

Ste Quentin Canal

5th June 1940

Scenario written by Andy Parkes and Bob Hart Ver 2.1

Overall Situation:- FRENCH VIEW

GENERAL – 1e CA Front – Somme River – 23:00h, 4 June 1940

The Front has been ruptured by the Boche attack at Sedan. On 20 May, 7e Armee, of which you are a part, was allotted the task of defending the line of the River SOMME in the vicinity of St Quentin. 7e Armee has been cobbled together from a number of units, none of whom have worked together before.

To try and hold off the Boche until the GHQ counter-attack occurs will be difficult. However, as chance would have it, the Boche seem to have no interest in striking across the Somme. They are streaming west, armour in the lead, motorised forces close behind and struggling hard to keep up, the marching troops. Their objective is to reach the Channel Coast and cut off the Allied forces in Belgium and Holland. Apart from a few skirmishes to try and seize bridgeheads across the river line, it has been almost too quiet.

Still, you are grateful for this as it enables you to establish crucial staff links, bring up engineer stores and equipment and allow the artillery to be properly surveyed in. In addition, it has allowed the infantry time to develop a decent set of dug-in positions.

A number of crossing points have been blown by your engineers, ironically with captured German explosives. Still you are worried about the frontages you are expected to hold. While a standard division at full strength is expected to hold a front of 5-7 km, the 23eDI is overstretched, with one of its Regiments, 32eRI holding a salient of 10km!

Still, the Boche have to cross the Canal first and you have given 23e DI strong support, so you are assured, from 241e RALD with their 155mm Howitzers and also directed the Corps artillery to consider this a priority target.

French Briefing

II/32e RI (23e DI)

Situation

- The Somme France 0300hrs 8th June.

The 23e DI is completely overstretched with the 32e RI alone defending a salient of 10 km on the Saint-Quentin canal (it has roughly a width of 18 meters). Parallel to it, on the French bank there is a rail-road (RR). The II/32e RI, of which you are the commander, is holding a front roughly between Mennesis and the Quessy-Tergnier bridge included.

The III/32e RI (Commandant Maquin) is deployed between Tergnier and Condren to the South East, on your right flank. The I/32e RI (Capitaine Génin) has sent one and a half companies to defend Viry-Noureuil to the South. The rest of the 1st battalion is in immediate protection of the artillery and the regimental HQ.

The Boche appear to have re-constituted their forces and seem ready to now strike south, into the heart of France.

Corps and Div G2 are a bit vague about what you face but they have some idea that the Boche 3 PzD, 4 PzD, 44 ID and 33 ID are opposite 23e CA. They can offer no real idea what the Boche intention is. You suspect they are rather like a rat, entranced by the cobra, unable to do anything but wait passively for the enemy to attack.

Intent

Commander 23e DI and Cmdr 1e CA have both visited your positions over the last two weeks and expressed confidence that you will be able to hold. They mutter vaguely about the gathering of the great GHCG counter-attack that is being organised, and about the need to resist as long as possible to give the Americans a chance to come to the aid of France, just as we did in their struggle for Independence. You place no faith in either plan but you are determined that you and your men will fight bravely for France.

Groupings

Your forces are shown on the attached graphic. Unfortunately, due to stragglers and orders to provide troops for other units, all your companies are at 66% strength. There are two Renault FT17 tanks. (one model as per the orbat.) in your area.

The tanks are allotted to the Regimental reserve. Once the reserve is committed to counter-attack, it will come under your command.

You know you have one 75mm Mle1897 field gun group from 41e RAD and eventually support from the 241e RALD (155mm C Mle1917 howitzer) and from the Army Corps 320e RACP (75mm Mle1897).

Deployment

You have tried to deploy in the 3 defensive lines required by doctrine. The first line is along the canal. You must deploy between one third to a half of your infantry there. You also need to deploy at least half your MG platoons (x4 Guns) in this line.

Your second line is along the RR. Here you must deploy about one quarter of your infantry and the remainder of your MG platoons (x4 Guns).

The third line comprises the remainder of your infantry.

Your mortars are normally deployed in the third line.

Anti-tank guns are normally deployed forward in the case of the 25mm and rear with regards the 75mm's.

Bon Chance!

Vive Le FRANCE!

French Deployment, Notes & Special Rules

Deployment and Reinforcement

There are up to three turns of pre game artillery before any troops can move.

Pre-game artillery

Fire Support from I /41e RAD originates from the long edge of the table. The French have two turns of barrage fire by two 75mm battalion's (x6 guns) from 320e RACP (1e CA) and own 41e RAD (x6 Guns), which must be plotted on a map before the Germans setup.

Deployment.

The French start dug in with x 16 bases of wire and x5 bases of mines. All troops start hidden and dug in, any units in BUS can be in improved BUS. All command stands get increased command range of 10". French player can lay up to eight dummy markers and have x4 Log Bunkers.

Turn 1 05:00 Hrs Start of scenario. French lay out their defences on board and deploy all hidden markers and dummies. Germans plot and lay out the first round of the artillery barrage and roll for casualties. Germans deploy there troops, French check to see if barrage patterns are on target by consulting map or notes.

Turn 2 05:30 Hrs Germans plot second round of barrage and roll for effect, Germans start moving. French once again check if barrage patterns are on target.

Turn 3 06:00 Hrs Germans plot third round of barrage and roll for effect, French now have to start rolling for fire missions.

Turn 12 10:30 Hrs Reserves are now available including the 241e RALD

Discipline Rating

All MEs are Trained.

Off board Artillery

The French have three stopping fire missions which must be pre planned (+1 on dice roll) before the game starts. These can be called for anytime after the game starts, using attached artillery battalion (I/41e RAD).

From turn 12 onwards a 155mm Battery from the 241e RALD (of x2 guns) in General support is available.

Air Support

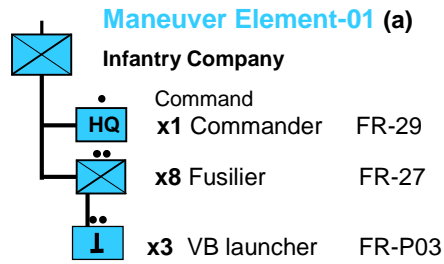
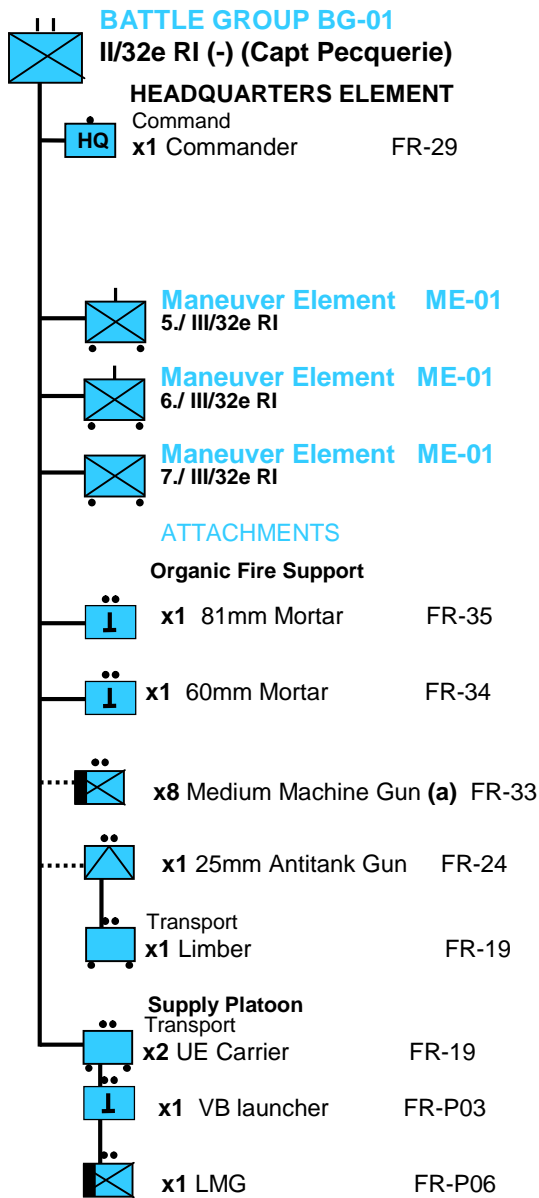
Nil

Transport

Nil

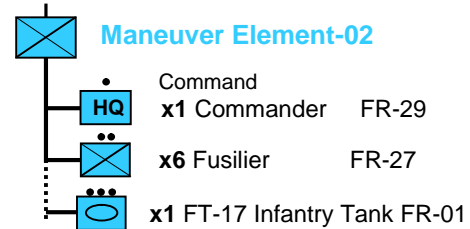
.Reserves

If using the larger board 8'x5' add in x1 75mm Battery(41e RAD) on board, plus Regimental reserves arrive from turn 12, entering from the South East along road from Tergnier.



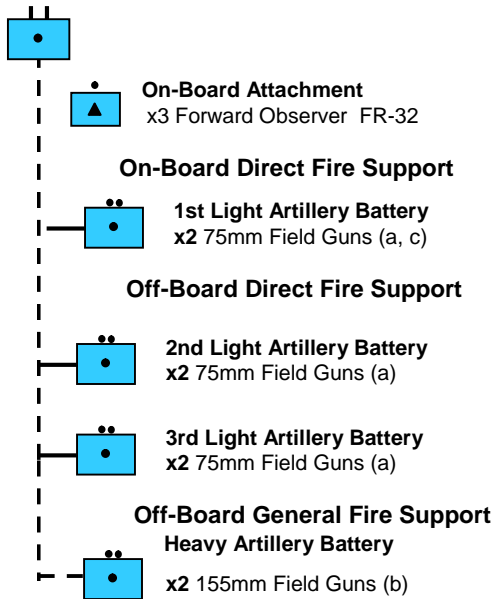
(a) At 66% Strength.

Regimental Reserves are shown below.



(a) MG Platoons consist of 2x MG's each.

Direct Fire Support Element-01
I/41e RAD



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

(b) Large template. Indirect Fire weapon rating: +1 vs. V, +2 vs. T, G, sV

(c) The 75mm Battery can be deployed on table when using larger table size.

<http://www.fireandfury.com/artillerytutorial/artyfrench.shtml>

		OBSERVER	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	---	---

German Briefing



Situation

(Lt Gen Franz Karl) HQ 263. ID, 03:00 hours 5th June 1940 France

The 32e RI will be assaulted by the 263.ID. This German unit was formed on 28th August 1939 as part of the 4.Welle (4th wave). It is commanded by Generalleutnant Franz Karl and consists of:

- 463. Infantry Regiment
- 483. Infantry Regiment
- 485. Infantry Regiment
- 263. Artillery Regiment (4 battalions)
- 263. Panzerabwehr Battalion
- 263. Reconnaissance Battalion
- 263. Pioneer Battalion
- 263. Signals Battalion

Two regiments will lead the attack against the flanks of the 32e RI deployment and one remains at first in reserve. According to information gathered on POWs, German tanks were originally planned to support the attack but swamps hampered their arrival. There is strong support from field artillery and mortars. The Luftwaffe is providing support but apparently less in this area than it did on May 19-20. Surprisingly, the Germans received hand-operated sirens to mimic the sirens mounted on Stukas.

On June 5, at 03:00 the Luftwaffe attacks the III/32e RI and the French rear (especially the area around Noyon). Artillery preparation targets II/32e RI from 04:00 to 05h30 and III/32e RI from 04:00 to 05h00 (HE and smoke shells). German artillery is largely completed by mortar fire.

At 05:30, the Germans start to cross the canal by all means (inflatable boats, rafts, bags, engineers building footbridges etc.), hidden by smoke screens. They launch their assault on the 2 flanks of the 32e RI.

263. Inf DIV Commanders Intent.

Orders:

I.R. 463

Mission :- Cross the Ste Quentin Canal and Form a bridgehead for follow on troops.

Groupings- see attached graphic.

Current Location- **Liez**

Boundaries- Left:- IR 263 Div

Right:- Nil

Limit of exploitation:- Far edge of rail line / wood line

German Deployment, Notes & Special Rules

Deployment and Reinforcement

There are up to three turns of pre game artillery before any troops can move.

Turn 1 05:00 Hrs Start of scenario. French lay out their defences on board and deploy all hidden markers and dummies. Germans plot and lay out the first round of the artillery barrage and roll for casualties. Germans deploy their troops 5" from edge of canal.

Turn 2 05:30 Hrs Germans plot second round of barrage and roll for effect, Germans start moving their Primary attacking forces.

Turn 3 06:00 Hrs Germans plot third round of barrage and roll for effect.

Discipline Rating

All MEs are Trained.

Off board Artillery

The Germans can plan three turns of barrage fire (can be mixed shelling) before the game starts, it includes all available fire support assets including Regt guns and Mortars. Fire Support from all assets originates from own long edge of the table. The 263rd AR has two rounds of smoke available, the regimental gun company has one round of smoke available.

Air Support

Nil but troops are issued with a portable sirens. Can be used once in game, French player must roll on manoeuvre table for all ME's as if under air attack.

Transport

Nil

Hidden Unit Status

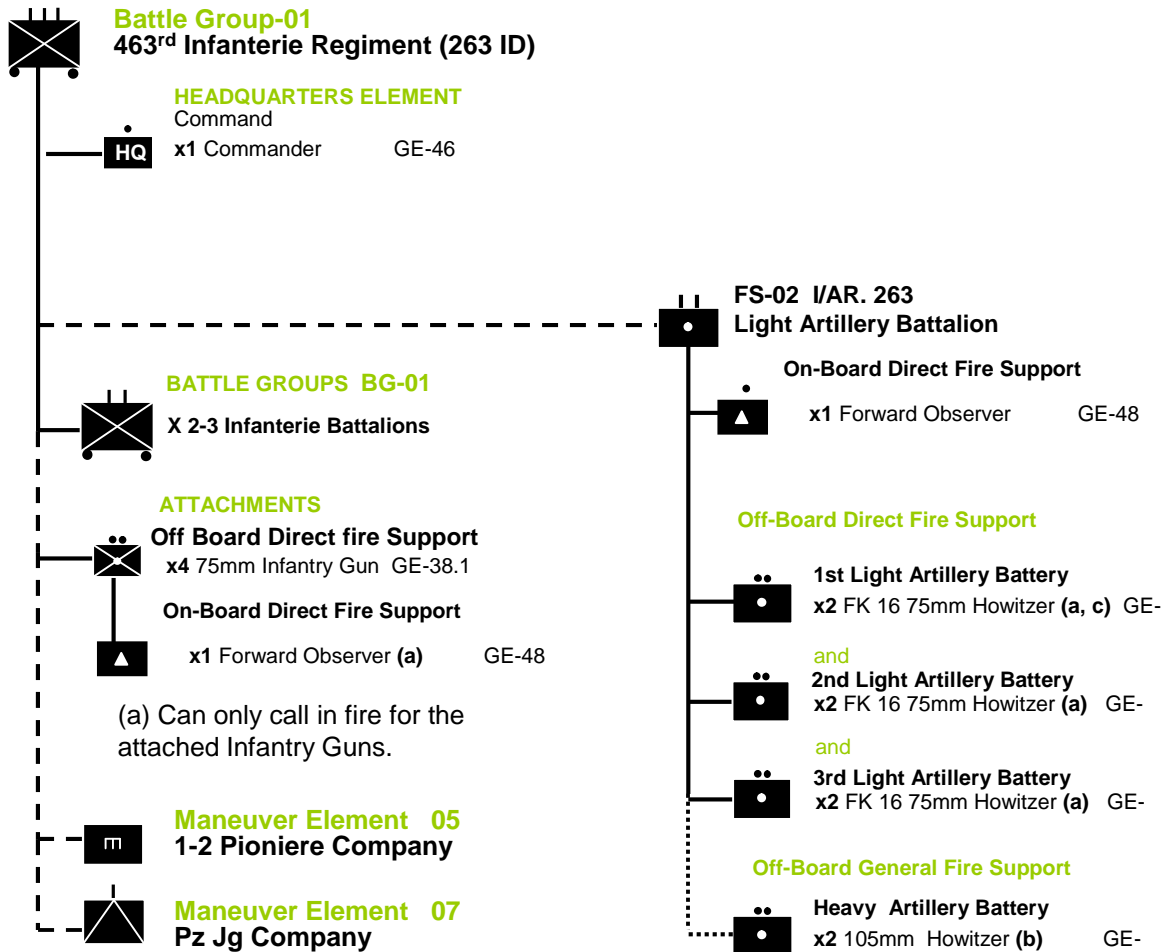
The French will be in well prepared defences and will probably be in pillboxes, entrenched or at least well dug-in.

Crossing the Canal.

To cross the canal each stand must conform to the edge of the canal and spend one action to ready the assault dingy and climb aboard. It then takes another action to cross and dismount from the boat. Once a reasonable bridge head has been formed (clear first defensive lines), the Engineers will come forward and begin building tread way bridges across the canal. It takes one span to cross the canal. The Pak 36 can only cross using assault boats/ferries they cannot use the tread way bridge as its too narrow.

Reserves.

If using the increased table size use all three Battalions one must be in reserve and two up front plus add extra Pioneer company making two in total. If using smaller board use two Battalions only the second Battalion is held in reserve.

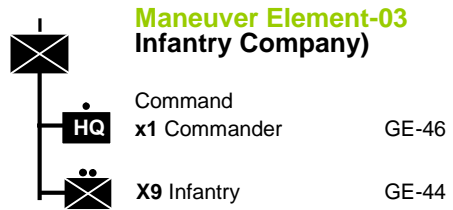
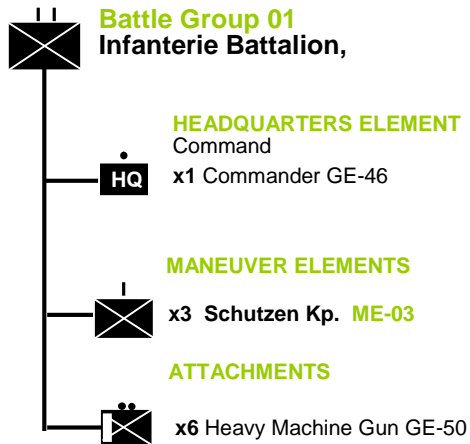


The FK-16 was a re bored 7.7mm KF16 from WW1 vintage, still with the wooden spoked wheels.

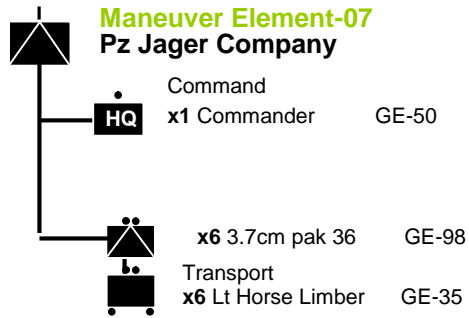
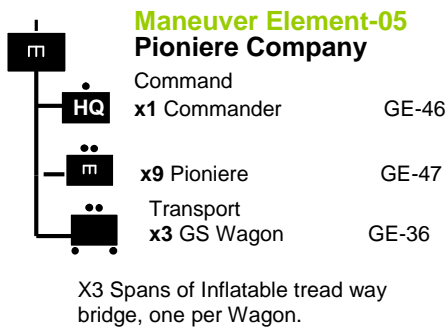
(a) Small template. Indirect Fire
weapon rating:
-1 vs. V, 0 vs. T, G, sV

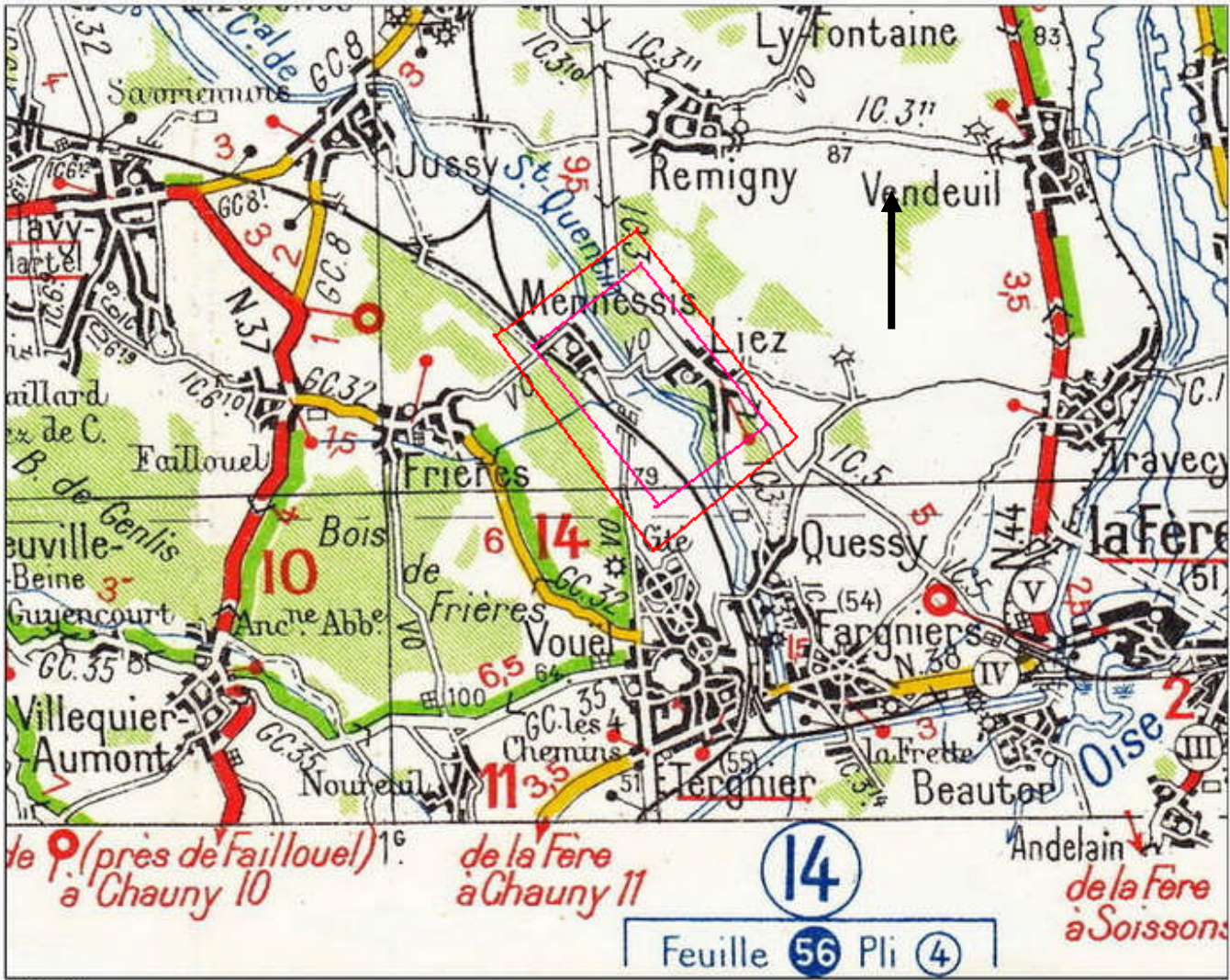
(b) Large template. Indirect Fire
weapon rating:
-1 vs. V, 0 vs. T, G, sV

(c) Can be placed on table if
required.

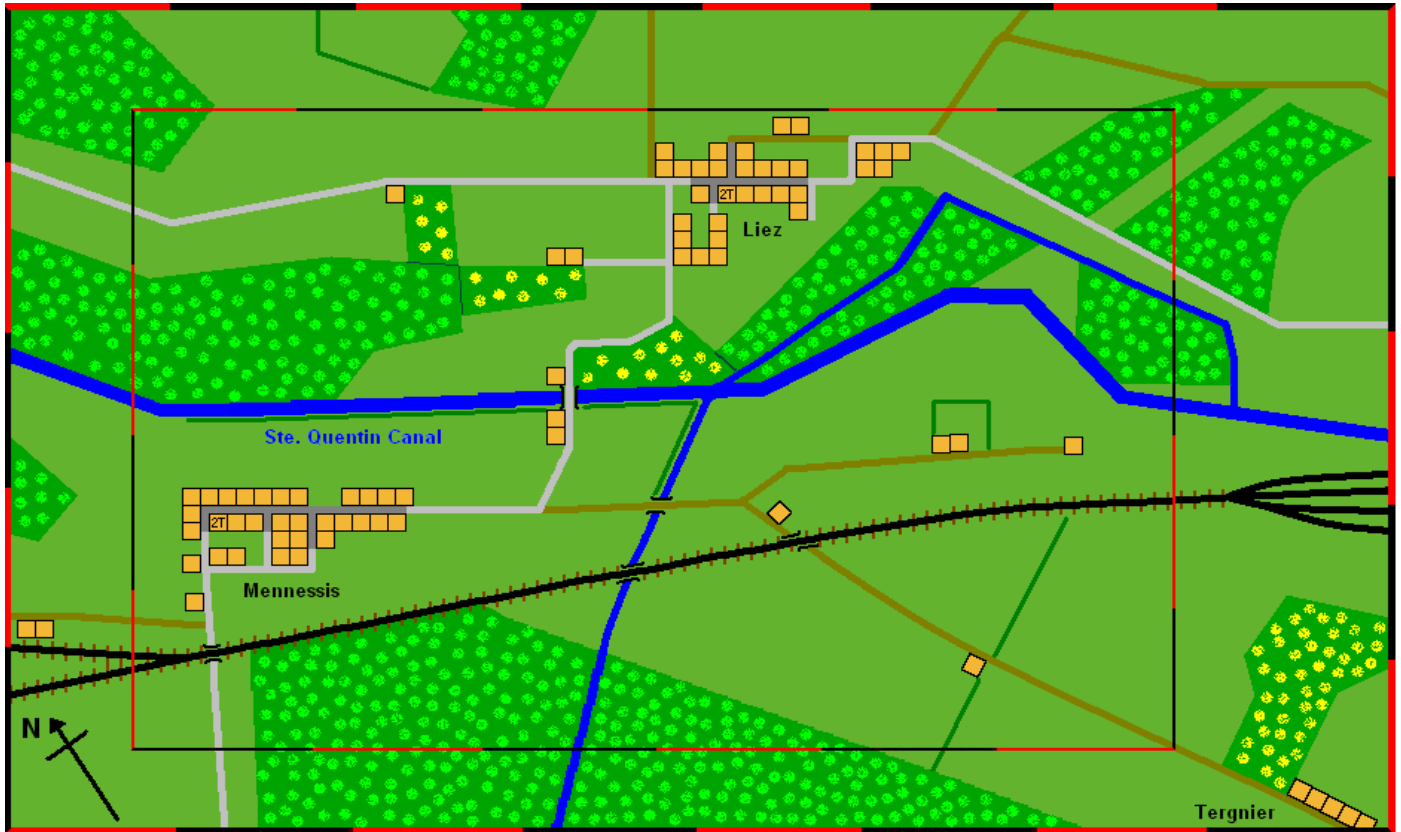


NOTE:- LMG's were a mix of MG 13 and 08/15, HMG's are Maxim MG08. Also there would of been a lot of older equipment seen as well such as MP18 etc. You can use WW1 figures with head swap conversions or just use as is.












Map 2



Terrain:-

The terrain is generally flat all over, the rail line is on a raised embankment and blocks LOS across it. Dark grey roads are streets, light grey are roads and brown are tracks.

-  Orchard
-  Woods without undergrowth
-  Level 2 Church tower and BUS
-  Low hedge
-  Rail line on embankment
-  Canal with low hedge
-  Rail line crossing steam.

The table is 6'x4' or can be extended to 8'x 5' depending on space. The land to the West of the canal is reasonably flat with the rail line running on an embankment. The track across the canal crosses at a canal lock gate. The land rises to the East of the canal at Liez.

Victory Conditions

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

+3 VP(+2VP on smaller board) for every French Defensive line cleared.

-1VP 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)

Anything else is a German victory

Optional Rules.

See <http://www.fireandfury.com/scenarios/bhoptionalrules.pdf>

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 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

Treadway 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 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.