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, 1st, 2nd, and 10th 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 14th of May and into the 15th the IRGD was fought to a standstill around the village of Stonne. At 0400 hours on the 15th the 10th Panzer Division was given the mission of seizing the line of ridges south of Sedan including Stonne. The 10th 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 10th Panzer and the IRGD was transferred to XIVth Corps. At about the same time the first attack by 10th Panzer’s 2/8th Panzer was being pushed back from Stonne. Still, there was no contact from IRGD and 10th 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 3rd DIM, 3rd DCR and 5th 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 3rd DIM and armor from the 3rd DCR now occupied Stonne. A new attack by motorized infantry from 10th 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 16th 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, 69th Shutzen Regiment, 10th Panzer Division to retake the village of Stonne held by 1st Battalion, 67th Infantry Regiment, 3rd Motorized Infantry Division (DIM) supported by the 45th BCC and 3 Company, 49th BCC, 3rd 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
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

(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 45th BCC, at least one from each company, to reflect loses 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 3-49th BCC to reflect loses 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.
FIRE SUPPORT ELEMENT-01 (B)
1st Battalion, 42nd 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
Small template

BATTLE GROUP (C)
45th BCC, 3rd DCR
(Light Tank Battalion)

HEADQUARTERS ELEMENT (TRN)
Command
x1 H39 – 37/L21 FR-07

MANEUVER ELEMENT (TRN)
1st Company
(from 45th BCC, 3rd DCR)
(Light Tank Company DCR type)

Command
x1 H39 – 37/L33 (a) FR-07
x3 H39 – 37/L21 (a) FR-07

MANEUVER ELEMENT (TRN)
2nd Company
(Same as 1st Company)

MANEUVER ELEMENT (TRN)
3rd Company
(Same as 1st Company)

MANEUVER ELEMENT (D)
3rd Company, 49th BCC, 3rd DCR
(Heavy Tank Company)

Command (TRN)
x1 Char B1 bis FR-10
x2 Char B1 bis FR-10

GERMAN ORDER OF BATTLE

Kampfgruppe
1st Battalion, 69th Schützen Regiment,
10th Panzer Division

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

Transport
x1 Field Car GE-34

MANEUVER ELEMENT (EXP)
1st Infantry Company
(from 1st Bn., 69th Rgt., 10th 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)
2nd Infantry Company
(Same as 1st Company)

MANEUVER ELEMENT (EXP)
3rd Infantry Company
(Same as 1st Company)

ATTACHMENTS (to 1st, 2nd or 3rd 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)
14th Panzerjaeger Company
(from 69th Rgt., 10th Pz. Div.)

Command
x1 Commander GE-46
x6 37mm Antitank Gun GE-98

Transport
x7 Light Truck GE-35

(OB continued on next page)
On-board Direct Attachment (EXP)
X1 Forward Observer (a) GE-48

Off-board Direct Attachment
1st Light Artillery Battery
x2 105mm Field Guns (b)

Off-board Direct Attachment
2nd Light Artillery Battery
x2 105mm Field Guns (b)

Off-board Direct Attachment
3rd Light Artillery Battery
x2 105mm 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