

CREHEN / HANNUT

Part 3

13th May 1940

Scenario written by Andy Parkes, Bob Hart and Bill Slavin Ver 1.1

During the night, Lt-Colonel Touzet de Vigier receives the order to move his command post from Merdorp towards Folx-les-caves in the West and to install two new centres of resistance within Merdorp and Jandrenouille.

The Colonel distributed his available troops between Merdorp and Jandrenouille. Merdorp, under the command of Major Vignes (2nd group of squadrons) is defended by the 1st Squadron, all the surviving Hotchkiss of the 2nd Cuirassiers under command of Lieutenant Vie (4th Squadron), and three sections of 47mm anti tank guns and the elements of the 11RDP (having pulled back from Crehen and Thisnes towards Merdorp).

At least one section of 47mm is installed in Saint-Joseph Farm and covers the approaches from Wansin. In Jandrenouille there is only the 2nd Squadron, ordered there by Major Chavagnes. Officer Cadet Bushel is in connection with a group of motorcyclists of the 2nd RDP in the north of Wasseiges to the south.

The morning is calm so using the time wisely a recce group was sent towards Thisnes but had nothing to report in the way of enemy activity.

French Briefing

1st Battalion 11th Mounted Dragoons (I/11 RDP)

3rd Light Mechanised Division (3e DLM)

Situation

2e RC Jandrain/Merdorp/Jandrounille:- 11:30 hrs 13th May.

Having pulled back all your troops from Crehen and Thisnes and losing more tanks over the course of yesterday, it has become necessary for you to fall back on the forces in Merdorp and the command post of the 2e Cuirassiers.

The defence of the southern face is reorganized, Lt-Colonel de Vernejoul (1e Cuirassiers) taking the northern command of the lower sector. At 1:00, after being given an account of the situation, he promises reinforcements with Captain Laffargue (I/11eRDP), but asks him to hold until the early morning. Towards 05:30, the first elements of the 6th GRCA (corps level reconnaissance unit) arrive. Captain Boussion (of the 6th GRCA) indicates that this reinforcement will arrive in the form of one motorcycle squadron and one MG squadron.

The remainder of the 6th GRCA, under orders of Lieutenant-Colonel de Soubeyrand, covers Merdorp towards the south. Captain Laffargue installs his reinforcements in Jandrain, the elements of the 6th GRCA in the south of the city, the 3rd Squadron and the recovered remainders of the I/11RDP under the command of Captain Cavaille in the north, and the squadron of Captain Lizeray in reserve on the edge of the city.

At 6:30, the machine-gun squadron of the 6th GRCA (Captain Vsiaaogne) arrives, much to the relief of Captain Laffargue.

By the early morning the whole front of the 3rd DLM erupts under a large artillery barrage and air raids, then followed by attacks by ground troops.

In Merdorp, at 09:00, Squadron Potel pushes back the first attack of German tanks using the tanks of the squadrons of Beaufort and Vie.

French Deployment, Notes & Special Rules

Turn Sequence

Turn 1 11:40 Start of scenario. Germans move first.

Turn 5 13:30 2nd Sqn 1e RC (x7 S35) moves from Jauche (western board edge) towards Jandrenouille (entering from top left corner of board as shown by arrow).

Turn 16 17:00 Game ends.

Deployment

All units start hidden in the locations mentioned on the ORBAT within the shaded areas indicated on the map. Tanks start hull down and all troops/guns are dug in or in improved positions if within BUS's. All troops are carried over from Scenarios One and Two. If stand alone scenario roll randomly for casualties.

Infantry and Tank Casualties will be determined randomly before game starts.

Each Infantry ME rolls a D10. **1-3**= 8x stands, **4-6**= 9x stands, **7-9**=10x stands and a roll of **10** = 11x stands.

Tank Casualties will also be determined randomly before game starts.

Each tank ME rolls a D10. **1-5**= 1x tank, **6-9**= 2x tanks and **9-10**= 3x tanks

Discipline Rating

All MEs are Trained.

Off board Artillery

Support comes from the III/76th Artillery Regt located to the south of Jauche and I/76 dug in to the east of Jandrenouille. The FOO from III/76e RA is located in the water tower southwest of Jandrain, marked on map.

Reinforcements

2e Sqn 1e Cuir counter attack from Jauche in the north at 13:30 hours (see above in Turn Sequence).

Air Support

Nil

Transport

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

Hidden Unit Status

All units start hidden.

Scenario Specific Rule

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

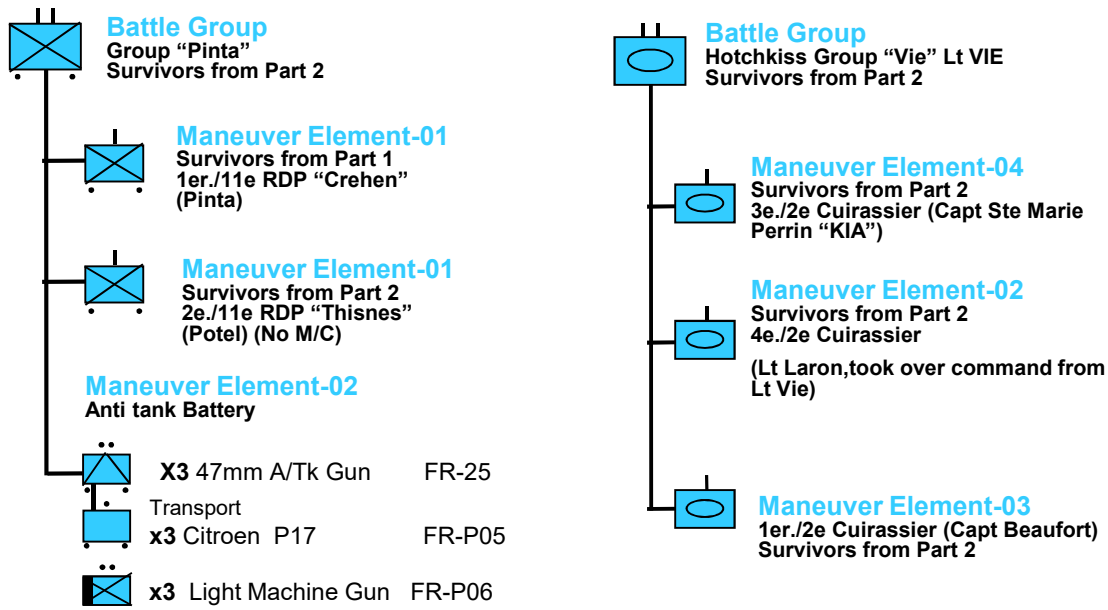
Due to the French having centralized control over their artillery a call for fire could result in getting more than expected, as any available units could be added to fire support. To represent this, when a call for fire request is made roll for direct fire support for the initial unit I/76e but also 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.

Poor Driving

The tank Crews of the 3e DLM were new to their equipment, especially the S-35. Whenever a S35 does a maneuver that puts strain on the tank roll on bog down table. Roll for change of direction of greater than 90 degrees **OR** if it takes two move actions in a turn.

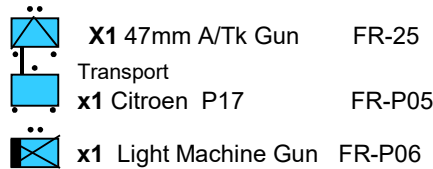
Normal bog down checks will occur as well as per rules.

French Maneuver Elements Located in Merdorp

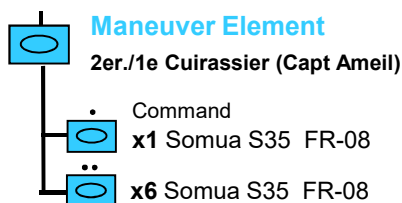


Maneuver Element

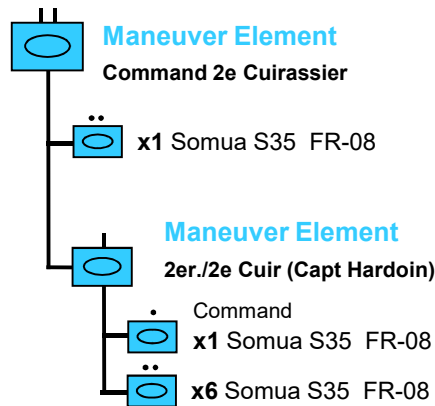
Antitank Battery (at St Joseph Farm)



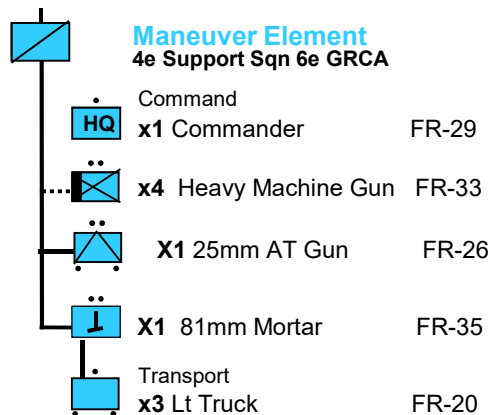
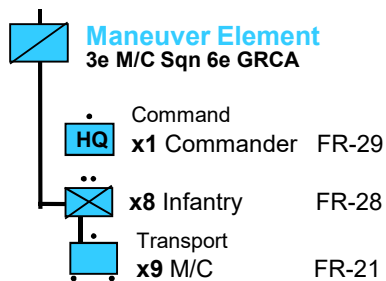
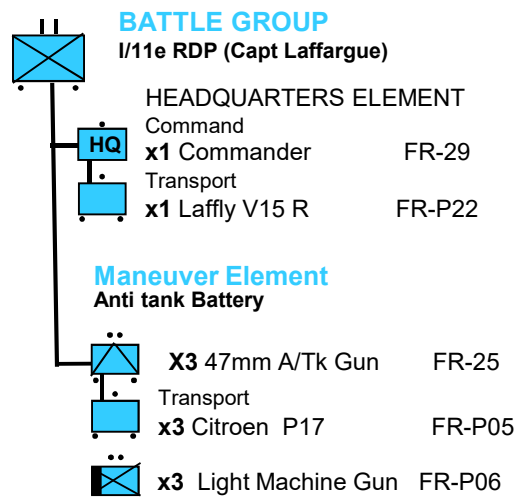
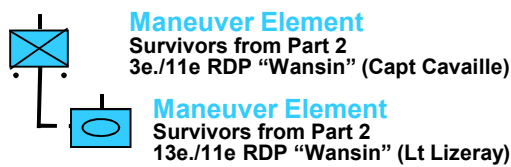
French Maneuver Elements Jauche Reinforcements Turn 16



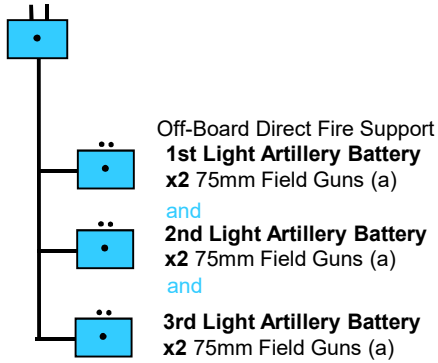
French Maneuver Elements Located in Jandrenouille



French Maneuver Elements Located in Jandrain



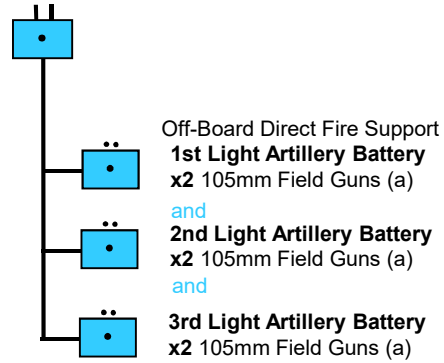
**On board Direct Fire Support
I/76e RA (b)**



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

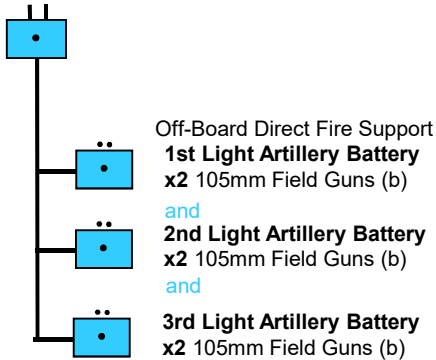
(b) Unit was located just West of
 Jandrenouille, can deploy one
 battery x2 guns on table.

**Off board General Fire Support
III/76e RA**



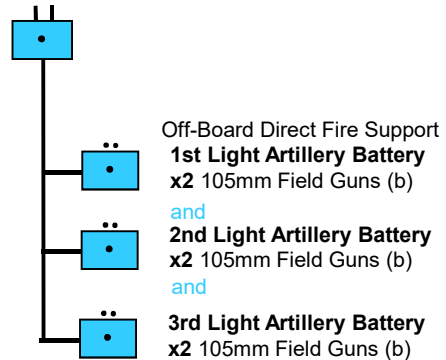
(a) Large template. Indirect Fire
 weapon rating:
 -1 vs. V, 0 vs. T, G, sV

**Off board General Fire Support
X/71e RA 2e DLM**



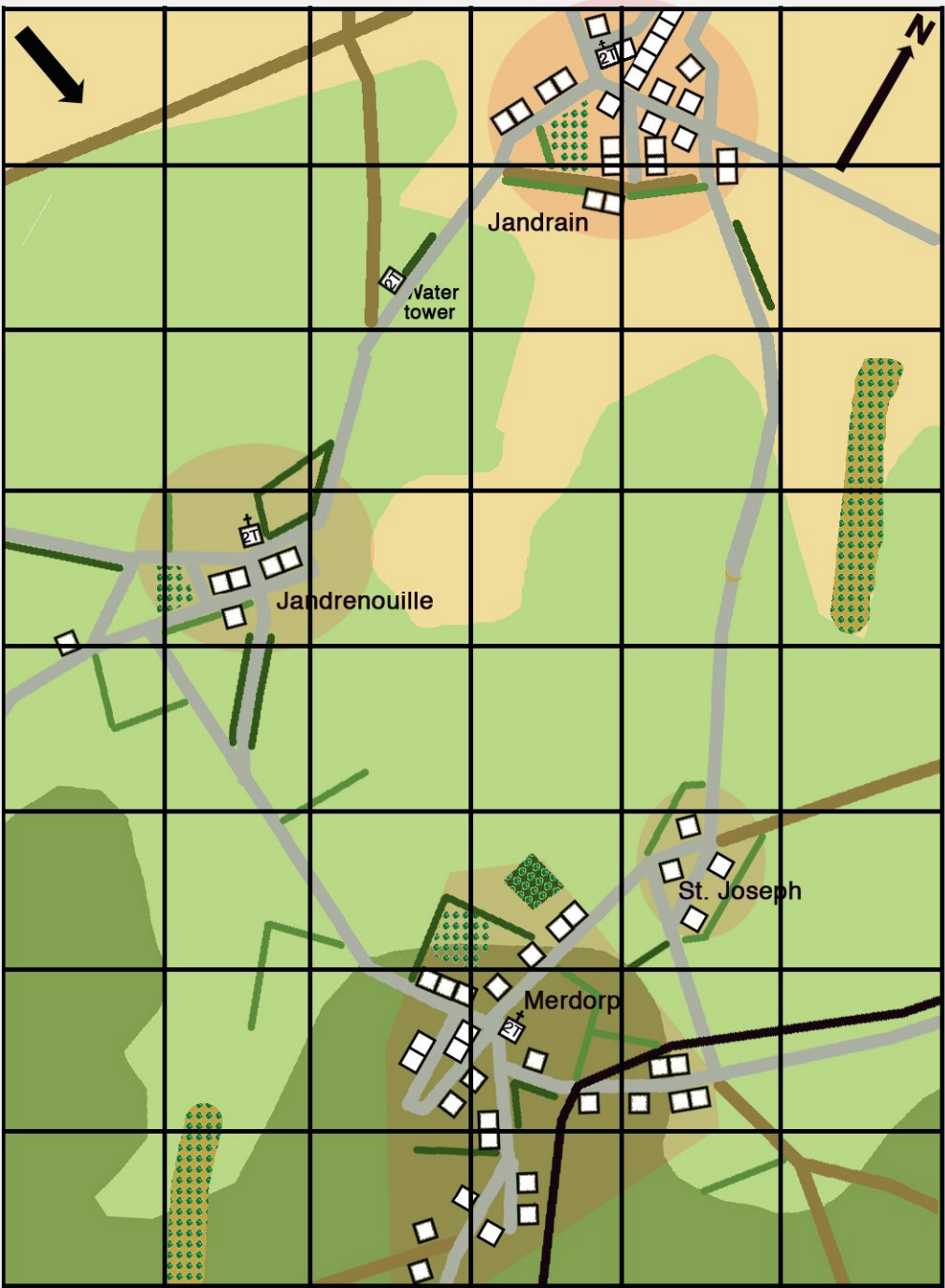
(a) Large template. Indirect Fire
 weapon rating:
 -1 vs. V, 0 vs. T, G, sV

**Off board General Fire Support
III/329e RA Corps**



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

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



German Briefing

35th Panzer Regt. "KG Eberbach"

4th Panzer Division

Situation

(6th ARMEE) 16th Panzer Corps 11:00 hours 13th May 1940 France.

General Hoepner has urged you to pin down the French 1st Army so it cannot interfere with the crossing of the Meuse around Sedan. 3rd Panzer has only weak forces in front of it where as 4th Panzer has strong mechanized forces around Thisnes, and there is also a second force south of the Meuse which poses a threat to its left flank.

The earliest you can attack is 11:00 hrs as 3rd Panzer needs time to get into position and it is the earliest that the Luftwaffe can release its air assets from over the Meuse area. 4th Panzer is to move in parallel with 3rd Panzer on the axis Perwez. Panzer Brigade 5 assembles between the road junction north of Braives and Lens-St. Remy.

II SR12 is defending Hannut. I SR 12 are in Thisnes. III SR33 with II SR 12 attached are in Hannut and in reserve are II SR 33 on the left flank. SR 12 HQ is at Tourinne.

The German tanks arrived in several waves, heavy and medium first followed by the light that accompany the infantry carried on trucks.

4th Panzer DIV Commanders Intent

To push on to the area of Perwez, 35th Pz Regt will be on the right flank alongside 3rd Pz Div while 36th Regt takes the left flank alongside KG "Luttwitz" from our own Pz AA Abt 7 and 1./ SR12.

Most of the air support has been given to the crossing of the Meuse, we can expect one sortie at approximately mid-day. This will arrive as either two squadrons of 3x Ju87 and 3x HS123-A1, OR both of 3x JU87.

Orders:

Pz Bde 5

Mission :- To advance west and support attack by elements of Schutzen Brigade 4, Pz Regt 35 to aim for Jandrain North of Merdorp and Pz Regt 36 for Branchon South of Merdorp. I/36 breaks off towards Wasseignes in the South off board whilst II/36 carries on attack.

German Deployment, Notes & Special Rules

Turn Sequence

Turn 1 11:40

Start of scenario. Initial artillery barrage on known French positions, including gun positions west of Jandrenouille.

(see “Off Board Artillery – Barrage” below).

Turn 3 12:40 Luftwaffe bombardment on Merdorp and Jandrain.

Turn 4 13:00 Heavy panzer companies of both I and II Pz. Regt 35 (survivors of Crehen Part 2) enter first. I/Pz Regt 35 enters north of Merdorp (within 5” of road at Point A) while II/Pz Regt 35 enters south of Merdorp (within 5” of road at Point B).

Pz. Regt 35 HQ and I and II Battalion HQ elements can enter at any turn between turns 4 and 6 at same entry points.

Turn 5 13:20 One light company of each Panzer battalion (survivors of Crehen Part 2) enters along eastern table edge at same entry points.

Turn 6 13:40 Remaining light company of each Panzer battalion (survivors of Crehen Part 2) can enter from eastern table edge at same entry points. II/Schutzer Regt. 33 can enter from eastern table edge anywhere south of Point A but only after all Panzer ME's of both Panzer Regiments have entered the board.

Turn 7 14:00 1./605 PzJg become active, enters anywhere along eastern board edge.

Turn 11 15:20 2 Kp., II./Pz Regt 6 enters from north western edge (within 5” of road at Point C).

Turn 16 17:00 Game ends. Panzers out of ammunition.

Deployment

All troops are carried over from Scenarios One and Two. If stand alone scenario roll randomly for casualties. All infantry starts mounted in relevant transport, and all attached towed weapons are limbered up, except infantry guns attached to SR 33 which are off table.

Infantry and Tank Casualties will be determined randomly before game starts.

Each Infantry ME rolls a D10. **1-3**= 8x stands, **4-6**= 9x stands, **7-9**=10x stands and a roll of **10** = 11x stands.

Tank Casualties will also be determined randomly before game starts.

Each tank ME rolls a D10. **1-5**= 1x tank, **6-9**= 2x tanks and **9-10**= 3x tanks

Discipline Rating

All MEs are Experienced. No units get +1 for no casualties.

Off board Artillery

Direct Support comes from the I/103rd Artillery Regt plus General Support from II/103 and II/93. The Germans can have two pre-registered fire points, which must be designated before hand.

Barrage

All batteries of the above units plus any attached guns will fire a preliminary barrage ahead of your advance. (This does include II/Schutzer Regt. 33's off table battery of 75mm guns) 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 of 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 shelling.

Air Support

Most of the air support has been given to the crossing of the Meuse, you can expect one sortie at approximately mid-day of two squadrons (turn 3). One squadron of 3x Ju87 and one of 3x HS-123 or both JU87 if you do not have HS-123.

Transport

All transport must start on table. Please note that the Orbat reflects the optional rule of increasing transport capacity by 1 stand. Un-armoured transports do not count towards calculating initial ME size for casualty determination but loss of transports do 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. (Is this over and above the existing 10" for a command vehicle?)

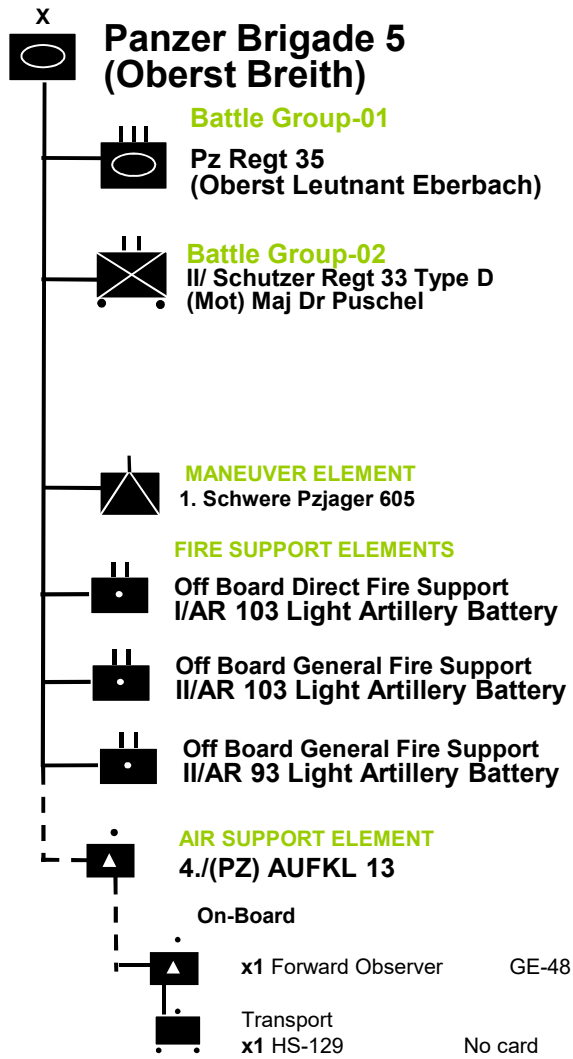
Flares and Smoke.

All on table fire support elements may fire smoke once during the game, all off table fire support elements may fire smoke twice during the game (not including the mixed starting barrage mission).

Armoured casualties.

Each of the two Panzer Bns in each Regt can replace previous tank losses up to the following before start of game.

2x Pz I, 1x Pz II, 1x Pz III, 1x Pz IVD per battalion.

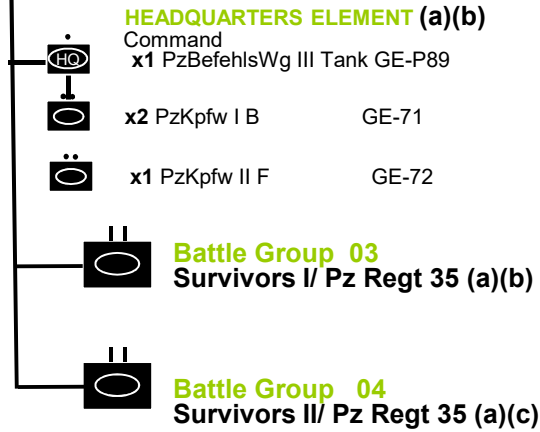


Air Support Assets from FliegerKorps VIII [EXP]

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

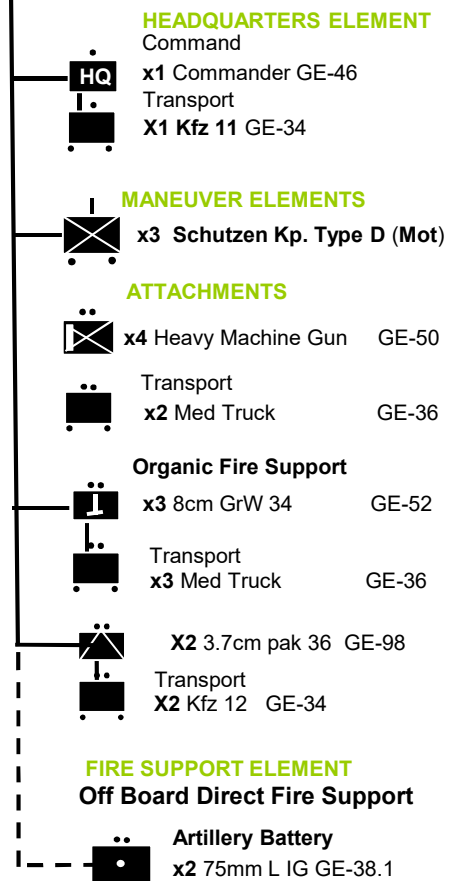
II
I./STG 77 3x JU-87 B GE-104

Battle Group -01
Pz Regt 35
(Oberst Leutnant Eberbach)

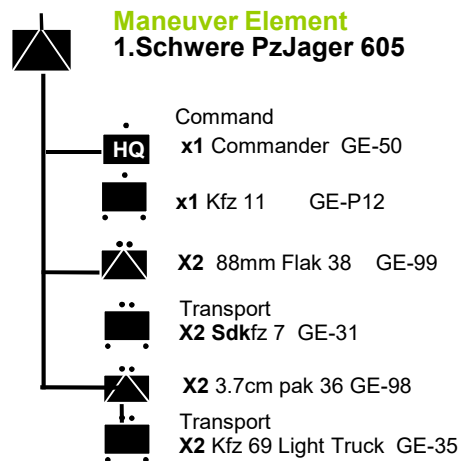
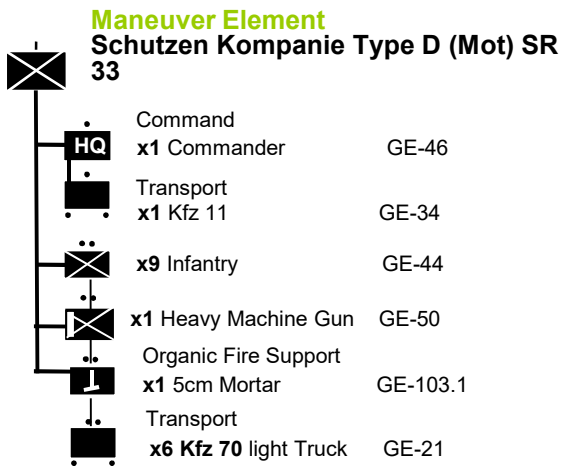


- (a) Do not get +1 for no casualties.
- (b) Use surviving units from scenario Crehen Part 2 with adjustments as indicated (see "Armoured Casualties" above).
- (c) Use surviving units from scenario Crehen Part 1 with adjustments as indicated (see "Armoured Casualties" above)

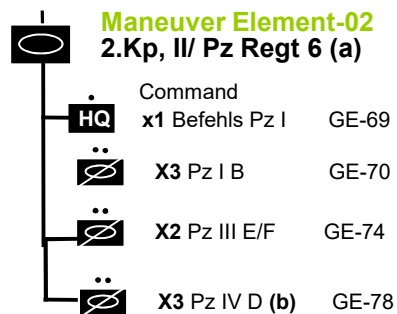
Battle Group-02
II/ Schutzer Regt 33
(Maj Puschel)



German Manoeuvre Elements



Reinforcements for Turn 11

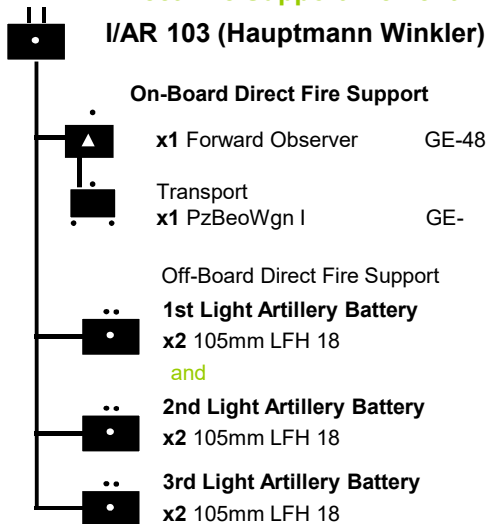


- (a) Fresh no casualties get +1 on maneuver table.
 (b) W.P. issued to Pz IV only. Must state before firing

German Fire Support Elements

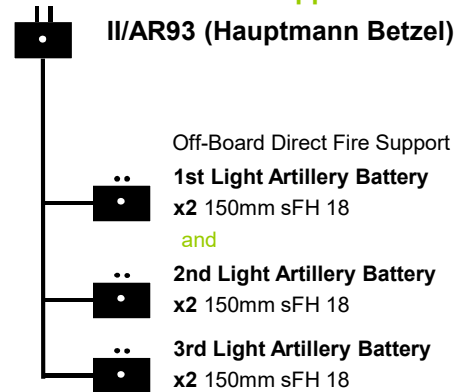
Direct Fire Support Element

I/AR 103 (Hauptmann Winkler)



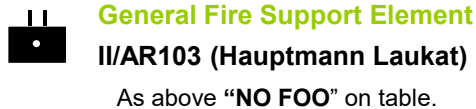
General Fire Support Element

II/AR93 (Hauptmann Betzel)



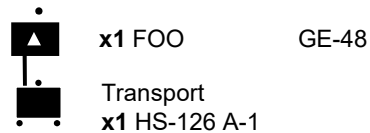
General Fire Support Element

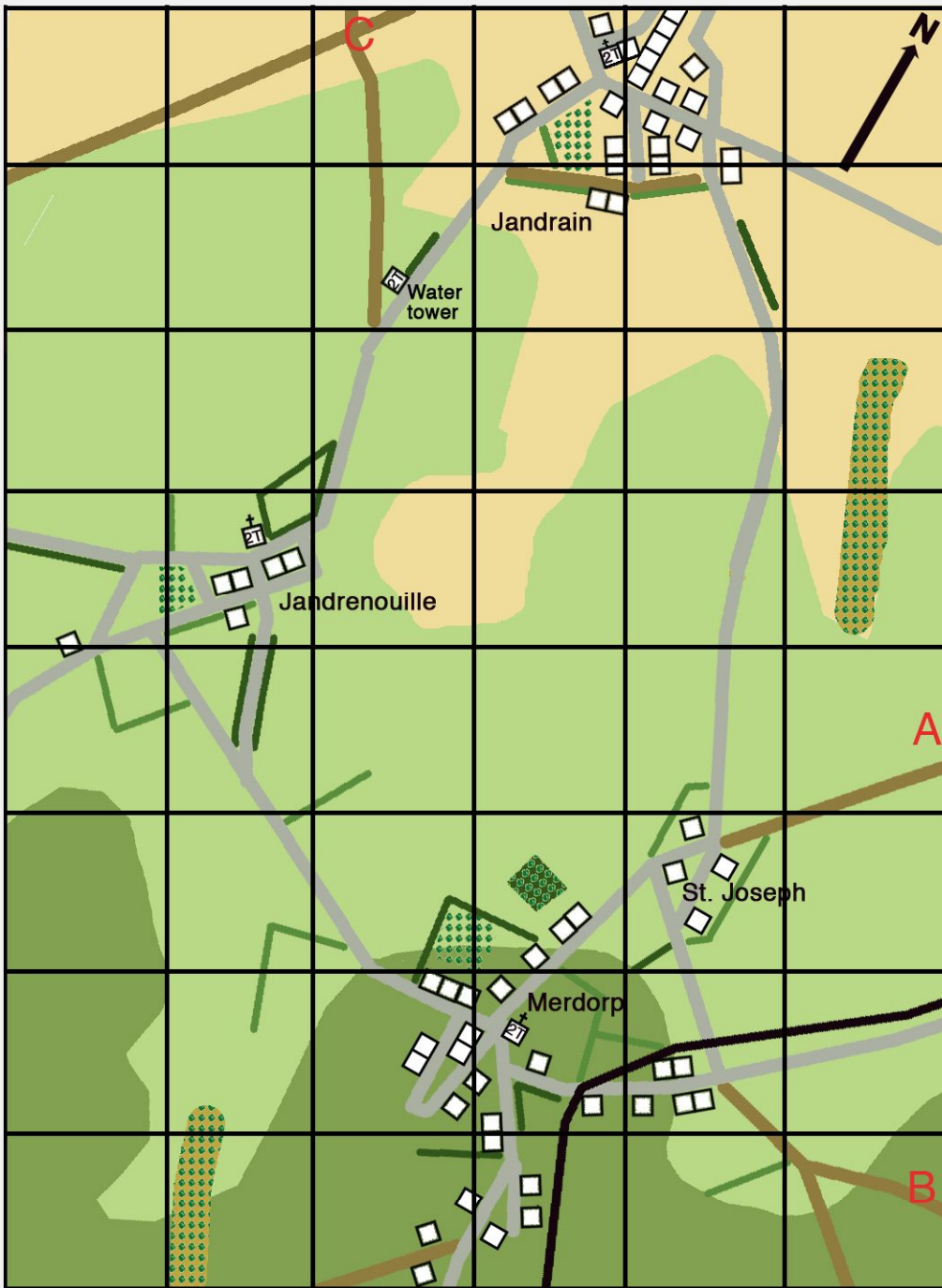
II/AR103 (Hauptmann Laukat)



Air Support Element

4./(PZ) AUFKL 13





Winning Conditions:

For the French it's all about the destruction of the German forces, and allowing the sealing up of the break out.

For the Germans its about pushing through the enemy and causing as many casualties on the enemy as possible without too many casualties on own forces.

Hold Jandrain +5VPs

Hold Merdorp +5 VPs

Hold Jandronouille +5 VPs

Each Enemy ME at = <75% +3 VPs

Each Enemy ME at = <50% +2 VPs

Each Enemy ME at = < 25% +1 VPs

To class a location as held there should be no unbroken troops within 5" of the X in the centre of each town.

Terrain

Optional Rules.

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

Not All Destroyed Vehicles Burn

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 (see "Optional Rule – Fire" above) 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

Historical Outcome.

- The losses were heavy on both sides.
- The French lost 105 tanks (75 Hotchkiss H35/H39 and 30 Somua S35 tanks) and the Germans about 164 tanks. Most German losses were due to the action of the Somua S35 tanks (despite being often manned by crews lacking experience) but also several because of the Hotchkiss tanks or because of the infantry strong points including AT guns and AT mines.
- Concerning the French tank losses, some were probably destroyed by the Luftwaffe and not at all by German tanks. A high proportion of the 75 Hotchkiss tanks were destroyed by enemy fire. A significant number of the 30 lost Somua S35 tanks was due to drivers' mistakes or mechanical breakdowns.
- Noteworthy here is clearly a better survival rate of the more powerful Somua S35 tank compared to the Hotchkiss H39. The Somua tanks could engage the German tanks at longer range. Concerning the French infantry, the 11e RDP was reduced to one operational battalion.

In tank battles, the one who holds the ground in the end has a tremendous advantage. German field workshops would work during the night to repair some of the tanks that were knocked out during the battle. It is indeed rare that with the projectile of 1940 a tank remains totally and definitely destroyed. But only the Germans could recover their knocked out tanks. During the battle the German tanks often were out of fuel and ammunition. The Germans organized air supply to provide fuel for their tanks.