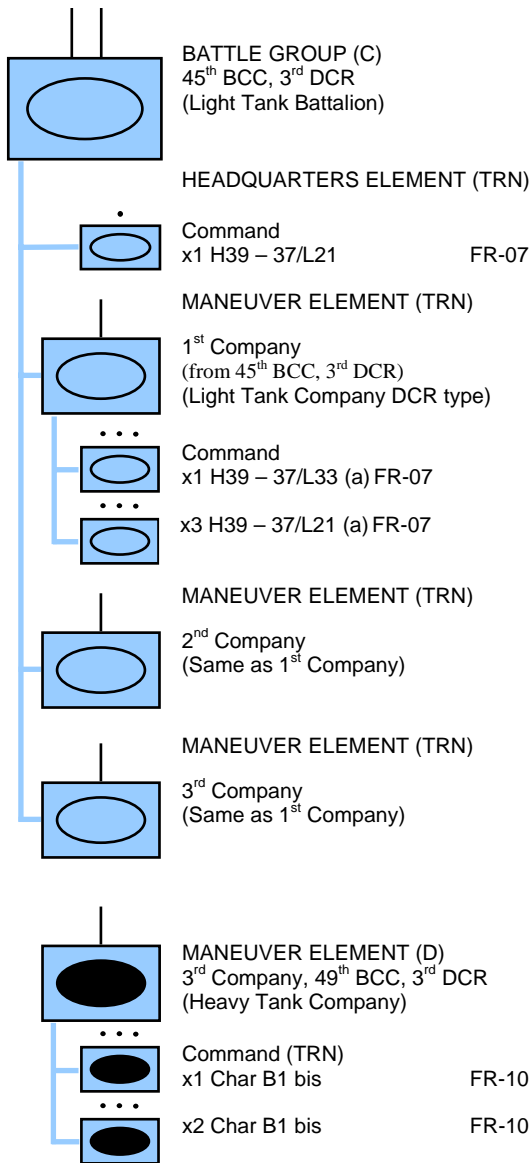
On-board Direct Attachment (TRN)  
x1 Forward Observer (a) FR-32

Off-board Direct Attachment  
1st Light Artillery Battery  
x2 75mm Field Guns (b)

Off-board Direct Attachment  
2nd Light Artillery Battery  
x2 75mm Field Guns (b)

Off-board Direct Attachment  
3rd Light Artillery Battery  
x2 75mm Field Guns (b)

(a) The forward observer may be attached to any maneuver element. Use the German Call for Fire table.  
(b) Indirect Fire weapon rating: -1 vs. V, 0 vs. T, G, sV  
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**BATTLE GROUP (C)**  
45<sup>th</sup> BCC, 3<sup>rd</sup> DCR  
(Light Tank Battalion)

HEADQUARTERS ELEMENT (TRN)

Command  
x1 H39 - 37/L21 FR-07

MANEUVER ELEMENT (TRN)

1<sup>st</sup> Company  
(from 45<sup>th</sup> BCC, 3<sup>rd</sup> DCR)  
(Light Tank Company DCR type)

Command  
x1 H39 - 37/L33 (a) FR-07

x3 H39 - 37/L21 (a) FR-07

MANEUVER ELEMENT (TRN)

2<sup>nd</sup> Company  
(Same as 1<sup>st</sup> Company)

MANEUVER ELEMENT (TRN)

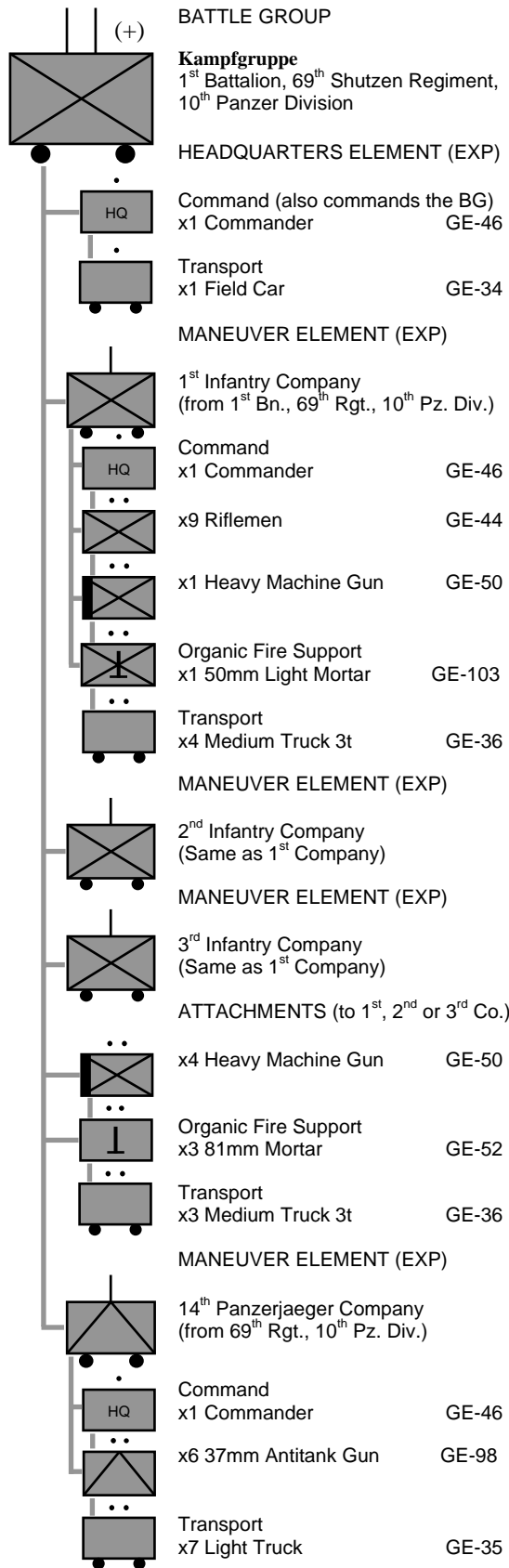
3<sup>rd</sup> Company  
(Same as 1<sup>st</sup> Company)

MANEUVER ELEMENT (D)  
3<sup>rd</sup> Company, 49<sup>th</sup> BCC, 3<sup>rd</sup> DCR  
(Heavy Tank Company)

Command (TRN)  
x1 Char B1 bis FR-10

x2 Char B1 bis FR-10

**GERMAN ORDER OF BATTLE**



BATTLE GROUP (+)

**Kampfgruppe**  
1<sup>st</sup> Battalion, 69<sup>th</sup> Shutzen Regiment,  
10<sup>th</sup> Panzer Division

HEADQUARTERS ELEMENT (EXP)

Command (also commands the BG)  
x1 Commander GE-46

Transport  
x1 Field Car GE-34

MANEUVER ELEMENT (EXP)

1<sup>st</sup> Infantry Company  
(from 1<sup>st</sup> Bn., 69<sup>th</sup> Rgt., 10<sup>th</sup> Pz. Div.)

Command  
x1 Commander GE-46

x9 Riflemen GE-44

x1 Heavy Machine Gun GE-50

Organic Fire Support  
x1 50mm Light Mortar GE-103

Transport  
x4 Medium Truck 3t GE-36

MANEUVER ELEMENT (EXP)

2<sup>nd</sup> Infantry Company  
(Same as 1<sup>st</sup> Company)

MANEUVER ELEMENT (EXP)

3<sup>rd</sup> Infantry Company  
(Same as 1<sup>st</sup> Company)

ATTACHMENTS (to 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> Co.)

x4 Heavy Machine Gun GE-50

Organic Fire Support  
x3 81mm Mortar GE-52

Transport  
x3 Medium Truck 3t GE-36

MANEUVER ELEMENT (EXP)

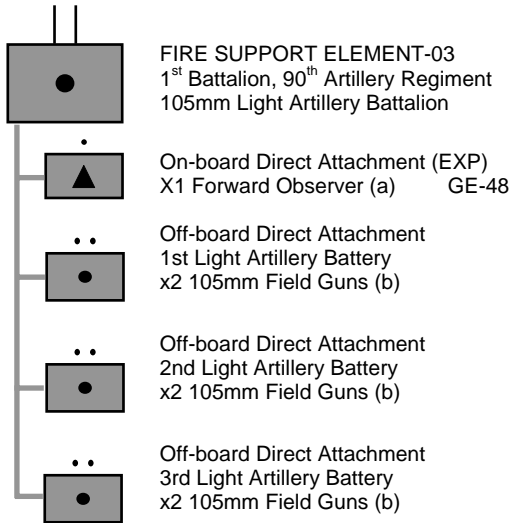
14<sup>th</sup> Panzerjaeger Company  
(from 69<sup>th</sup> Rgt., 10<sup>th</sup> Pz. Div.)

Command  
x1 Commander GE-46

x6 37mm Antitank Gun GE-98

Transport  
x7 Light Truck GE-35

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(a) The forward observer may be attached to any maneuver element. Use the German Call for Fire table.

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