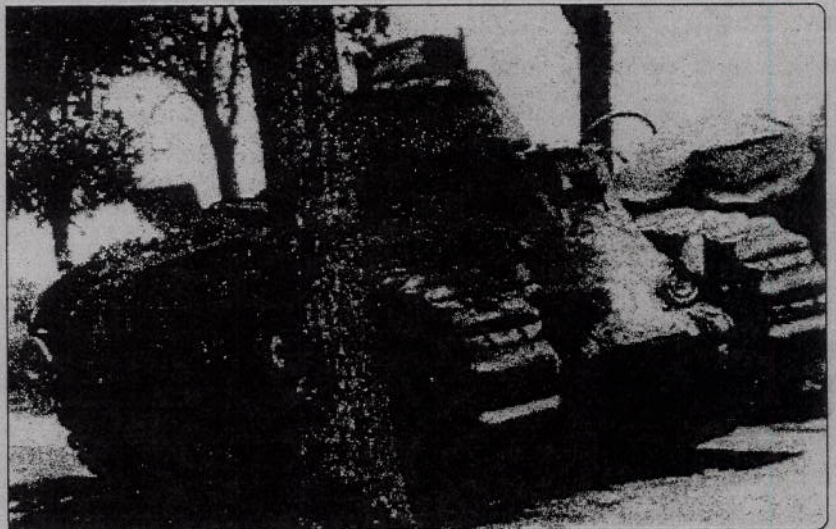# Grossdeutschland at...
Stonne 1940

## The Battle for the Stonne Heights: May 15 - 18, 1940

Facing the threat of a collapsing front, the crisis facing the desperate French 2nd Army would be decided at the critical point at Stonne. If they could succeed and throw the Germans back across the Meuse, the enemy attack plan may well have failed. The German objective was to hold open the crucial Meuse crossings and seize the high ground at Stonne. Into this clash was drawn the Infantry Regiment Grossdeutschland, with its artillery and the attached Stu.Pi.Btl. 43. This elite formation would soon face waves of French tanks, including the heavy B1 bis, in heretofore unseen numbers in this classic and historic struggle.

GROSSDEUTSCHLAND AT STONNE 1940™ depicts the bitter battle for the crucial village of Stonne, and its dominating heights, during the battle of France, 1940. This is early war tank warfare with waves of B1 bis, H-39 and FCM 36 tanks sweeping into the village of Stonne with orders to force the issue and force the enemy back over the Meuse crossings. STONNE 1940TM includes a historical game map of the battlefield, special rules, SIXTEEN scenarios and THREE campaign games. You will also receive 32 FREE BONUS DIE CUT counters providing new AFVs not yet included in the system and the additional B1 bis, FCM 36 and H-39 tanks you need to recreate the massed armor attack recreated in the game. Everything is included to play using your existing ASLRB* and game pieces.

Grossdeutschland Shoulder Patch
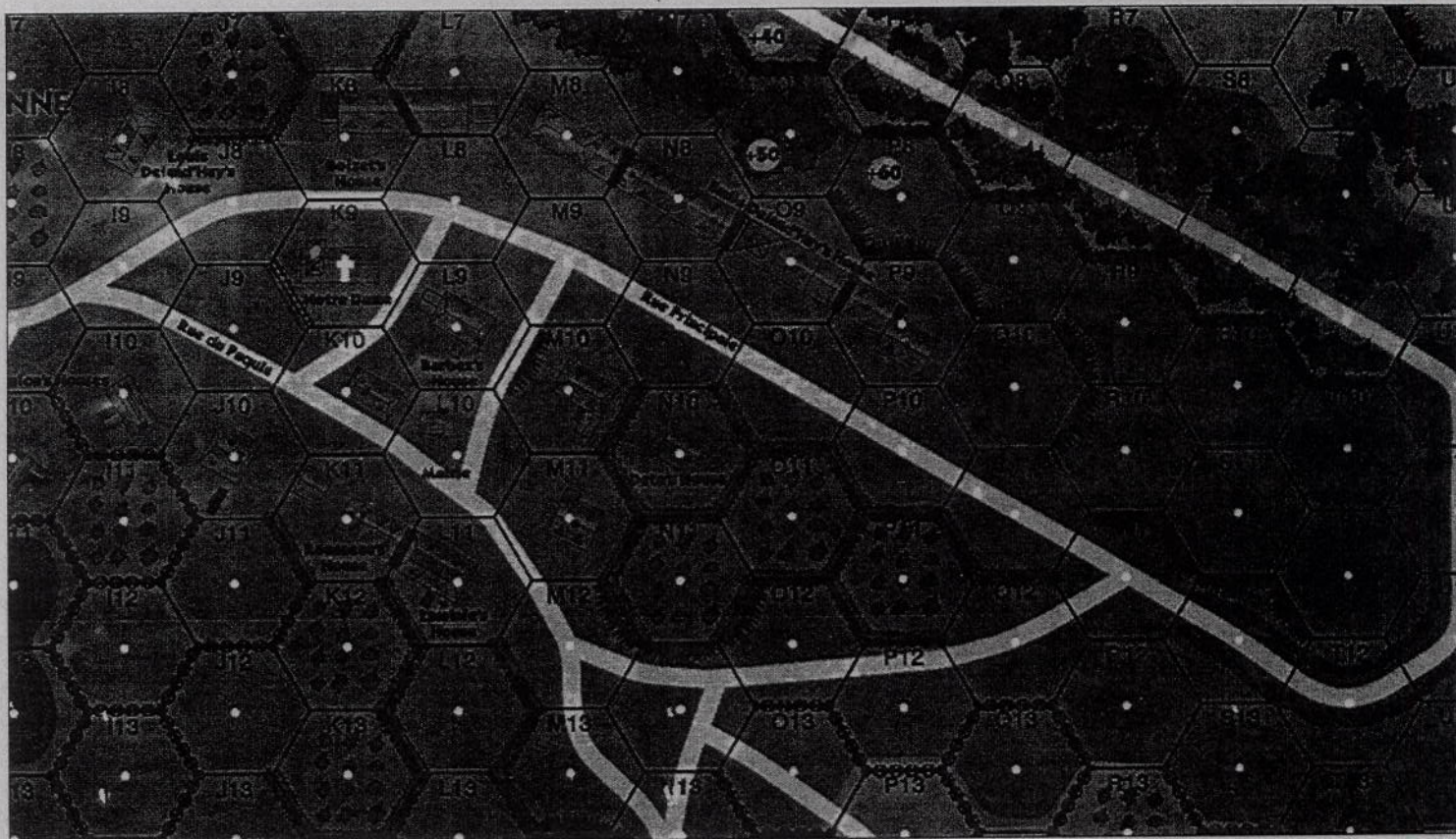
STONNE VILLAGE, FRANCE, 15 May 1940: The commander of IV Battalion, Major Schneider led a reconnaissance party into the village of Stonne. On the way all that could be seen were abandoned houses, ruins and overgrown gardens. They were well aware of the high water tower that commanded the entire village. Moving forward, Schneider and his men passed a knocked out German panzer, tipped over in a ditch. Suddenly, rifle fire cracked from the direction of the tower. With the decisive hill lay only a few meters away, the party came under machine-gun fire from the edge of the woods. As Schneider.s party grew with the addition of stragglers, thirty Frenchmen soon appeared, deployed for the attack. As the party headed back toward friendly lines through the gardens, several French tanks were seen heading for another part of the village. Artillery soon began to land in the village and the French tanks, earlier seen heading for parts unknown, turned their attention on Schneider and his men. The French armor moved into the

HISTORICAL BATTLEFIELD MAPS are what <u>CH</u> is all about and **GROSSDEUTSCHLAND AT STONNE 1940** continues that tradition in grand style. The game maps were created **ON-SITE** by designer Pedro Ramis and the new edition of the map is 100% remastered, with additional terrain details not found in the previous version. What's more, this new edition of our ASLComp Stonne 1940 VARIANT includes SIX-TEEN all-new scenarios, plus THREE campaign games, more than twice the previous quantity. And all of the original scenarios have been re-worked, making this an extensive new France 1940 product that is a must-have for the ASLComp hobbyist.

## THIS IS NOT A COMPLETE GAME! Ownership of Croix de Guerre™ and Beyond Valor™ are required to use this product.

SOME OF THE UNITS YOU COMMAND IN EXCITING AND REALISTIC WAYS:
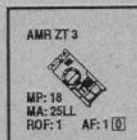
AMR ZT3: The AMR ZT3 was a command vehicle in the AMD section of the motorized GRDI. It was based on the AMR 35 and only ten were distributed to combat units by May 1940. This unique AFV mounted a 25mm gun in the chassis in an SP mount and had no vehicle machine-guns.
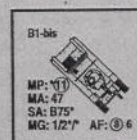
Char B1-bis: A massive rolling fortress, the B1-bis was originally intended to serve in the role of infantry-support tank. Their thick armor could hold off everything but the potent German '88' with one exception—the engine grille on the port side was a weakness that could lead to penetration and destruction—although few German gunners learned of this vulnerability during the fighting.

Panzerkampfwagen IIf: Although designed as a stop-gap while other models were in production, in May 1940 the last version of the Panzer II series served in the MBT role. These vehicles had been up-armored in front to 35mm and the side armor had been increased to 20mm, increased from 13mm on the front, side and rear.

The PzIIf game piece is NOT provided in this product and is depicted for descriptive purposes only. A strip of 32 BONUS FREE retro ASLComp counters IS provided in this product.

CONTAINS: 16 SCENARIOS + ONE 8 PAGE CAMPAIGN AND SPECIAL RULES BOOKLET + ONE HISTORICAL LARGE HEX MAP + 32 BONUS FREE RETRO DIE CUT COUNTERS (SAME COUNTERS ARE PROVIDED IN THE ORIGINAL STONNE 1940 PRODUCT).
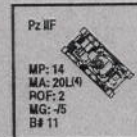
Part No. 6002

Before Nightfall

STONNE, FRANCE, 15 May 1940: After the withdrawal of the Gross Deutschland troops to their second line of defense, the French defenders in the village were hit by an artillery barrage that was lifted only to allow for a Stuka attack. A few houses started to burn. The artillery then continued its incessant pounding. To avoid unnecessary losses, the French infantry pulled back a little, while French tanks patrolled the outskirts of the village to prevent German infantry infiltrations. Just before nightfall, the B1bis pulled back towards the Grandes Armoises to rearm and refuel. The Germans noted this and immediately pushed their infantry alone from the wooded slopes into the burning village. The *poilus* simply began a fighting withdrawal, causing serious casualties, but retiring steadily towards their support. They fell back on their foxhole line, finally stabilizing their front at less than 300 meters. Both sides were utterly tired. Fatigue was so critical that the CO of the Gross Deutschland expressed his doubts about their fitness to fight another day, and urgently requested that his weary troops be reinforced.

Elements of 67th Regiment, 3rd DIM set up at ground level on/within two hexes of M12:

E 4-5-8	1 4-5-7	9-2	8-0	6+1	dm MMG PP: 2	FP: 2 Rng: 6 ROF: 1 B#: 11 LMG	? 7 morale
5	7				2		7

[ELR: 2]
{SAN: 3}

Elements of IRGD set up in Level 4 hexes or lower on/between hexrows A-I:

1 4-6-7	2 4-4-7	8-1	8-0	FP: 3 Rng: 8 ROF: 1 dm MMG	FP: 3 Rng: 8 ROF: 1 LMG	MA: 50* Rng: 2-13 ROF: 3 MTR	? 7 morale
3	10	2	2	2	2		4

Enter on turn one from Entry Area C:

2 4-4-7	7-0	FP: 3 Rng: 8 ROF: 1 LMG
3		

[ELR: 2]
{SAN: 2}

⊙ **FRENCH Sets Up First**	**1**	**2**	**3**	**4**	**5**	**6**
✠ **GERMAN Moves First**						

OBJECTIVES: The French must Control ≥ 8 NON Flame rubble/building Locations, OR if he earns ≥14 CVP in either case without losing ≥ 12 CVP at Game End to win.

SCENARIO RULES:
1. All Stonne SR are in effect. The Time of Day is PMb.
2. Rubble counters are placed in hexes G9, K10, and P9. Blaze counters are placed in hexes I8, J10, L11, M8, M11, N10, and O9. Burnt-Out Wreck counters are placed in road hexes from L8-R11, and in hexes L13, M14, N13, P12 and Q10. Note Stonne SR 6 (i.e., Fires).
3. All buildings are considered Controlled by the French at the start of the game.
4. Double Time by any MMC is NA by either side during this scenario [EXC: if stacked with a leader and passing an NTC, they may Double Time].

MAP CONFIGURATION: The STONNE HEIGHTS map is used for this scenario.

HANDICAP:

German: Replace one German 8-0 leader with a 9-1.

French: Any three French MMC may begin play Fanatic.

MAP LAYOUT:

STONNE HEIGHTS

N W E S

STONNE, FRANCE, 17 May 1940: During the late afternoon of 17 May, the men of the 64th Regiment and the Pioneer Battalion had the word passed down the line that another attack in force was planned. Support would be lavishly available in the form of artillery and planned air strikes. Forming up east of the village, a mixed battle group of elements of both German units launched another attack on Stonne. Intense fire broke over the men of the defending 3rd Battalion, 51st Regiment. Nervous German prisoners huddled among their captors near the village church as 'friendly' fire fell in their midst. A withdrawal was soon called for as the survivors of the 3rd, herding their prisoners at bayonet point, retreated to the safety of the French second line of defense.

Remnants of III/51st Regiment, 3rd DIM set up utilizing HIP on/within three hexes of hex H12:

4-5-7	[1]-0-6	9-2	8-1	8-0	HMG FP:6 Rng:12 ROF:3 B#:11	LMG FP:2 Rng:6 ROF:1 B#:11	MTR MA:60° Rng:3-42 ROF:3	? 7 morale
10	4					2		10

[ELR: 3]
{SAN: 2}

Elements of 64th Regiment and of Pioneer Battalion 64, 16th Infantry Division set up on/within six hexes of hex V11:

E 5-4-8	2 4-4-7	2-2-8	9-2	8-1	8-0	MMG FP:5 Rng:12 ROF:2	LMG FP:3 Rng:6 ROF:1	FT FP:24 Rng:1 PP:1	DC FP:30 Rng:1	Radio Cnt:8	? 7 morale
6	14			3		2	3		2		10

MTR GrW 34 G2 MA:81° Rng:2-60 ROF:3 SA:s8;MH11

[ELR: 3]
{SAN: 2}

◉ FRENCH Sets Up First	**1**	**2**	**3**	**4**	**5**	**6**
✠ GERMAN Moves First						

OBJECTIVES: The French must Control ≥ 3 rubble locations AND have ≥ 15 VP of Good Order units and/or prisoners on-map or Exited (on/after turn three) along the west edge at game end. Prisoners are not worth double unless Exited along the west edge.

SCENARIO RULES:
1. All Stonne CG SR are in play. The time of day is PMb.
2. The French receive one module of 105mm OBA (HE only) and an Off-Board Observer that sets up at Level 6 along the south edge prior to play.
3. The Germans receive one module of 75mm OBA (HE only).
4. The Germans receive Air Support (E7.2) in the form of two '39 DB Stukas with bombs. This Air Support arrives automatically on turn one and is available only for that turn.
5. The German 5-4-8 are Assault Engineers (H1.22).
6. Place 1S Foxholes in hexes G14, H14, I14, J14 and K14. Place Burnt-Out Wrecks in hexes L8, L13, M9, M14, N9, N13, O10, P10, P12 and Q10.
7. All buildings are considered rubble at ground level.

MAP CONFIGURATION: The STONNE HEIGHTS map is used for this scenario. Only hexes numbered ≥ 7 in hexrows A-V are in play.

HANDICAP:

GERMAN: Replace one German 8-0 with an 8-1.

FRENCH: All French units are Fanatic.

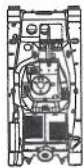**MAP LAYOUT:**

STONNE HEIGHTS
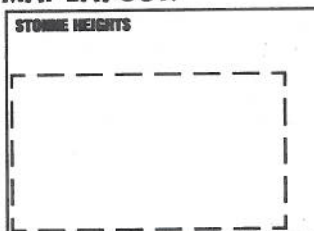
One More Try

STONNE, FRANCE, 18 May 1940: The French launched a counterattack at 1400 hours. Supported by B1-bis tanks, the attack quickly reached the outskirts of the village of Stonne. Smaller H39s followed behind their larger brethren and the French infantry brought up the rear behind the protection of the tanks. An enemy heavy artillery barrage and defilade machine-gun fire soon halted the progress of the footsloggers. French tanks neutralized the enemy fire coming from the flank, on the edge of the *Bois de la Grande Cote*. Despite their success, the French infantry advanced no further. The situation worsened when the Luftwaffe made an appearance. German aircraft were soon strafing any exposed targets on the plateau and incendiaries were dropped on the French armor. The surviving B1-bis tankers kept up the fight, launching high explosive shells into buildings. They then circled back to rendezvous with their infantry support to continue the assault on the village. The advance had again gotten underway and the 10th company of the III/51st finally entered Stonne. Their stay would be brief. An evacuation was soon ordered in the face of an enemy artillery barrage.

Remnants of I/67th Regiment, of 45th BCC and of 49th BCC enter on/after turn one from Entry Areas E and/or F:

E 4-5-8	I 4-5-7	G 4-3-7	9-2	8-1	8-0	7-0	HMG	MMG	LMG	MTR
3	8	13					2		3	2

B1-bis F13	H39(L) F8
5	6

[ELR: 3]
{SAN: 3}

Elements of the 16th Infantry Division set up anywhere in the playing area:

1 4-6-7	2 4-4-7	2-2-8	9-1	8-0	7-0	MMG	LMG	MTR
4	12	5	2			3	3	3

GrW 34 G2 MTR	PaK 35/36 G6 AT	Foxhole
2	3	4

[ELR: 3]
{SAN: 4}

✚ **GERMAN Sets Up First**		1	2	3	4	5	6	7
◉ **FRENCH Moves First**								

OBJECTIVES: The French win if they Control ≥ 15 rubble locations at Game End.

SCENARIO RULES:
1. All Stonne SR are in effect. The Time of Day is PMa. The FME for the Germans is the North edge; south for the French.
2. All buildings are rubbled at ground level. Place foxholes in hexes G14, H14, I14, J14 and K14. Place Burnt-Out Wrecks in hexes L8, L13, M9, M14, N9, N13, O10, P10, P12 and Q10.
3. The Germans receive Random Air Support (E7.2) in the form of three '39 DB Stukas with bombs. Once received, any German DB received are limited to a maximum of three turns on board.
4. The Germans receive one module of 105mm OBA with Plentiful Ammo directed by an Observation Plane (E7.6).
5. Boresighting is NA.

MAP CONFIGURATION: The STONNE HEIGHTS map is used for this scenario. Only hexrows A-V are in play.

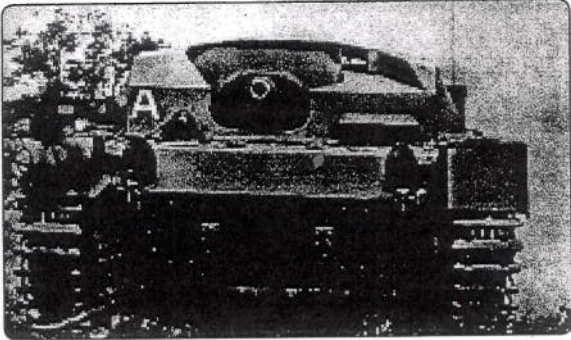**HANDICAP:**

GERMAN: Reduce game length to six turns.

FRENCH: Increase game length to seven turns.

MAP LAYOUT:

STONNE HEIGHTS

Trial of Strength

STONNE, FRANCE, 15 May 1940: Soon after the withdrawal of the H39s of the 1st Company of the 45th BCC at 0730 hours, the heavy tanks of the 49th Battalion followed. After several passed through the seemingly empty streets, and in the absence of friendly infantry, the Char B1bis' took position at the south edge of the village while the Gross Deutschland cautiously infiltrated the town with more and more support weapons. The next move by the French was another incursion by Char B1bis', three of them ending up destroyed. Alarm was given at the higher echelons but the 10th Panzer command thought that the tanks of the 8th Regiment were still accompanying the IRGD infantrymen, so no reinforcements were sent. At 1030 hours, the main attack kicked off. Heavy enemy return fire was faced and progress was slow and murderous. Then the anti-tank nest was destroyed and the French infantry reached the gardens and houses, the pressure forcing the Germans to withdraw to a position four miles north of Stonne, covered by the fire from their StuG self-propelled Company.

Elements of I/67th Regiment, 3rd DIM and of the 45th BCC enter on turn two from Entry Area E:

Elements of 1/49th BCC enter on turn one from Entry Area E:

Elements of I/67th Regiment, 3rd DIM set up utilizing HIP within two hexes of hex F15 and/or hex L18:

[ELR: 3] {SAN: 4}

Elements of 1st Company, 51st Regiment, 3rd DIM enter on turn two from Entry Area D:

Elements of 2nd Battalion and 14th AT Company, IRGD set up in/adjacent to any *Rue Principale* road hex (on/between hexes L8-O10):

Set up on/adjacent to the following hex 'cluster' F11-G11-G10-G12-H10:

Enter on/after turn one from Entry Area A:

(see SR #4)

Enter on/after turn three from Entry Areas A, B and/or C:

Enter on/after turn three from Entry Area C:

[ELR: 3] {SAN: 2}

⊙ FRENCH Sets Up First
✠ GERMAN Moves First

1 2 3 4 5 6 7 8

OBJECTIVES: The side that Controls ≥ 15 Building/rubble locations at Game End wins [out of a possible 27 Locations].

SCENARIO RULES:
1. All Stonne SR are in effect. The Time of Day is AMb. The friendly map edge for the Germans is the north edge; south for the French.
2. Place Burnt-Out Wrecks in hexes L13, M14, N13 and P12.
3. The Germans receive 150mm OBA (HE only) with Scarce Ammo.
4. The French AT-guns in the German OB were captured on the spot one hour before this firefight. They do not start play manned by a crew. No Guns may be Emplaced.
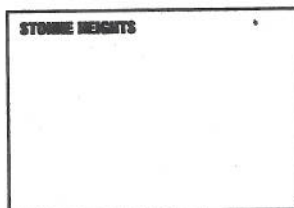
MAP CONFIGURATION: The STONNE HEIGHTS map is used for this scenario.

HANDICAP:
GERMAN: Replace one German 8-0 leader with an 8-1.
FRENCH: Replace one French 8-0 leader with an 8-1.

MAP LAYOUT:
STONNE HEIGHTS

The Butcher

STONNE, FRANCE, 17 May 1940: At 1500 hours, the German I/64 Infantry Regiment re-entered the unoccupied village without experiencing much resistance. As the German soldiers approached the southern outskirts of the village, a violent artillery bombardment began falling. Stopped in their tracks, the men of the unit soon faced a greater threat as an unexpected attack by a section of B1-bis tanks from the 49th BCC soon added its firepower to the battle. The Germans resumed their advance after the French tanks seemingly withdrew. All was not as it appeared as the massive tanks soon re-appeared. The leading tank, bearing the number 356, had the name "Riquewihr" painted on its glacis. Lieutenant Domecq commanded it and the entire section. The section commander moved his armor to the edge of the wooded Bois de la Grande-Côte, overrunning a group of enemy riflemen that stood in their way. Driving at high speed, Domecq felt that the left track of his B1-bis was dropping into the side ditch. By chance, the tank did not flip to its side, but in order to exit the ditch, Domecq had to keep it at full speed for a few hundred meters. Along the ditch was at least a platoon of German Grenadiers lying down that got crushed by the 32-ton tank. Working in and out of the village, the tanks played havoc with the German soldiers. While the battle raged on, a German Lieutenant recovered a malfunctioned anti-tank gun, fixed it with the help of a few soldiers, and claimed a Renault tank destroyed with three shots. When Domecq returned from the frontline to refuel, he was dubbed "The Butcher of Stonne" after his comrades caught sight of the gore embedded in the tracks of his tank.

Elements of 1st Company, 49th BCC, 3rd DCR set up in Open Ground hexes within four hexes of hex A9:
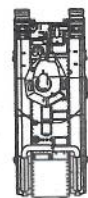
[ELR: 3]
{SAN: 2}
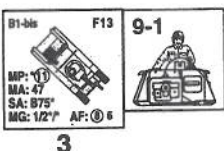
Elements of III/51st Regiment, 3rd DIM enter all, some, or none along the south edge on turn four and/or five:
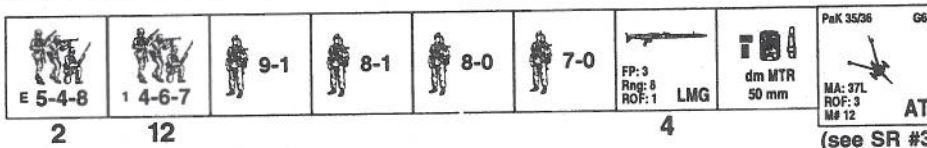
Elements of I/64 Regiment and of Pioneer Battalion 64, 16th ID set up in open ground hexes on/within three hexes of hex I6 with a maximum of 2 MMC per hex (plus any SMC/SW stacked with them) (see SR #3):

[ELR: 3]
{SAN: 2}

○ **FRENCH Sets Up First**
○ **FRENCH Moves First**

| 1 | 2 | 3 | 4 | 5 |

OBJECTIVES: The French win if they amass ≥ 15 VP.

SCENARIO RULES:

1. All Stonne SR are in effect. The Time of Day is PMa. The friendly map edge is south for the French.

2. Prior to all other set up, players alternate in placing ten Rubble markers (i.e., five counters are placed by each player) in building locations. The French player places first.

3. An un-crewed and Malfunctioned PaK 35/36 AT-gun sets up in hex L8. The Germans may apply Leadership in an attempt to its Repair dr and is immune to an Original dr 6 result prior to being repaired at least once during play.

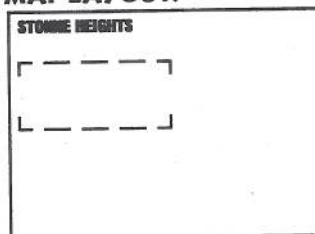4. The 5-4-8 squads are Assault Engineers (H1.22).

MAP CONFIGURATION: The STONNE HEIGHTS map is used for this scenario. Only hexes numbered ≥ 6 and ≤ 11 in hexrows A-L are in play.

HANDICAP:

GERMAN: Add one 5-4-8 Assault Engineer squad and a DC to the German OB.

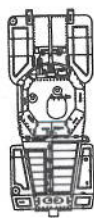FRENCH: Replace the French 9-1 Armor Leader with a 9-2.

MAP LAYOUT:

STONNE HEIGHTS

STONNE, FRANCE, 15 May 1940: The capture of Stonne had been assigned to the elite Gross Deutschland Regiment, assisted by elements of the 10th Panzer Division. Despite the fatigue of the fighting of the last two days, the Germans were confident that Stonne would be just another easy to capture village. The squeaking of tracks were a precursor to the dark silhouettes of grenadiers and armored vehicles which started to emerge from the misty woods and meadows in front of the village. The first two tanks to appear in the village main street were quickly destroyed by a well concealed AT gun. That gun didn't have time to reload before the third panzer flashed by to engage a French Panhard armored car; but the next shot found home in the fourth tank. With GD's infantry also coming up from the Bois de la Grande Côte, the situation slowly turned into the completion of a wide envelopment. The French 67th reinforced the forward defense. The streets were soon covered with five killed panzers and at least two Panhards. The defenders and the last surviving AT guns were ordered to join the second line of resistance and when the heavier panzers showed up, panic-stricken poilus fled from the village to gain the relative security of their foxholes.

Elements of 67th Regiment, 3rd DIM set up in hexes numbered ≥ 13 on/between hexrows A-T inclusive with at least one MMC per hex IN Foxholes (See SR 6):

4-5-7 ×12 | 9-1 | 8-1 | 7-0 | HMG (FP: 6, Rng: 12, ROF: 3, B#: 11) | MMG (FP: 4, Rng: 11, ROF: 2) | LMG (FP: 2, Rng: 6, ROF: 1, B#: 11) ×2 | ? 7 morale ×18

Elements of 6/GRDI and CRME of the 67th Regiment, 3rd DIM set up on Level 6 and/or Level 7 hexes within two hexes of a building hex; AFVs may not set up in building hexes:

4-5-8 ×8 | 2-2-8 ×4 | 9-1 | 8-0 | LMG (FP: 2, Rng: 6, ROF: 1, B#: 11) ×2 | INF (MA: 37*, ROF: 2, Rng: 60) | MTR (MA: 60*, Rng: 3-42, ROF: 3) | ? 7 morale ×12

[ELR: 3] {SAN: 4}

Laffly S20TL F34	Renault UE F28	AMR ZT 3 F18*
MP: *27, PP: 14, T# 12	MP: 10, PP: 4*, T# 12	MP: 18, MA: 25LL, ROF: 1, AF: 1 ⓪
SA-L mle 34 F5	AMC 29 F24	AMD 35 F18
LMG (MA: 25LL, ROF: 3, M# 12, Rng: 45) AT ×3	MP: 15, MA: 37*, MG: -/2 ×3	MP: 28, MA: 25LL, MG: -/4 ×3

Elements of 2nd Battalion IRGD enter on/after turn one from Entry Areas A, B and/or C:

4-6-8 ×18 | 9-2 ×2 | 9-1 ×2 | 8-1 ×2 | 8-0 ×2 | dm HMG (FP: 3, Rng: 8, ROF: 1) ×2 | dm MMG (FP: 3, Rng: 8, ROF: 1) ×2 | LMG (FP: 3, Rng: 8, ROF: 1) ×3 | ATR (FP: 1, Rng: 12) ×3 | dm MTR 50 mm ×2

[ELR: 3] {SAN: 2}

Elements of Aufklarung Regiment 90, 10th Panzer Division set up in Motion along the road on/between hexes F2-T9:

4-6-7 ×6 | 9-1 | 7-0 | LMG (FP: 3, Rng: 8, ROF: 1) | Sidecars (MP: 24, PP: 2/3, DRM: -1) ×6

Elements of 4th Company, II Battalion, Panzer-Regiment 8, 10th Panzer Division enter on/after turn one from Entry Areas A, B and/or C (see SR#3, and SR#4):

| Pz 1B G1 | Pz IIA G2 | Pz IIF G3 | Pz IIIF G11 | Pz IVD G20 | 9-2 |
| MP: 15, MA: CMG, ROF: 1, MG: -/6*, B# 11 ×4 | MP: 15, MA: 20L(4), ROF: 2, MG: -/5, B# 11 ×2 | MP: 14, MA: 20L(4), ROF: 2, MG: -/5, B# 11 ×6 | MP: 14, MA: 37L, ROF: 2, MG: 3/8, B# 11 ×6 | MP: 14, MA: 75*, ROF: 1, MG: 3/5 ×2 | ×2 |

⊙ FRENCH Sets Up First

✠ GERMAN Moves First

| 1 | 2 | 3 | 4 | 5 | 6 | 7 |

OBJECTIVES: The Germans must control ≥ 10 building locations AND have ≥ 6 mobile AFVs (with functioning MA) and ≥ 6 Good Order Squad Equivalents in Level 6 and/or 7 hexes at Game End.

SCENARIO RULES:
1. All Stonne SR are in effect. The Time of Day is AMa. Mist (E3.32) is in effect at start. The friendly map edge for the Germans is north; south for the French.
2. The French may set up ≤ 25% of his Squad Equivalents (and any SMC/SW stacked with them in the same Location) utilizing HIP. There is no French Player turn one.
3. The Germans may enter up to six AFVs during each game turn.
4. Any six German AFVs may setup on-map with the Aufklarung Regiment 90 group (i.e., in addition to those entering on turn one as per SR #3).
5. The French receive artillery support from a battery of 75mm (HE) OBA with Plentiful Ammunition with an Offboard Observer (recorded before any set up at Level 6 along the south edge).
6. Place a foxhole marker in each of the following hexes: A16, B16, C17, D16, D17, E18, F18, G19, and H19.

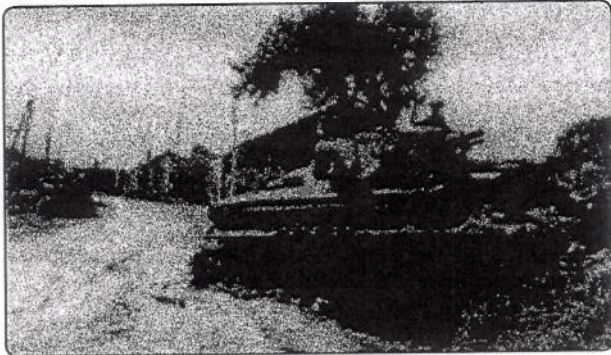**MAP CONFIGURATION:** The STONNE HEIGHTS map is used for this scenario.

HANDICAP:

French: Replace the French 8-0 leader with an 8-1.

German: Replace the German 8-0 leader with an 8-1.

MAP LAYOUT:

STONNE HEIGHTS

N W E S

STONNE, FRANCE, 16 May 1940: As the bulk of the French attackers appeared from Les Grandes Armoises – the leading B1-bis of the 41st BCC speeding away from the infantry of the 51st RI which was protected by H39s of the 45th BCC and a section of stray FCM36 of the 4th BCL – the impatient leader of the 1st Coy, 41st BCC, Captain Bilotte, was about to enter the main street of Stonne, followed by his Battalion commander, Cdt. Malaguti. Bilotte was surprised to find thirteen panzers parked alongside the buildings with very little spacing between themselves. Ordering his driver to shoot the 75mm gun towards the last panzer in the line, he aimed at the first panzer with the turret 47mm. Luckily, both targets went up in flames. Disregarding the incoming fire, Bilotte drove at slow pace along the entire panzer line, shooting each at point blank. When Malaguti entered the street, most panzers seemed silenced, but he gave each another shot from point blank. At that moment, Bilotte had destroyed two antitank guns near the Pain-de-sucre and returned to the village. The bulk of the French had by now overwhelmed the German defenses, forcing them out of the town. Having completely secured the village, the French pulled back towards Les Grandes Armoises to avoid the expected artillery barrage that was soon to follow.
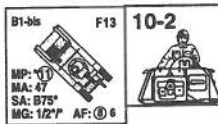

Elements of III/51 RI, 3rd DIM, of 45th BCC and 41st BCC, 3rd DCR, and of 4th BCC set up/enter as follows:
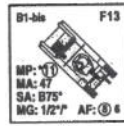
Set up in road portion of hex K8 (i.e., NOT in the building):

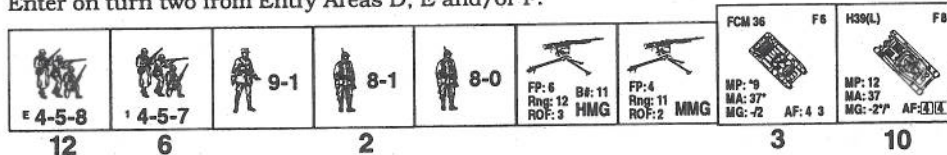| B1-bis	F13	**10-2**

Set up in hex G8:

B1-bis	F13	**10-2**
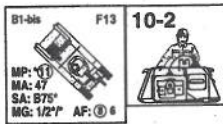
Enter on turn one from Entry Area D and/or E:

B1-bis	F13

8

Enter on turn two from Entry Areas D, E and/or F:

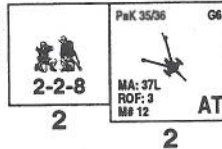| E 4-5-8	1 4-5-7	9-1	8-1	8-0	HMG	MMG	FCM 36 / F5	H39(L) / F8
12	**6**	**2**			**3**		**3**	**10**

[ELR: 3] {SAN: 4}

Elements of IRGD and S.R. 69, 10th Panzer Division set up first in hexes numbered ≤ 10 that are also within two hexes of a building:

E 4-6-8	1 4-6-7	2 4-4-7	2-2-8	9-2	9-1	8-1	8-0	7-0	HMG	MMG	LMG	MTR
3	**7**	**6**	**6**	**2**	**3**	**2**				**2**	**3**	**2**

Radio Cnct: 8	ATR	? 7 morale	PaK 35/36 G6 AT	SA-L mle 34 F5 AT
	3	**10**	**4**	**2**
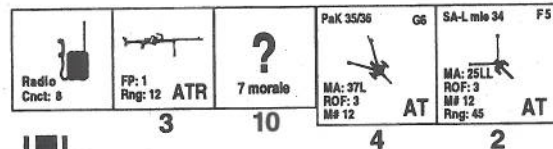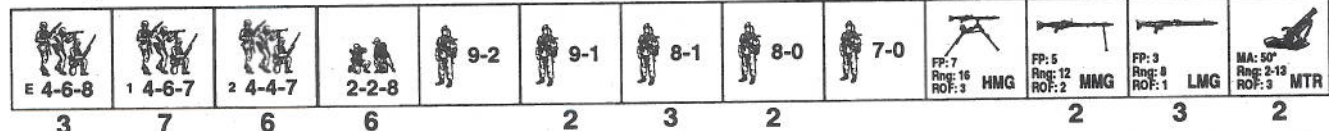
Set up, one Gun in hex U12 and one in Q8:

2-2-8	PaK 35/36 G6 AT
2	**2**

Elements of 10th Panzer Division set up along the road from L8– R11, even if this causes overstacking (see SR 6):

Pz IIF G3	Pz IIF G11	Pz IVD G20
6	**6**	**2**
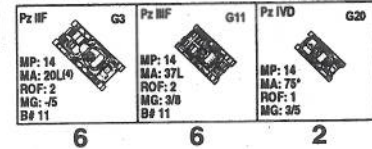
[ELR: 3] {SAN: 2}

GERMAN Sets Up First
FRENCH Moves First

1	2	3	4	5	6

OBJECTIVES: The French player wins at Game End by Controlling ≥ 15 of the building/Rubble locations, all considered to be initially Controlled by the Germans at game start. The Notre Dame church (hex K9), even if rubbled, counts as TWO Locations.

SCENARIO RULES:
1. All Stonne SR are in effect. The Time of Day is AMb. The friendly map edge for the Germans is the north edge; south for the French.
2. Before set up, players alternate placing four rubble counters (two each) in building locations, German player first. Place Burnt-Out Wrecks in L13, M14, N13, P12, Q10 and R10.
3. The French receive a module of 105mm OBA (HE only) with Plentiful Ammo and an Off-Board Observer to be recorded in any hex of Entry Area G at Level 6.
4. The Germans receive a module of 81mm OBA with Plentiful Ammo. Captured Use penalties are NA for the 25LL AT Guns in the German OB.
5. The two French B1-bis in hexes K8 and G8 may set up in Motion. During Game Turns one and two, they are considered to have a ROF of THREE for each of their MA/SA (i.e., not MGs).

6. After all set up but before play begins, make a DR for each German AFV in play. On a dr of 1, the AFV is set up CE; a dr of 2 it is BU; on a dr ≥ 3 it is Abandoned and its crew is placed at the ground level building Location if the AFV is set up in Bypass or under the AFV in the hex if it is not. All German AFV TCAs must coincide with their VCAs.

MAP CONFIGURATION: The STONNE HEIGHTS map is used for this scenario. Only hexrows A-V are in play.
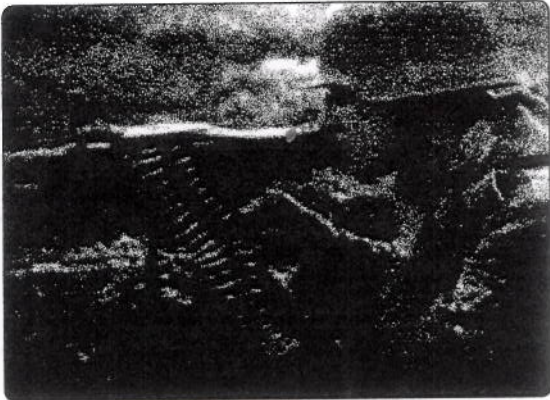
HANDICAP:
GERMAN: Replace one 8-0 leader with a 9-1.
FRENCH: French OBA is 155mm with normal Ammo.

MAP LAYOUT:

STONNE HEIGHTS
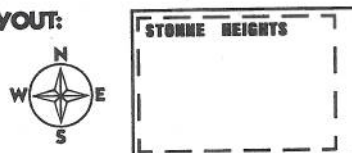
Shattered Lines

STONNE, FRANCE, 17 May 1940: During the night of 16-17 May, the 16th ID replaced the exhausted Gross Deutschland IR. Early morning reconnaissance patrols revealed that Stonne was free of French units. At 0900 the I/64, supported by assault engineers moved into Stonne. Their advance through the village, past corpses and burned-out tank hulks of the previous couple of days fighting, was soon slowed by heavy fire from I/67 positions on the high ground to the east. This surprised the Germans as their leaders had assured them that the French were already beaten and could not mount any significant resistance. Artillery fire and tenacious resistance by I/67 soon forced the German advance to grind to a halt. A strong counter-attack from the west by elements of III/51 with artillery support forced the Germans out of Stonne. Once more Stonne was under French control, only to be abandoned by them again.

Elements of I/67th Regiment, 3rd DIM set up within two hexes of hex Y13 utilizing HIP:
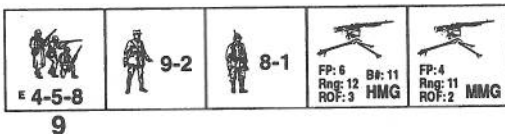
E 4-5-8	9-2	8-1	FP: 6 Rng: 12 ROF: 3 HMG	FP: 4 Rng: 11 ROF: 2 MMG
9				

Elements of III/51st Regiment, 3rd DIM enter on/after turn one from Entry Area D:
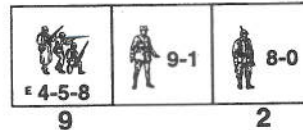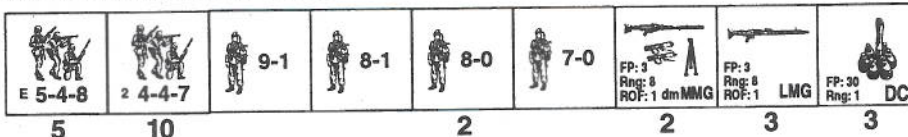
E 4-5-8	9-1	8-0
9		2

[ELR: 3]
{SAN: 4}

Elements of I/64 IR and of 2nd Coy, Sturm Pioneer Battalion 16, 16th ID set up on/between Hexrows M-U in hexes numbered ≥ 8 and ≤ 12:

E 5-4-8	2 4-4-7	9-1	8-1	8-0	7-0	FP: 3 Rng: 8 ROF: 1 dm MMG	FP: 3 Rng: 8 ROF: 1 LMG	FP: 30 Rng: 1 DC
5	10		2			2	3	3

[ELR: 3]
{SAN: 2}

⊙ FRENCH Sets Up First	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**
⊙ FRENCH Moves First								

OBJECTIVES: The Germans must earn ≥ 10 VP more than the French at Game End. VPs are awarded normally for both sides. In addition, the Germans receive 1 VP at game end for each building/rubble HEX (all locations) numbered ≥ 9 and for each hex within two hexes of hex X11 that he Controls.

HANDICAP:

GERMAN: Replace one German 8-0 leader with an 8-1.

FRENCH: Change OBA from 105mm to 155mm with Normal Ammo.

SCENARIO RULES:

1. All Stonne CG SR are in play. The time of day is AMb.
2. Before set up, players alternate placing ten rubble counters (five each, German player places first) in building locations.
3. The 5-4-8 squads are Assault Engineers.
4. Place wreck markers in hexes L8, L13, M9, N9, N13, O10, P10, P12 and Q10 during set up.
5. The French receive a module of 105mm OBA with Plentiful Ammo and an off-board observer to be recorded at Level 5 along the south edge of the map. Before set up, a Pre-Registration hex is recorded for that battery. After all set up is completed, before the turn one Wind Change DR an FFE:1 is immediately placed and resolved in the Pre-Registration hex (no Accuracy dr is required). This module may only use Harassing Fire only.
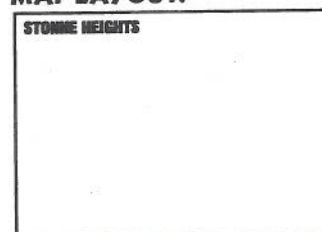
MAP CONFIGURATION: The STONNE HEIGHTS map is used for this scenario.

MAP LAYOUT:

STONNE HEIGHTS

Shooting Gallery

STONNE, FRANCE, 15 MAY 1940: The German assault to capture Stonne was slowly developing into a wide encircling movement as the elite Gross Deutschland Regiment, assisted by elements of the 10th Panzer Division, were now coming from both the east and the west in large numbers. The defenders and the last surviving AT guns were ordered to join the second line of resistance. Disengaging from the main street under small arms fire, the French withdrew to the southwest. Suddenly, the heavier panzers showed up and panic-stricken *poilus* fled from the village to gain the relative security of their foxholes. A short massacre occurred when a Panzer IV followed them, shooting point blank with both guns and machine-guns, peculiarly aiming at the officers and their easy to identify uniforms. When the Panzer reached the vicinity of the water tower, it came into sight of the last 25mm anti-tank gun, directed by Lt. de Salaberry. Destroyed with three shots delivered from less than 35 meters, the tank was turned into a smoking wreck. Then a second Panzer IV emerged from the village, and was quickly hit and left burning. The Germans became cautious and let the French withdraw without further ado.
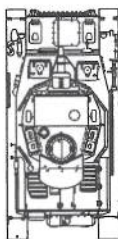
Elements of 6/GRDI and 67th Regiment, 3rd DIM set up Concealed in Level 6 NON-building hexes numbered ≥ 13:
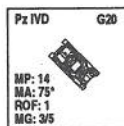
¹ 4-5-7	2-2-8	9-1	8-0	MMG FP:4 Rng:11 ROF:2	LMG FP:2 Rng:6 ROF:1 B#:11	AT SA-L mle 34 F5 MA: 25LL ROF: 3 M# 12 Rng: 45
9	2			2		2

[ELR: 3]
{SAN: 2}

Elements of 4th Company, II Battalion, Panzer Regiment 8, 10th Panzer Division set up/enter as follows:

Set up in hex G11:

Pz IVD   G20
MP: 14
MA: 75*
ROF: 1
MG: 3/5

Enter on/after turn one on/between hexes E11-G11:

Pz IVD   G20
MP: 14
MA: 75*
ROF: 1
MG: 3/5
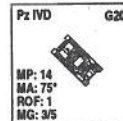
Elements of IRGD enter on/after turn two on/between hexes A11-F11:

E 4-6-8	9-1	8-0	MMG FP:5 Rng:12 ROF:2	LMG FP:3 Rng:8 ROF:1
6				

[ELR: 3]
{SAN: 2}

◉ FRENCH Sets Up First	**1**	**2**	**3**	**4**	**5**
✠ GERMAN Moves First					

OBJECTIVES: The Germans must earn more CVP than the French at Game End.

SCENARIO RULES:

1. All Stonne SR are in effect. The Time of Day is AMa. The friendly map edge for the Germans is the north edge; south for the French.

2. The French AT Guns may not be Emplaced/HIP.

3. During set up place a Foxhole counter in the following hexes: A16, B16, C17, D16, D17, E18, F18, G19, and H19.

MAP CONFIGURATION: The STONNE map is used for this scenario. Only hexes numbered ≥ 11 in hexrows A-L are in play.

HANDICAP:

FRENCH: Replace one French MMG with an HMG.

GERMAN: Delete one French MMG.

MAP LAYOUT:

STONNE HEIGHTS
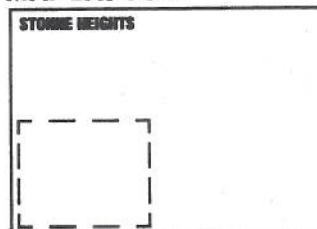
STONNE, FRANCE, 15 May 1940: The initial deployment of the II Batalion of the 67th Regiment saw the left flank facing the Pain-de-sucre defended by the reinforced 6th Company. The German attack surprised the French while they were setting up their defensive positions and establishing their fire plan. Reacting swiftly to the small arms fire coming from the woods in front and from the side, the French established themselves in an all-around defense. A group of about fifty Germans with light machine-guns was spotted in the woods. Quickly aiming two 81mm mortars on this target, Lt Chantome directed an intense shelling of about fifty rounds along the woods edge. This threat had been neutralized but the enemy fire was by then coming into the small French perimeter from three sides as the German infantry crawled bravely to encircle it. The number of wounded was increasing rapidly among the French but morale was intact and calls to surrender were answered by bullets. Even the death of Lt Chantome reinforced the brave poilus resolution to fight. Nonetheless, the situation became tense and near to the end. By chance, a section of H39s that had counter-attacked near the *Ferme des Cendrières* was led towards the weary defenders—rescue was coming!

Elements of 6th Company and CRME, 67th Regiment, 3rd DIM set up within two hexes of hex W21, automatically IN foxholes:

E 4-5-8	2-2-8	9-1	8-1	8-0	1-4-9	HMG	MMG	MTR
4	2					FP:6 Rng:12 ROF:3 B#:11	FP:4 Rng:11 ROF:2	mle 27/31 F3 MA:81° Rng:3-71 ROF:3 SA:s8
								2

[ELR: 3]
{SAN: 2}

Elements of IRGD set up in hexes numbered ≤ 16:

E 4-6-8	8-1	8-0	MMG	LMG	MTR
5			FP:5 Rng:12 ROF:2	FP:3 Rng:8 ROF:1	MA:50° Rng:2-13 ROF:3
				2	

Elements of IRGD enter on/after turn 2 from the north edge:

E 4-6-8	8-1	ATR
3		FP:1 Rng:12

Elements of IRGD enter on/after turn 2 along the west edge:

1 4-6-7	7-0	LMG
3		FP:3 Rng:8 ROF:1

Elements of the 10th Panzer Division enter on/adjacent to hex O13 on/after turn three (see SR #2):

Pz IIF G1
MP:14 MA:20L(4) ROF:2 MG:-/5 B# 11

[ELR: 3]
{SAN: 2}
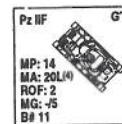
	1	2	3	4	5	6
⊙ FRENCH Sets Up First						
✠ GERMAN Moves First						

OBJECTIVES: The French must have ≥ 10 CVP of Personnel in play at Game End (including Broken/Disrupted). This requirement is reduced to ≥ 6 CVP if the Pz IIF has not Exited by Game End.
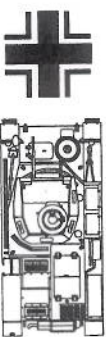
SCENARIO RULES:
1. All Stonne SR are in effect. The Time of Day is AMa. The friendly map edges for the Germans are the north and west edges; south for the French.
2. The German AFV may Exit the map along a friendly map edge during any turn AFTER its turn of entry. It will be considered as having 'not Exited' for Objectives if it does not enter play at all, OR if it is eliminated.
3. The French MTR Guns may not be Emplaced.

MAP CONFIGURATION: The STONNE HEIGHTS map is used for this scenario. Only hexes numbered ≥ 13 on/between hexrows
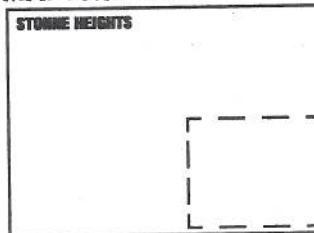
O-BB are in play.

HANDICAP:

FRENCH: Ignore SR 3.

GERMAN: Replace one French HMG with an LMG.

MAP LAYOUT:

STONNE HEIGHTS

STONNE, FRANCE, 15 May 1940: Under command of Capt. Petit, the 1st Company of the 45th Tank Battalion prepared the first counterattack aimed at retaking Stonne. The Company was to accompany the infantry of the 67th Regiment. Two sections of H39s were to advance in an armored assault fashion, going at walking pace together with the *poilus*. Captain Petit took the lead of sections Ménand, Chambert and Ryckebush, initiating the fight by clearing the plateau in front of the village of all German troops and neutralizing enemy fire coming from the higher ground near the water tower. German MGs had to be destroyed one by one, but all the while, the Germans kept sending in reinforcements. Particularly nasty was the presence of one anti-tank gun that shot two Hotchkiss before being silenced. After one hour, the French infantry was still not ready to initiate its attack, so Petit withdrew back to his starting line.
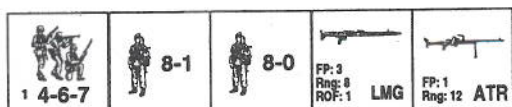
Elements of 1st Company, 45th BCC, 3rd DCR enter along the south edge or on/between hexes A16-A22 on/after turn one; a MAXIMUM of FIVE AFVs may enter per turn:
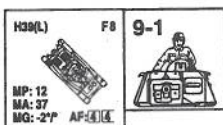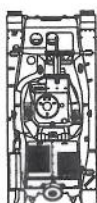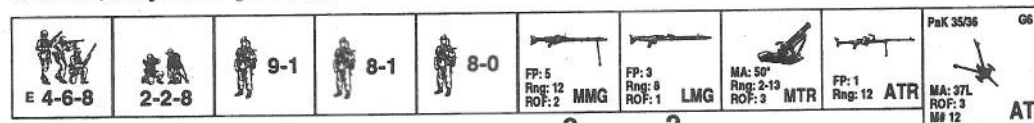
H39(L) F8 — MP: 12 MA: 37 MG: -2°|° AF:4|4 — 9-1 — **10**

[ELR: 0]
{SAN: 2}

Elements of 2nd Battalion and 14th Company, IRGD set up in hexes numbered 14-16 of hexrows A-E:

1 4-6-7 — **6** — 8-1 — 8-0 — FP: 3 Rng: 8 ROF: 1 LMG — FP: 1 Rng: 12 ATR — **2**

Enter along the north edge on/between turns 1-5; a MAXIMUM of SIX counters (of any type; ignore any information markers) may enter per turn:

E 4-6-8 — **5** — 2-2-8 — 9-1 — 8-1 — 8-0 — FP: 5 Rng: 12 ROF: 2 MMG — FP: 3 Rng: 8 ROF: 1 LMG — MA: 50° Rng: 2-13 ROF: 3 MTR — FP: 1 Rng: 12 ATR — PaK 35/36 G6 MA: 37L ROF: 3 M# 12 AT

2 **2**

[ELR: 3]
{SAN: 2}

✠ GERMAN Sets Up First			**1**	**2**	**3**	**4**	**5**	**6**
◎ FRENCH Moves First								

OBJECTIVES: The Germans must have ≥ 5 functioning SW/Gun (any MG, Mortar, ATR and/or AT-Gun) manned by unbroken Personnel at Game End OR they win immediately if ≥ 5 H-39 AFVs are eliminated, immobilized, or abandoned.

SCENARIO RULES:

1. All Stonne SR are in effect. The Time of Day is AMb. The friendly map edge for the Germans is the north edge; south for the French.
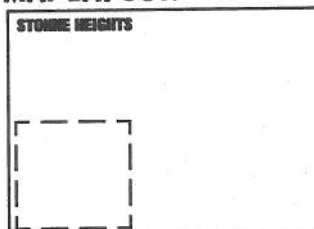2. The German AT Gun may not be Emplaced.

MAP CONFIGURATION: The STONNE HEIGHTS map is used for this scenario. Only hexes numbered ≥ 10 on/between hexrows A-J are in play.

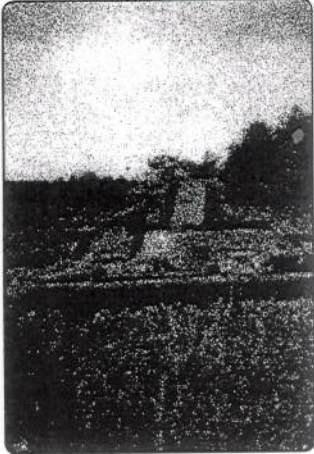**HANDICAP:**

GERMAN: Replace the German 9-1 leader with a 9-2.

FRENCH: The French get an additonal 8-1 Armor Leader.

**MAP LAYOUT:**

STONNE HEIGHTS

N W E S

Rescued

STONE, FRANCE, 15 May 1940: The reinforced 6th Company of the 67th Regiment established itself in an all-around defense in a small wood facing the Pain-de-sucre. The number of dead and wounded was increasing among the French but morale was intact and calls to surrender were answered by bullets. Nonetheless, the situation became tense as the Germans were closing in from three sides. By chance, a section of H39s that had counterattacked near the *Ferme des Cendrières* was spotted, and an NCO attracted its attention, leading the Hotchkiss tanks towards the weary defenders. With this help, the surviving infantrymen executed a fighting withdrawal towards their new defensive line, near the *Ferme des Cendrières* at the foot of Mont Damion.
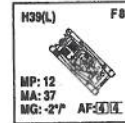
Elements of 6th Company and CRME, 67th Regiment, 3rd DIM set up in/adjacent to hex V21, automatically IN a Foxhole:
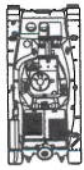
4-5-8	2-2-8	8-1	8-0	MMG	LMG	MTR
4	2			2	2	2
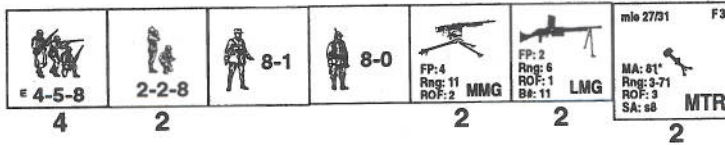
Elements of 45th BCC enter on turn two along the east edge on/adjacent to hex BB20:
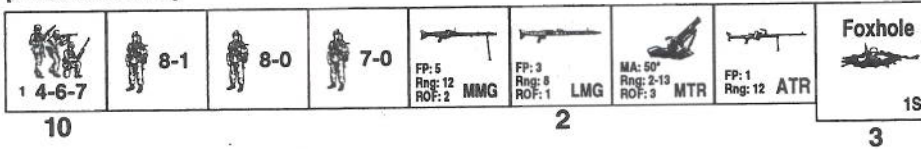
H39(L) F8 — MP: 12, MA: 37, MG: -2"P, AF 4 0 4
3

[ELR: 3]
{SAN: 2}

Elements of IRGD set up anywhere ≥ 3 hexes away from hex V21 (i.e., may not be within two hexes of V21) **[EXC: see SR 3]:**

4-6-7	8-1	8-0	7-0	MMG	LMG	MTR	ATR	Foxhole
10						2		1S / 3

[ELR: 3]
{SAN: 2}

✠ GERMAN Sets Up First		**1**	**2**	**3**	**4**	**5**
◎ FRENCH Moves First						

OBJECTIVES: The French player wins Immediately by Exiting ≥ 6 EVP of Good Order Personnel and ≥ 2 AFVs (with functioning MA), starting on turn two, off of the east map edge.

SCENARIO RULES:
1. All Stonne SR are in effect. The Time of Day is AMb. The friendly map edges for the Germans are the north and west edges; east for the French.
2. The French MTR Guns may not be Emplaced/HIP.
3. OB given German Foxholes may only be set up in woods hexes. German MMC may begin play with a -1 Labor counter on them towards entrenching themselves.
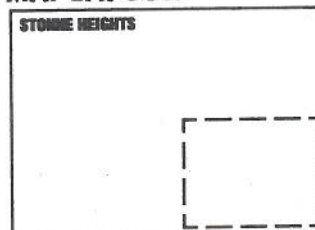
MAP CONFIGURATION: The STONNE HEIGHTS map is used for this scenario. Only hexes numbered ≥ 13 on/between hexrows O-BB are in play.

HANDICAP:

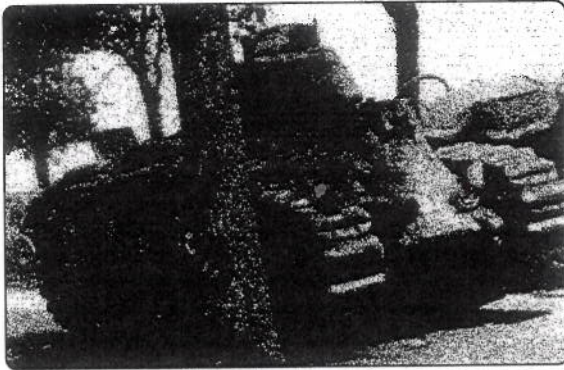**GERMAN:** Add two foxholes to the German OB that the Germans may set up anywhere.

FRENCH: Add one Hero to the French OB.

MAP LAYOUT:

STONNE HEIGHTS

N / W E / S

STONNE, FRANCE, 16 May 1940: For the second day, a powerful assault had been planned to retake Stonne from German hands. The heavy Char B1-bis of the 1st (Captain Bilotte) and 3rd (Captain Delepierre) Companies of the 41st BCC led the way. The impatient Bilotte found the planned approach too slow, so he veered west of the Le Courty Drousy hill mass well ahead of his Company; followed by the Battalion Commander, Cdt. Malagutti. On their way to the village, they were first engaged by a very courageous Panzer crew, their tracer bullets ricocheted vainly against the B1-bis heavy armor. The concentrated retaliating fire of the two French tanks quickly dispatched that tank. Another German tank was seen further away, but this time it was a more potent enemy, a Pz III armed with a 37mm gun. But this one too was quickly destroyed. Further fire came from anti-tank guns but these were not lucky in stopping the French. All the while, the main mass of the French showed up, attracting the attention of all the defenders.

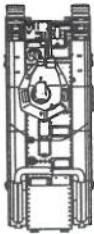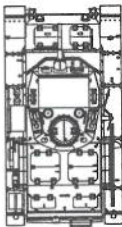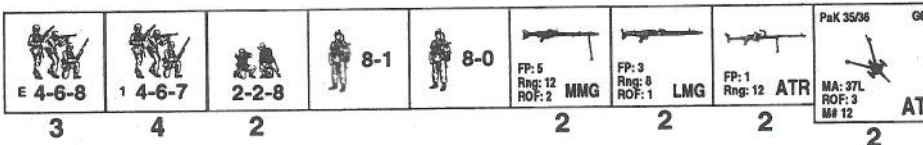**Elements of 41st BCC, 3rd DCR** set up in the following hexes:

B1-bis F13 — MP: 11 / MA: 47 / SA: B75* / MG: 1/2*/* / AF: 6 — **C12**

B1-bis F13 — MP: 11 / MA: 47 / SA: B75* / MG: 1/2*/* / AF: 6 — **C15**

9-1 — **Set Up in C12 or C15**

[ELR: 0]
{SAN: 2}

Elements of IRGD and S.R. 69, 10th Panzer Division set up within two hexes of any building hex:

E 4-6-8 — 3

1 4-6-7 — 4

2-2-8 — 2

8-1

8-0

FP: 5 / Rng: 12 / ROF: 2 — MMG — 2

FP: 3 / Rng: 8 / ROF: 1 — LMG — 2

FP: 1 / Rng: 12 — ATR — 2

PaK 35/36 G6 — MA: 37L / ROF: 3 / M# 12 — AT — 2

Elements of 10th Panzer Division set up in hexes numbered ≤ 10:

Pz IIF G3 — MP: 14 / MA: 20L(4) / ROF: 2 / MG: -/5 / B# 11

Pz IIIF G11 — MP: 14 / MA: 37L / ROF: 2 / MG: 3/8 / B# 11

[ELR: 3]
{SAN: 2}
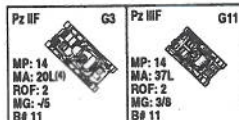
GERMAN Sets Up First

FRENCH Moves First

1 2 3 4

OBJECTIVES: The French must have at least one Good Order B1-bis AFV (with functioning MA) within two hexes of hex I8 at Game End.

SCENARIO SPECIAL RULES:

1. All Stonne SR are in effect. The Time of Day is AMb. The friendly map edge for the Germans is the east edge; south for the French.

MAP CONFIGURATION: The STONNE HEIGHTS map is used for this scenario. Only hexes numbered ≥ 5 on/between hexrows A-I are in play.

HANDICAP:

GERMAN: The Germans have a 9-2 Armor Leader.

FRENCH: The French have a 9-2 Armor Leader.

MAP LAYOUT:

STONNE HEIGHTS

N / W E / S

The Last Shuffle
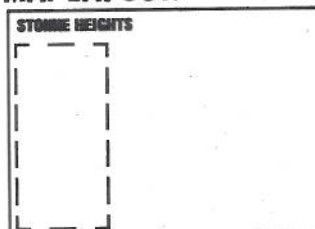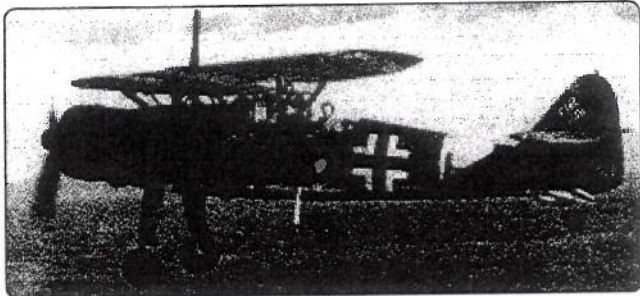
STONNE, FRANCE, 18 May 1940: The French counterattack had reached and allowed yet another capture of the village of Stonne. As usual, the French tanks had to pull back to refuel – a very long process due to the lack of specialized equipment - and the elements of the III/51st finally were left alone inside of Stonne. The Germans had waited for just that moment. A powerful counterstrike was immediately launched with air and artillery support. The front being much too wide for them to hold, the French infantrymen were ordered back to their second line at once. Stonne had fallen back into German hands for good!

Remnants of III/51st Regiment set up in/adjacent to any building hex within the playing area in hexes ≤ 12:

E 4-5-8	¹ 4-5-7	9-1	8-1	8-0	HMG FP: 6 Rng: 12 ROF: 3 B#: 11	MMG FP: 4 Rng: 11 ROF: 2	LMG FP: 2 Rng: 6 ROF: 1 B#: 11	MTR MA: 60* Rng: 3-42 ROF: 3	? 7 morale
2	11						2		10

[ELR: 3]
{SAN: 4}

Elements of the 16th Infantry Division set up in woods hexes on/between hexrow A-L:

E 4-6-8	¹ 4-6-7	2-2-8	9-1	8-1	8-0	7-0	MMG FP: 5 Rng: 12 ROF: 2	LMG FP: 3 Rng: 8 ROF: 1	MTR MA: 50* Rng: 2-13 ROF: 3	? 7 morale	GrW 34 G2 MTR MA: 81* Rng: 2-60 ROF: 3 SA: s8;M#11
3	16	2		2			2	3	3	10	2

[ELR: 3]
{SAN: 2}

⊙ FRENCH Sets Up First		**1**	**2**	**3**	**4**	**5**
✠ GERMAN Moves First						

OBJECTIVES: The Germans must Control ≥ 20 rubble locations at Game End AND the French must have ≤ 3 SQUAD EQUIVA-LENTS in play (Broken still qualifies for French victory).

SCENARIO RULES:

1. All Stonne SR are in effect. The Time of Day is PMa.

2. All buildings are considered to be ground level rubble.

3. The Germans receive Random Air Support (E7.2) in the form of three '39 DB Stukas with bombs. Once received, any German DB received are limited to a maximum of three turns on board.

4. The Germans receive one module of 105mm OBA with Plentiful Ammo directed by an Observation Plane (E7.6).

5. Place 1S Foxholes in hexes G14, H14, I14, J14 and K14. Place Burnt-Out Wrecks in hexes L8, L13, M9, M14, N9, N13, O10, P10, P12 and Q10.

MAP CONFIGURATION: The STONNE HEIGHTS map is used for this scenario. Only hexrows A-R are in play.

HANDICAP:

GERMAN: Game length is 5 1/2 Turns.

FRENCH: Replace the French 9-1 leader with an 9-2.

MAP LAYOUT:

STONNE HEIGHTS

STONNE, FRANCE, 18 May 1940: At 1500 hours, while the last French counterattack was launched on the plateau in front of Stonne by the 1st Battalion, the 6th Company of the 67th RI began its attack aimed at seizing the Pain-de-sucre. The attack stalled a bit when waves of Luftwaffe planes appeared and strafed the French infantry. The Battalion commander, Captain Lejeune, took the lead, climbing towards the height at a calm pace with a walking stick in one hand and a map case in the other. By the time they arrived, the enemy had abandoned the positions. The Company swiftly organized itself in an all-around defensive position. A short time after this, an observation plane flew above, and soon enough an AFV was seen approaching, followed by a column of infantry. The vehicle took position in front of the observatory and started to pour gunfire into it, causing numerous casualties, among them 2nd Lieutenant Jorda. Meanwhile, the German infantry had infiltrated the woods, aiming at encircling the French. Lt. Cuny had climbed up the bare hilltop with a handful of soldiers. From there, their silhouettes were seen from the distance throwing grenades or firing their rifles. At 1900 hours, Captain Lejeune gave the order for withdrawal, as supply of the company was impossible. Coming back into their old entrenchments, the soldiers had but one comment about their company leader: "the Lieutenant fought like a lion!"

6th Company, 67th Regiment, 3rd DIM set up in/adjacent to hex W11 with a maximum of two MMC (plus any SMC/SW stacked with them) per hex:

E 4-5-8	1 4-5-7	9-1	8-0	7-0	MMG FP:4 Rng:11 ROF:2	LMG FP:2 Rng:6 ROF:1 B#:11	? 7 morale
3	7				2	3	7

[ELR: 3]
{SAN: 4}

Elements of 2nd Battalion, 64th IR, 16th ID set up on/adjacent to hex T8 (Exception: the AFV must be set up in hex T9):
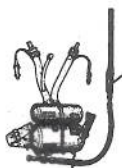
1 4-6-7	8-0	LMG FP:3 Rng:8 ROF:1	PSW 221 G69 MP* '34 ROF:1 MA: CMG -/5/*
3			

Enter on/after turn one along the north edge:

E 4-6-8	1 4-6-7	9-2	8-1	8-0	1-4-9	MMG FP:5 Rng:12 ROF:2	LMG FP:3 Rng:8 ROF:1	FT FP:24 PP:1	DC FP:30 Rng:1
2	8		2	2		2	4		

[ELR: 3]
{SAN: 2}

◉ **FRENCH Sets Up First**

✠ **GERMAN Moves First**

1 2 3 4 5 6

OBJECTIVES: The Germans must Control ≥ 6 hexes of the initial French set up area at Game End. The French win if they earn ≥ 6 more VP than the Germans at Game End (even if the Germans Control the necessary hexes).

HANDICAP:
GERMAN: Add one DC to the Turn One German OB.
FRENCH: Add a hero to the French OB.

SCENARIO RULES:
1. All Stonne SR are in effect. The Time of Day is PMa. The FME for the Germans is the west edge.
2. The French may set up one Personnel unit marked with a Fanatic counter.
3. Place a 1S Foxhole counter in hex V11 during set up.

MAP CONFIGURATION: The STONNE HEIGHTS map is used for this scenario. Only hexes numbered 7-13 on/between hexrows T-BB are in play.

MAP LAYOUT:

STONNE HEIGHTS
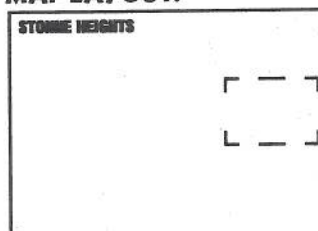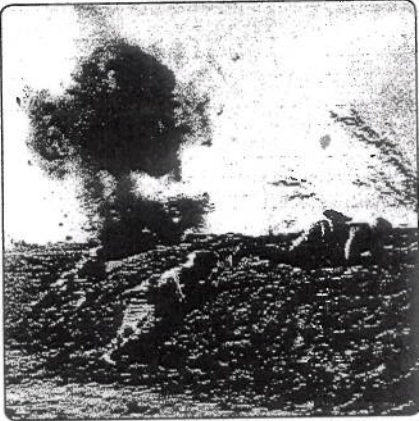
STONNE, FRANCE, 23 May 1940: The Germans re-entered Stonne at 0500 hours, after a two-hour long barrage on the empty village. The next planned move was to be the occupation of the entire plateau to the south and the seizing of the village of Les Grandes Armoises. Unexpectedly, the French began their own planned artillery barrage against all suspected jump-off points. The first Battalion of the 64th Regiment truly ran out of luck: they endured a very high percentage of casualties in all their Companies, among them, all the officers and NCOs were either dead or wounded. The attack was delayed. After two hours, two fresh Lieutenants joined the disarrayed units and prepared for the attack. The last French forward posts were then assaulted and taken. At long last, the plateau of Stonne had been taken. Still, the next village was not taken, but the Mont Damion, to the east had been cleared of its French defenders, and more importantly, the French had lost their artillery observation posts.

Remnants of 3rd Company, 67th Regiment, 3rd DIM set up in hexes A16, B16, C17, D16, D17, E18, F18, G19, and/or H19 (see SR 2):
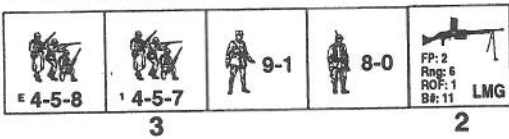
Elements of 6/GRDI and CRME of the 67th Regiment, 3rd DIM set up in/adjacent to hex W21:

[ELR: 3]
{SAN: 2}
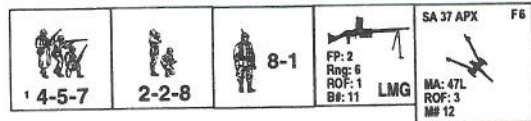
Elements of 1st Battalion, 64th IR, 16th ID set up in hexes numbered 13-14 in hexrows E-M:
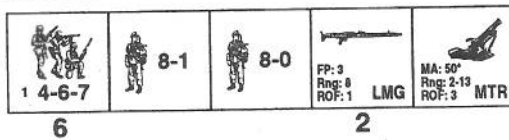
Enter on/after turn one from Entry Area G and/or along the south edge on/between hexes Y22-AA22:
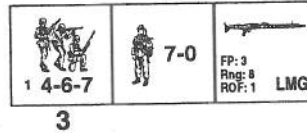
Enter on/after turn two along the south edge on/between hexes O22-Y22:

[ELR: 2]
{SAN: 2}
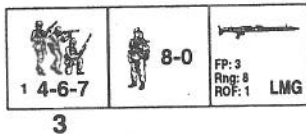
⊙ FRENCH Sets Up First	1	2	3	4	5	6
✚ GERMAN Moves First						

OBJECTIVES: The Germans win if there are no French unbroken Personnel IN Foxholes at Game End.

SCENARIO RULES:
1. All Stonne CG SR are in play. The time of day is AMb.
2. Place a 1S Foxhole counter in each of the following hexes: A16, B16, C17, D16, D17, E18, F18, G19, and H19.
3. Place a Rubble marker in hex F13 during set up.

**MAP CONFIGURATION:** The STONNE HEIGHTS map is used for this scenario. Only hexes numbered ≥ 13 are in play.

HANDICAP:
GERMAN: Replace one German 8-0 leader with a 9-1.

FRENCH: Add one French Hero to the at start OB.

MAP LAYOUT:
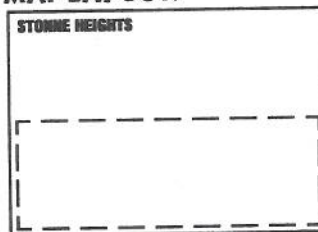
STONNE HEIGHTS

Stonne 1940

INTRODUCTION: The STONNE 1940 (2nd Edition) Campaign Game offers two or more players a series of interrelated scenarios to recreate the battle fought for the commanding heights at the village of Stonne in the Sedan sector during the German breakthrough at the Meuse in May 1940. The game uses the Platoon Leader™ 2.5 system to provide a series of interrelated scenarios, or 'firefights' which simulate the ongoing nature of the battle.

STONNE 1940 SPECIAL RULES: CG SR apply to STONNE 1940 Platoon Leader CG *and* all firefights and campaigns taking place on the Stonne map unless noted otherwise.

1. STONNE MAP: The colors used to depict the elevations (level 0 -7) on the Stonne map are marked with a yellow numerical notation (EX: hexes C18 and B17) marking the base level. All roads are unpaved.

2. EC, WEATHER AND WIND: Unless noted otherwise, EC are always Moderate with No Wind at start and Weather is always Clear with no Clouds.

3. WATER TOWER: The round structure in hex F13 represents a water tower which is treated as the equivalent of a Factory. The water tower is a level 1 1/2 LOS obstacle (B23.74). The water tower has a Rooftop Location (B23.8) and a normal stacking limit (A5.1) of one squad/equivalent. The Rooftop on a watertower is not considered a Building Location for rout or Objectives purposes.

4. OFF MAP ROADS: For the purposes of A2.51, any road that exits off-map (i.e., to beyond the printed mapsheet area) is considered to extend beyond that map edge either along the same lettered hexrow or in hexes of the same coordinate of the edge hex, depending on the configuration of the hex grid. The off-map road is considered to be unpaved and all terrain in the off-map area is considered Open Ground. Note that all on-map terrain remains in play for the purposes of offboard movement.

5. BUILDINGS AND CELLARS: All buildings are ground level only (EXC: Water Tower and Church Steeple in hex K9). Cellars exist *only* as per B23.41.

6. FIRES: Kindling (B25.41) attempts are NA. A terrain Blaze will not spread outside the original Blaze hex during the RePh or during play of a particular CG Firefight or a scenario (i.e., this is an exception to PL 3.31).

7. WRECKS: Replace wrecks with those of other AFV to maintain the availability of AFV counters due to countermix limitations.

8. ELITE AND STEALTH STATUS: Units from the German 43rd StuPiBn and GD Inf Rgt (Diamond and Heart Parent Unit icons) as well as the French 6th GRDI (Triangle Parent Unit icon) and *all* B1 bis units (Diamond and Circle Parent Unit icons) are considered Elite for the purposes of the C8.3 Depletion # (EXC: Unless Ammunition Shortage applies to the weapon for any reason) and for the purpose of Infantry Type. All OB-given/purchased RG *MMC* from the German 43rd StuPiBn (Diamond Parent Unit icon) are considered Stealthy.

9. INEXPERIENCED CREWS: French crews of FCM 36 tanks (Square Parent Unit icon) are Inexperienced (D3.45).

10. INTERROGATION: Interrogation (E2.2) is allowed. Civilian Interrogation is NA.

11. CLIMBING: All Elite and 1st Line MMC and *all* SMC have Climbing capabilities.

12. BURNT OUT WOODS: Any woods hex in which the original Blaze is extinguished as per PL 3.31 becomes Burnt Out Woods. Treat Burnt out Woods as an out of season Orchard (i.e., a +1 hindrance and inherent terrain). Burnt Out Woods cost Infantry/Cavalry 1MF + COT to enter. Only Fully Tracked vehicles may enter a Burnt Out Woods hex using a Trail Break (B13.421) without risking a Bog Check (EXC: If a Burnt Out Woods hex is also a Road hex, normal Road MP/MF may be used for entry/exit via a road hexside). The -1 Airburst penalty still applies and Burnt Out Woods are still treated as Woods for all other purposes.

13. TANK FRIGHT: To represent the impact of the tank in the early war era, each player turn that an infantry MMC unit/stack (EXC: Infantry crews man-

ning an AT Gun; personnel normally immune to PAATC/PTC and HIP units) *moves/advances* adjacent to a Mobile enemy fully-tracked AFV and/or each time that a Mobile enemy fully-tracked AFV *moves* adjacent to (EXC: If entry of the hex the MMC is in is NA to the fully-tracked AFV) or enters the same hex that an Infantry MMC unit/stack is in, that unit/stack must immediately take a PTC, applying a +1 DRM (Leadership applies). This TC occurs only once per unit/stack per player turn and on the first opportunity for such a TC. Note that the rules for Tank Fright are in addition to and in no way supersede any portion of the rules for Street Fighting, reaction Fire, CCV, etc. and the Tank Fright 1PTC takes place *before* any of the above.

14. HOTCHKISS AND B1 bis TANKS: All OB-given H39s are considered to be of the H39(L) type (i.e., the 37 gun, not the 37*), regardless of the countermix limits. As a result of production shortcomings, all H39s in play are considered to have red MP. French vehicle note 'A' is NA for both the B1 bis and the H39s.

15. TERRACED HILLS: The hills on the STONNE 1940 map are 'terraced'. When TERRACED, Hill contours ALWAYS create a Blind Hex to and from the first lower hex behind a hill contour level change unless the firing and target hexes are ADJACENT [EXC: along ther H3-U10 road Terraced Hills are NA].

16. AMR ZT3: The AMR ZT3 was a command vehicle in the AMD section of the motorized GRDI. It was based on the AMR 35 and only ten were distributed to combat units by May 1940. Treat the AMR ZT3 as a normal AMR 35, but with a Radio, a NT 25LL gun with a ROF of '2' with no MG. The rest of the AMR 35 specs are unchanged.

17. ENTRY AREAS AND ROUTING: Friendly Entry Areas are considered to be the equivalent of Woods for Rout purposes.

18. LIGHT RUBBLE: All Rubble in Stonne 1940 is considered Light Rubble. Normal Rubble rules (B24.) apply to Light Rubble with the following exceptions: Light Rubble is not Inherent Terrain, it exists only within the building depiction; Road movement bonus (B3.4) is negated and the 1/2 MP Road Movement rate is NA along a Narrow Street hexside containing Light Rubble in any of its adjacent hexes. The Church Steeple in K9 always rubbles into its own hex only (i.e., it may never fall into an adjacent hex). Light Rubble may not be cleared.

19. WOODS AND FOREST: Woods (EXC: Burnt Out Woods) are impassable to all vehicles (i.e., no Trail Break attempt may be made to enter). Forest (B13.7) rules are in effect.

20. GERMAN AIRCRAFT RECOGNITION FLAGS: Some German AFV counters have 'flags' on the top of them. These may be used in a scenario OB if that type of AFV is provided ONLY if a dr of 1-3 is made. Roll ONCE before each eligible vehicle before adding the vehicle to his OB. If there are not enough 'non flag' AFVs of one type, Aircraft Recognition Flag versions may be substituted freely in any portion of the OB. All friendly units in and adjacent to a vehicle marked with an aircraft recognition flag are immune to Mistaken Attack (E7.32).

21. ALTERNATE AMMUNITION USE: The Germans introduced APCR ammunition in mid- June that was only used by Panzer IIIF tanks. Treat the date as 1941 for APCR usage. No other unit may use APCR for either side.

22. FRENCH COUNTERMIX: *Two* French countermixes are used in the Stonne 1940 campaign game. You may substitute one with Allied Minor MMC and SMC counters while using French SW/Guns (EXC: You may use the Allied Minor MG counters, treating the MMG as the equal of its French counterpart for B#). Note the following countermix limits are assumed: 6 x Mtr 60*; 6 x Mtr 81*; 8 x 25LL AT; 4 x 47L AT; 21 x H39(L); 21 x B1 bis; 6 x AMC 29; and 9 x FCM 36.

23. The term "Parent Unit" is added to the 1.4 Definitions & Abbreviations:

Parent Unit: An historical fighting unit and all the sub-units contained therein. Affiliation of the sub-units to the Parent Unit is represented in by having an icon attributed to each Parent Unit (i.e., the 10th Panzer Division in STONNE
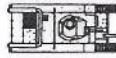
1940 is the Parent Unit for all the German RG using the club icon). The amount of RGs which may be purchased from a particular Parent Unit is identified by the number to the immediate left of the icon. A CG utilizing this rule will include a CP BASE# CHART which lists the Parent Units which may be purchased from during a particular CG Firefight. Units on the CG Card which list no Parent Unit are in no way restricted by any portion of this rule.

24. RETAINED FRENCH AFV: At the end of each CG Firefight all Mobile French AFV (EXC: FCM 36 tanks) are removed from the map. All thusly removed French AFV and any that exited the map along a FBE during the previous CG Firefight are retained but are not available for on-map setup or Entry during the next CG Firefight (EXC: if it entered play during the previous CG Firefight Entry in the next firefight *is* available if the next CG Firegfight is AMa; i.e., if the AFV exited or was retained from a PMb CG Date). Otherwise, all retained/exited French AFV return to play after a special routine. All exited/retained French AFV are placed in the 'Refueling Box' during the RePh of the next CG Firefight. All French AFVs that were in the 'Refuelling Box' during the previous CG Firefight are now placed in the French 'Ready Box'. French AFVs in the 'Ready Box' may enter play from off map normally. Any German AFV captured by the French player may be Retained on-map.

25. FRENCH AFV MECHANICAL BREAKDOWN: The French player makes a DR for each Mobile exited/Retained fully-tracked AFV (i.e., each AMR ZT3, B1-bis, H39 and FCM36). On a DR ≥ 11, the AFV is considered to suffer from a Mechanical Breakdown and is removed from play. For on-map and exited/retained FCM 36, there is a +1 DRM to this DR.

26. GERMAN DC/FT: The German player makes a separate dr for each FT and/or DC of his nationality that was Eliminated (by any means) in the previous CG Firefight. If the Final dr is ≤ 4, a DC is Retained in functioning order. Each DC so Retained may be added to any unit entering at a Friendly Entry AREA/Friendly MLR in which the current ratio of Engineer HS to DC/FT counters is >1:1. No DC may be added if it would lower the ratio in that Setup/Entry Area to < 1:1.

27. VEHICULAR-MG EXCHANGE: A disabled, non-captured, vehicular MG may be automatically repaired by Eliminating a LMG of the same nationaility.

28. DEPLETED UNITS: A Coy/Pltn/Sect may be received at Full or at Depleted Strength in STONNE 1940. Most RG whose ID begin with "I", "V", "G" or "HW" are subject to Depletion. For each such RG the player has just purchased (as well as for each such RG he receives in the Initial Firefight OB), he must make one DR on the RG Strength Table below to determine whether it is received at Full or Depleted Strength. A Full-Strength "I", "V" or "G" RG contains the number of specified units/Guns listed to the left of the "/" in the Full/Depl column of the CG Card, while such a Depleted RG contains the number listed to the right of the "/". For each "HW" RG, see CG SR #29. The CG Card for each nationality lists the type(s) of units that each RG contains and if it contains the possibility of additional SW. For any units listed under Unit Types, an equal number is received to the entry under F/D for support weapons specifically named (EX: LMG, 60* Mtr., etc.) (EX: For German RG I5, a full strength RG receives 2 x squads *and* 2 x sidecards *and* 2 x HMGs). If an entry for "+SW" is found in the Unit Types column, consult the table below to determine *if* the listed SW is received. Any named support weapons listed under Unit Types are *automatically* added to the RG regardless of their Full/Depleted state. Make a DR for each listed SW to determine if it is received by the RG adding a +1 DRM if the RG is depleted.

SW TABLE:

German
I1: 2x LMG; 2x ATR; 2x Mtr50*
I2: HMG; MMG; LMG; Mtr50*
pleted
I3: LMG
I4: LMG; Mtr50*
I6: HMG; MMG; LMG
I8: DC

drm:

+1 Unit is De-

I9: LMG; 2x FT; 3x DC
I10: LMG, FT; 2x DC

French
I1: Inf 37*

RG STRENGTH TABLE:

Final DR	RG Strength
≤ 10	Full Strength
≥ 11	Depleted

29. HW PLTN: Each Full-Strength "HW" RG receives all the Equipment/Personnel counters listed for it. If Depleted, the owning player makes a Secret dr for each piece of Equipment: an Original dr of ≤ 3 results in that piece of Equipment being received (Each MG SW received is accompanied by a 2-4-7 (Fr) or 2-4-8 (G) HS); if ≥ 4 that piece of Equipment (and its respective HS) is forfeit. (EXC: At least two pieces of Equipment must be received; if the "HW" Pltn's final total is < two pieces of Equipment, ignore this result; roll again for each piece of Equipment in the Pltn until a final total of ≥ 2 are received after rolling for each.) Each piece of Equipment must set-up/-enter stacked with (and possessed by) another unit of its RG during the first (only) CG scenario in which it participates. Record each piece of Equipment received in its respective column on the RG Purchase Record.

EX: The CG Date is 15PMa in CG1. The German has just purchased one Inf Coy I, one MT Pltn I, one MG Pltn and a 150+ OBA Module. The OBA must roll for ammo type, all the other RGs must roll for Depletion. The German now makes a Secret DR for each, stating with the OBA. He rolls a "2" and the OBA is thus received with Scarce Ammo (footnote 'a'); the German then rolls for Depletion, the Final DR are 11, 4 and 12 respectively, resulting in a Depleted Inf Coy I, a Full MT Pltn I and a Depleted MG Pltn. Since the Inf Coy I is Depleted, only 9 Squads are received.

30. INFANTRY-TYPE-QUALITY: Most RG whose ID begin with "I" are subject to a quality dr on the following table. The owning player must make one dr for each such just-purchased (as well as for each such Initial Firefight OB-given) RG. Each MMC of that RG must be of the dr-determined type using the table below:

Infantry-Type Quality Table

≤ 1	Elite	drm
2-4	1st-line	-1 for Elite Parent Unit (CG SR #21)
5	2nd-line (German)	+1 for Square Parent Unit
	1st-line (French)	
≥ 6	Conscript	

31. COUNTERMIX LIMITATION: If ever the quality of a RG as defined in CG SR #30 cannot be fulfilled for part of or the entire RG due to countermix limitations, the missing counters of that RG are not received except if the RG is Retained off-map until a sufficient number of MMC of the appropriate type became available. A player may choose to receive the rest of its RG from the next lower quality type available instead.

32. GERMAN TANK MODELS: Make a dr on the appropriate table below for each purchased or OB-given German "V2", "V3"and "V5" Tank Platoon:

German Pzkpfw II: ≤ 2 = Pzkpfw IIA; ≥ 3 = Pzkpfw IIF

German Pzkpfw IV: ≤ 2 = Pzkpfw IVC; ≥ 3 = Pzkpfw IVD

32.1. GERMAN AFV COUNTERMIX LIMITATION: If ever part of or the entire AFV RG cannot be received due to countermix restrictions, the missing counters for that RG are automatically of the other type of AFV. (Remember to replace on-map wrecks by any convenient ones).

33. CP REPLENISHMENT: In STONNE 1940, CP are replenished according to the following formula: a CP Base# minus a Secret DR = the final amount of CP replenished. This final amount is kept secret and this routine replaces PL 2.12.

33.1 CP BASE NUMBER : Each side's CP Base # is provided on the CP Base # Chart for the current CG Firefight. The CP Base # Chart also lists the Parent Unit(s) allowed for purchase and any Withdrawing Units.

34. PARENT UNITS : The CP Base # Chart and the CG Card contain ≥ one icon coded number/withdrawing symbol (see also CG SR #35). Each nationality has its own set of Parent Unit icons, each icon serves to identify that RG parent formation as shown on the side of the CP BASE # CHART.

35. WITHDRAWING UNITS: The CP Base # Chart may show that the units (Equipment and personnel) of a Parent Unit will have to be withdrawn on a given CG Firefight by having its icon contained in the "Withdraw" column of the CP BASE# CHART. All Initial-OB-given/-purchased RGs units of that Parent Unit still in play are immediately removed from play and discarded during the RePh of the listed CG Firefight, i.e., they are not Retained. They are not considered eliminated and cannot generate VPs for the enemy side.

36. CG LOW VISIBILITY: Each Firefight played on a AMa CG Date suffers from a LV +1 DRM during the first five game turns, while a CG Firefight that occurs on a PMb CG Date suffers such a LV +1 DRM during the entire scenario.

37. ENTRY AREAS AND FBE: An on-map arrow denotes the center hex of each nine-hex-wide Entry Area (EX: A18). If it's a German Entry Area, the arrow is gray and contains the letter A, B or C. If it is a French Entry Area, the arrow is blue and contains the letter E, F or G. Entry Area D contains an arrow that is partly gray and partly blue, it is considered a French Entry Area that can be used by the German under the restrictions of 37.1.

a) Units may set up on map in the friendly MLR, but may also enter at an eligible Entry Area if Retained from a previous CG Firefight or newly purchased (EXC: Withdrawing units and Retained French AFV).

b) An Entry Hex and its nine hex wide Entry Area is Eligible to be the FBE of a side if the center (arrow) hex displays that side's nationality color (i.e., gray or blue).

EX: The nine hex wide Entry Area for Entry Hex 'E' in A18 consists of hexes A14-A15-A16-A17-A18-A19-A20-A21-A22.

37.1 OFF BOARD ENTRY: RGs enter play from off-board through a friendly Entry Area during the course of a CG firefight. The Germans may enter play from Entry Area D with Infantry (i.e., not with vehicles and not with SW/Guns in 5/8" counter form) by paying 1.5 (FRD) the cost of purchase of the RG. [EXC: Elite Parent Unit RGs pay the normal CP cost].

38. FRENCH FANATICISM: For two CG Firefights of each CG, the French may declare that all of their Personnel are Fanatic for the entire scenario (including vs. Bombardment). This must be declared immediately upon the conclusion of all on-map setup.

39. MAP EXIT: Each Personnel/Equipment piece that exits the map via an Eligible Entry Area during play cannot re-enter during that scenario, but is Retained off-map. However, each such broken Personnel unit must take a NTC (a Good Order Leader's DRM can apply if stacked with the unit when it exits) immediately upon exiting; failing this NTC causes immediate Casualty Reduction (if it is Eliminated, so is is any Equipment possessed by the unit). Everything exited at any other Location during play is Eliminated. In both cases, such Elimination counts for Casualty VP purposes. See CG SR #24 and #26 for Retained French AFV.

40. CG FIREFIGHT END: There is a -1 drm for each CG Firefight PMb game end dr.

41. INITIAL BUILDING CONTROL: The French are considered to Control all Building Locations at the start of the Initial Firefight.

42. WEAPON/CREW REMOVAL: A Retained vehicle may begin (i.e., set-up/enter) a CG Firefight with any/all eligible armament Removed (D6.631). A Retained vehicle may begin a CG Firefight Abandoned. Such a Removed-Weapon/-crew counter must begin that CG Firefight in the same Setup/Entry Area or MLR as the vehicle it came from. Excess vehicular crews are removed from play and do not count as VP.

43. CG FIREFIGHT VICTORY DETERMINATION: CG-SCENARIO VICTORY CONDITIONS: The following Victory Conditions apply to the pertinent type of CG Firefight (as determined by PL 2.41). However, the Victory Conditions for each CG's Initial Firfight, as well as those for each CG, are given with the other information for the respective CG and its Initial Firefight.

a) Dual Attack: The Germans win if at CG Firefight End their Current Building Controlled Total is > what is was at CG Firefight start or if they Control *all* buildings.

b) French or German Assault: The assaulting side wins if at CG Firefight End its Current- Building-Controlled Total is ≥ 20% (FRU, with a minimum increase of one building) more than it was at scenario start, and/or if it has amassed ≥ 25% more Casualty VP than the Idle opponent. VPs are awarded normally for Casualties, additionally one VP is received for each Building Location Controlled (a Rubbled building hex still counts as a building Location and each hex of a Rowhouse counts separately for VP) and one TVP for each hex in/adjacent to Y11 [for a total of 29 VPs awarded for building hexes and 7 VP awarded for terrain]. If a side ends a CG Firefight Controlling ≥ 25 Building Locations, a special 25 VP Bonus is awarded to this side. Units/Equipment Eliminated in the RePh *never* count for CG Firefight Victory Determination (nor for BATTLEFIELD PROMOTION TABLE DRM and ELR Change) [EXC: prisoners count for Casualty VP purposes as per A26.21].

44. SUDDEN DEATH VICTORY: A side that receives the special VP Bonus (see CG SR #43) for *four* consecutive CG Firefights automatically wins the campaign game.
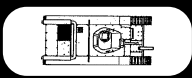
45. FRENCH AFV RESTRICTIONS: The French may employ up to twenty-one B1-bis on-map during the following CG Firefights only: 15AMb, 16AMb, 16PMa, 17PMb, and 18AMb. During any other CG Firefights, on-map usage is restricted to three B1-bis. Each B1-bis that enters the map during any turn counts as one B1-bis used 'on-map' for the on-map limitation, even if it exits play or is destroyed later during the same CG Firefight.

46. REPLACEMENT BATTLEFIELD PROMOTION TABLE: Use the following table in lieu of 3.44 and note the use of a dr instead of a DR:

BATTLEFIELD PROMOTION TABLE:

Final dr	# of MMC German/French	DRM:
≤ -1	5/8	-2 Friendly side won this CG 0
4/6	Firefight	
1	3/5	-1 Per 25 CVP earned by the
2-3	2/3	friendly side in this CG Firefight
4-5	1/2	(EXC: see CG SR #41)
≥ 6	0/1	

47. PIONIER PZ 1: The Pionier Pz 1 is provided in the Stonne 1940 countermix for use in the CG only. This is an early demolition vehicle which possesses a DC for use against enemy targets. Each Pionier Pz 1 possesses one DC. This DC does not modify any AF or aspect of the normal Pz 1B. The AFV carried DC may be either placed or dropped. The DC is *placed* on/into an ADJACENT target Location during the MPh by a *stopped* Pionier Pz 1 at a cost of five Delay MP. The Location must be within the AFV's rear VCA. As an alternative to placement, a DC may be *dropped* voluntarily. Dropping the DC is accomplished in the same manner as placing it, with the following exceptions: it is dropped in the Location of the AFV at a cost of one Delay MP, *or* if dropped during the DFPh (at no cost), upon the owning player's declaration of doing so. Any Effects DR vs. a DC bearing Pionier Pz 1 which fails by *one* to achieve *any* effect on the AFV Destruction Table causes the DC to be dropped involuntarily upon a subsequent dr of "1" (EXC: For a FT attack, there is no other effect). Detonation of the placed/dropped DC is always resolved as per A23.4-.41. Once this DC is placed/dropped, replace the counter with a normal Pz 1B. The DC can never be replaced.

CRITICAL HIT

33.1 CP BASE NUMBER : Each side's CP Base # is provided on the CP Base # Chart for the current CG Firefight. The CP Base # Chart also lists the Parent Unit(s) allowed for purchase and any Withdrawing Units.

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nent type of CG Firefight (as determined by PL 2.41). However, the Victory Conditions for each CG's Initial Firfight, as well as those for each CG, are given with the other information for the respective CG and its Initial Firefight.

a) Dual Attack: The Germans win if at CG Firefight End their Current Building Controlled Total is > what is was at CG Firefight start or if they Control *all* buildings .

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BATTLEFIELD PROMOTION TABLE:

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4/6	Firefight	
1	3/5	-1 Per 25 CVP earned by the
2-3	2/3	friendly side in this CG Firefight
4-5	1/2	(EXC: see CG SR #41)
≥ 6	0/1	

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48. Use the Turn Record Track below for ALL Stonne CG.

1	2	3	4	5	6②	7④	8⑥

STONNE, FRANCE, 17 AMb - 18 PMb May 1940: On 14 May, as a stopgap measure, the 3rd DIM and the 3rd DCR were dispatched to the second line of resistance in the sector of Mont Dieu-Stonne-Mont Damion where they were to stage a great counterattack while blocking the way to the Champagne and Paris. The scheduled counterattack on the 14th finally had to be postponed to the following day. Meanwhile, the first elements of the 3rd DIM had arrived at the main defensive line in Stonne. They immediately started digging entrenchments and setting up anti-tank guns, for Stonne was entirely deprived of fortifications despite intended plans. On the German side, Stonne was assigned to the elite "Gross Deutschland" Infanterie Regiment as final objective, their new mission being the southern flankguard during the second stage of the Sedan breakthrough, while the main Panzer divisions were swinging to the west before the dash to the sea. Support of the "GD" was to be given by the forward units of the 10th Panzer division that was somewhat lagging behind and was not part of the main thrust. Stonne was taken after a first firefight at a cost of seven German AFVs. The 10th Panzer units then withdrew while the French 3rd DCR was stagi[n]g its first counterattack. This one was the scene of a hard struggle, the first of many to come since Stonne was to change hands four times before the Gro[ss] Deutschland was replaced on the frontline by the 16th Infantry Division. The price had been gruesome for the Germans: twenty AFV's, a third of their AT gu[ns] and 650 casualties.
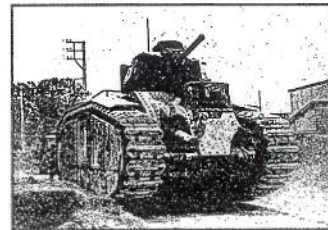
CG Objectives:
The first side to reach a VP Total of 450 VP wins the CG, or, the first side to meet the Sudden Death Victory Conditions wins. If neither Victory Conditions are achieved at game end, the side with the highest VP Total for the CG wins.

CG Dates: 15 AMa - 16PMb [8 CG Dates]

Initial Firefight Objectives: The German must Control ≥ 18 Building hexes at end of the Initial Firefight.

Campaign Balance:
German: The CG SR #31 CP reduction DR is halved for the Germans.
French: The CG SR #31 CP reduction DR is halved for the French.

French Sets Up First; German Moves First
Attack Option Limits: German: 4; French 3.

TERRAIN VICTORY POINTS (TVP):
All building Locations and the following hexes are worth one TVP (1.4) each:
Y10-Y11-Y12-X10-X11-Z10-Z11.

FRIENDLY BOARD EDGES: See CG SR #35.

INITIAL FIREFIGHT SPECIAL RULES:
The following SR apply only to the 15 AMa Initial Firefight:
1. There is an *additional* +1 Mist LV Hindrance during the first five turns.
2. All OB-given and purchased French RG may be set up on-map at no extra cost.
3. Up to 25% of the French Squads-equivalent may be set up utilizing HIP.
4. The Germans cannot enter more than six AFVs per Player Turn and are limited to setting up a maximum of six AFVs on-map.

CP BASE# CHART:

CG Firefight	GERMAN	Withdraw	FRENCH	Withdraw
15 AMa	34♥ ♣		28♠ ▲	
15 AMb	55♥	♣	65♥ ♠ ♦ ♣ ● ■	
15 PMa	35♥		18♥ ♠ ♦ ♣ ●	
15 PMb	38♥ ♣		12♥ ♠ ♦ ♣ ●	▲
16 AMa	65♥ ♣		85♥ ♠ ♦ ♣ ●	
16 PMb	50♥ ♣ ♦		34♥ ♠ ♦ ♣ ●	
16 PMa	13♥ ♣ ♦		14♥ ♠ ♦ ♣ ●	
16 PMb	12♥ ♣ ♦		12♥ ♠ ♦ ♣ ●	

GERMAN Summary of Parent Unit Symbols and attributes:

Symbol	Unit	Exp. Level	Stealth
♥	Inf. Regt. *Grossdeutschland*	Elite	-
♣	10th Panzer Division	Normal	-
♦	Sturm-Pionier Bn 43	Elite	Stealthy

Fortifications Available for purchase:
Foxhole	HIP
	"?"

TERRAIN CONFIGURATION:
The entire STONNE 1940 map is in play.

St

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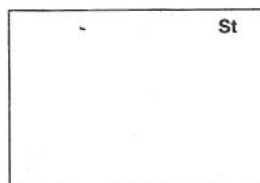
INITIAL GERMAN OB: [ELR: 4] {SAN: 2}
Elements of the 2nd Battalion, Infantry Regiment *Grossdeutschland*, the 90th Reconnaissance Battalion and elements of the 2nd Battalion, 8th Panzer Regiment, 10th Panzer Division enter on/after turn one from Entry Areas A, B and/or C and/or set up along the road running from D0 to P7:

RG: 2 x I1♥   RG: V1♣   RG: V2♣
RG: HW1♥   34 CP

INITIAL FRENCH OB: [ELR: 3] {SAN: 4}
Elements of the 6th GRDI and the 1st Battalion, 67th *Regiment d'Infanterie*, of the 3rd *Division d'Infanterie Motorise* set up on Level 6 and/or 7 within three hexes of any building and/or within three hexes of hex R15:

RG: 2x I4▲   RG: HW3▲   RG: V4▲
RG: V5▲   28CP   1x AMR ZT3

FRENCH Summary of Parent Unit Symbols and attributes:

Symbol	Unit	Exp. Level	Stealth
♥	45th BCC. 3rd DCR	Normal	-
♠	67th RI, 3rd DIM	Normal	-
♦	49th BCC, 3rd DCR	Elite	-
♣	51st RI, 3rd DIM	Normal	-
▲	6th GRDI, 3rd DIM	Elite	-
■	4th BCC	Inexperienced	-
●	41st BCC, 3rd DCR	Elite	-

READY BOX

REFUELING BOX

THE CRUSHER

STONNE, FRANCE, 17 AMb - 18 PMb May 1940: By the time the German 16th Infantry Division arrived at Stonne to relieve the weary Grossdeutschland, it was late evening and the IRGD had already pulled out of its front-line positions. The relief took place, albeit in the second-line position, one kilometer north of the village. The troopers of the 16th ID were briefed that a simple push into Stonne would be enough to clear the defenders, assumed to be worn down by the previous three days of battle. The German officers would quickly be proved wrong as the French conducted an agressive defense, replete with numerous counter-thrusts, pushing the untried 16th off-balance. The men of the inexperienced German unit would pay a high price to learn their craft in battle. The first lesson came as French artillery stopped the attack cold, falling in front of the village positions of the III/RI. In the woods north of town, the French 67th RI fought tenaciously. German leaders tried numerous avenues of approach, incurring high casualties, before Stonne was taken at dusk...only to be lost again the next morning. The French then withdrew, leaving the utterly destroyed village to the enemy. French pickets were maintained in their second line of defense, a line of foxholes dug in the open on the Stonne plateau. There they would remain until the Germans finally dislodged them on May 23. The struggle in the vicinity of Stonne (known in France as the Battle of Mont-Dieu) has been one of the bloodiest of the 1940 Blitzkrieg era: about 550 French and 1800 German soldiers died fighting for the village. In the immediate area the fighting lasted until June 11, at which time the French troops, still only four miles south of Stonne, finally withdrew to the east.

CG Objectives:

The first side to reach 350 Total VP, or the first side to meet the Sudden Death Victory Conditions, wins. If neither Victory Conditions are achieved at game end, the side with the highest VP Total for the CG wins.

CG Dates: 17 AMb - 18 PMb [7 CG Dates]

Initial Firefight Objectives: The German must Control ≥ 10 Building Locations at end of the Initial Firefight.

German Sets Up and Moves First
Attack Option Limits: German: 3; French 2.

TERRAIN VICTORY POINTS (TVP):

All building Locations and the following hexes are worth one TVP (1.4) each: Y10-Y11-Y12-X10-X11-Z10-Z11.

FRIENDLY BOARD EDGES: See CG SR #35.

INITIAL FIREFIGHT SPECIAL RULES:

The following SR apply only to the 17 AMa Initial Firefight:

1. Before all set up, make a dr for each Building Location (EXC: F13). On a dr 1-3, place a Light Rubble (SR #18) marker in the Location.

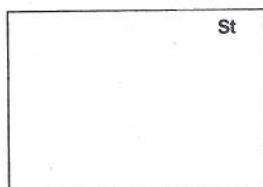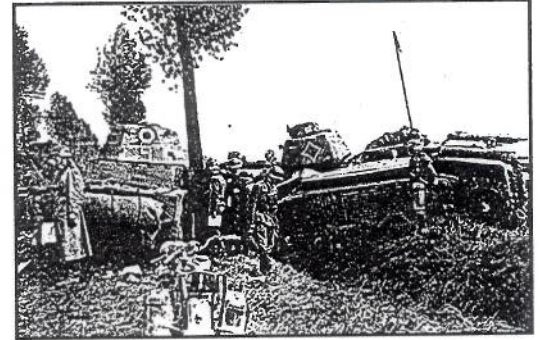### FRENCH Summary of Parent Unit Symbols and attributes:

Symbol	Unit	Exp. Level	Stealth
♥	45th BCC. 3rd DCR	Normal	-
♠	67th RI, 3rd DIM	Normal	-
♦	49th BCC, 3rd DCR	Elite	-
♣	51st RI, 3rd DIM	Normal	-
▲	6th GRDI, 3rd DIM	Elite	-
■	4th BCC	Inexperienced	-
●	41st BCC, 3rd DCR	Elite	-

TERRAIN CONFIGURATION:

The entire STONNE 1940 map is in play.

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INITIAL GERMAN OB: [ELR: 4] {SAN: 2}

Elements of the 1st Battalion, 64th Infantry Regiment, 16th Infantry Division enter on/after turn one from Entry Areas A, B and/or C:

RG: 1 x I1♠   34 CP

INITIAL FRENCH OB: [ELR: 3] {SAN: 4}

Elements of the 1st Battalion, 67th *Regiment d'Infanterie*, of the 3rd *Division d'Infanterie Motorise* enter from any friendly Entry Area: 15 CP

GERMAN Summary of Parent Unit Symbols and attributes:

Symbol	Unit	Exp. Level	Stealth
♥	Inf. Regt. *Grossdeutschland*	Elite	-
♣	10th Panzer Division	Normal	-
♦	Sturm-Pionier Bn 43	Elite	Stealthy
♠	16th Infantry Division	Normal	-

CP BASE# CHART:

CG Firefight	GERMAN	Withdraw	FRENCH	Withdraw
17 AMb	15♠		10♥ ♠ ♦ ♣ ●	
17 PMa	20♠		30♥ ♠ ♦ ♣ ●	
17 PMb	35♠		15♥ ♠ ♦ ♣ ●	
18 AMa	35♠		20♥ ♠ ♦ ♣	●
18 AMb	30♠		10♥ ♠ ♦ ♣	
18 PMa	25♠		35♥ ♠ ♦ ♣	
18 PMb	20♠		10♥ ♠ ♦ ♣	

Fortifications Available for purchase:

Foxhole	HIP
	"?"

READY BOX
◎

REFUELING BOX
◎

Stonne 1940

INFERNO OF STEEL

STONNE, FRANCE, 15 AMa - 18 PMb May 1940: Inferno of Steel combines CGI and CG II.

CG Objectives:
The side that Controls the majority of Building/Rubble Locations at game end, or the first side to meet the Sudden Death Victory Conditions, wins. If neither Victory Conditions are achieved at game end, the side with the highest VP Total for the CG wins.

CG Dates: 15 AMb - 18 PMb [16 CG Dates]

Initial Firefight Objectives: The German must Control ≥ 18 Building Locations at end of the Initial Firefight.

French Sets Up First; German Moves First
Attack Option Limits: German: 6; French 4.

TERRAIN VICTORY POINTS (TVP):
All building Locations and the following hexes are worth one TVP (1.4) each: Y10-Y11-Y12-X10-X11-Z10-Z11.

FRIENDLY BOARD EDGES: See CG SR #35.

INITIAL FIREFIGHT SPECIAL RULES:
The following SR apply only to the 15 AMa Initial Firefight:

1. There is an *additional* +1 Mist LV Hindrance during the first three turns.
2. All OB-given and purchased French RG may be set up on-map at no extra cost.
3. Up to 25% of the French Squad-equivalents may be set up utilizing HIP.
4. The Germans cannot enter more than six AFVs per Player Turn and are limited to setting up a maximum of six AFVs on-map.
5. See CG1 for tables not on this card (EX: Fortifications Available for purchase).

CP BASE# CHART:

CG Firefight	GERMAN	Withdraw	FRENCH	Withdraw
15 AMa	34♥♣		28♣▲	
15 AMb	55♥	♣	65♥♠♦♣●■	
15 PMa	35♥		18♥♠♦♣●	
15 PMb	38♥♣		12♥♠♦♣●	■▲
16 AMa	65♥♣		85♥♠♦♣●	
16 AMb	50♥♣♦		34♥♠♦♣●	
16 PMa	13♥♣♦		14♥♠♦♣●	
16 PMb	12♥♣♦		12♥♠♦♣●	
17 AMa	30♠	♥♣♦	15♥♠♦♣●	
17 AMb	15♠		10♥♠♦♣●	
17 PMa	20♠		30♥♠♦♣●	
17 PMb	35♠		15♥♠♦♣●	
18 AMa	35♠		20♥♠♦♣	●
18 AMb	30♠		10♥♠♦♣	
18 PMa	25♠		35♥♠♦♣	
18 PMb	20♠		10♥♠♦♣	

TERRAIN CONFIGURATION:
The entire STONNE 1940 map is in play.

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REFUELING BOX

Stonne 1940

German CG Card — Stonne 1940

ID	Group Type	F/D	Unit Types	CP	FF Max	CG 1 Max	CG 2 Max	CG 3 Max	Notes
F1	Fighter Bomber	1-3	FB '39	1	1	2	2	4	r
S1	Stukas	1-3	DB '39	1	1	1	1	2	r
I1	Inf Coy I	12/9	Squads + SW	8	1♥3♠	‡4♥	‡12♠	‡4♥12♠	dl
I2	Inf Coy II	9/6	Squads + SW	6	2	2♣	0	2♣	dl
I3	Moto Pltn I	3/2	Squads + Sidecars + SW	3	1	‡1♣	0	‡1♣	dl
I4	Moto Inf Coy	9/6	Squads + Sidecars + SW	9	2	‡2♣	0	‡2♣	dl
I5	Moto MG Sect	2/1	Squads + Sidecars + HMGs	4	2	‡2♣	0	‡2♣	d
I6	Arm Inf Coy	9/6	Squads + SPW 251/1 + SW	18	1	‡1♣	0	‡1♣	dl
I7	Arm Inf SW Sect	1	SPW 251/1 + 2-4-8 + 50* Mtr.	2	1	‡1♣	0	‡1♣	-
I8	Eng Sect	1	5-4-8 + 2-3-8 + SW	2	2	2♣	6♠	2♣6♠	e
I9	Assault Eng Coy	9/6	3-3-8 + SW	14	2	2♦	1♠	2♦1♠	del
I10	Arm Aslt Eng Coy	6/4	SPW 251/1 + 3-3-8 + SW	18	1	1♦	0	1♦	del
V1	LT Pltn I	2/1	PzKpfw IB; PzKpfw II	4	1	‡1♣	0	‡1♣	dt
V2	LT Pltn II	2/1 4/3	PzKpfw IB / PzKpfw II	5	2	‡2♣	0	‡2♣	dlt
V3	LT Pltn III	6/4	PzKpfw II	6	1	‡1♣	0	‡1♣	dlt
V4	MT Pltn I	3/2	PzKpfw IIIF	8	2	‡2♣	0	‡2♣	dl
V5	MT Pltn II	4/3	PzKpfw IV	6	2	‡2♣	0	‡2♣	dlt
V6	StuG Sect	2/1	StuG IIIB	6	3	3♥	0	3♥	dl
V7	AC Light Pltn I	6/4	PSW 221	8	1	‡1♣	0	‡1♣	dl
V8	AC Light Pltn II	4/3 4/3	PSW 221 / PSW 222	10	1	‡1♣	0	‡1♣	dl
V9	AC Heavy Pltn	3/2 3/2	PSW 231 (6rad) / PSW 231 (8rad)	10	1	‡1♣	0	‡1♣	dl
V10	Pi-Pz 1	1	Pionier Pz I	3	5	5♦	0	5♦	v
V11	AA Sect	2/1	Kfz 4	3	1	‡2♥2-♣	0	‡2♥2♣	d
V12	Liaison Car Sect	2/1	Kfz 1	1	2	2♥2♣	4♠	4♥4♠	d
G1	Light IG Pltn	2/1	le IG18 + Kfz 1	3	3	3♥4♣	2♠	3♥4♣2♠	cd
G2	Light IG Pltn	2/1	le IG18 + Opel Blitz	3	1	1♣	0	1♣	cd
G3	AT Gun Sect I	3/2	PaK 35/36 + Kfz 1	2	2	4♥4♣	0	4♥4♣	cdg
G4	AT Gun Sect II	3/2	PaK 35/36 + Opel Blitz	2	3	9♣	4♠	9♣4♠	cdg
HW1	MG Pltn	-	2 x MMG + 2 x HMG	4	1♥1♣1♠	‡3♥4-♣	8♠	‡3♥4♣8♠	c
HW2	MTR Sect	-	2 x 81* MTR	2	1♥1♣1♠	‡3♥6-♣	8♠	‡3♥6♣8♠	c
O1	Btln Mortars	-	81mm OBA Module	2	1	2♥2♣	4♠	2♥2♣4♠	ap
O2	Light Arty	-	75mm OBA Module	3	1	2♥2♣	4♠	2♥2♣4♠	ap
O3	Medium Arty	-	105mm OBA Module	4	1	2♣	4♠	2♣4♠	ap
O4	Heavy Arty	-	150mm OBA Module	5	1	2	2	4	ap
O5	Offboard Observer	-	See Note o	1	1	8	8	16	o
O6	Spotter Plane	-	Observation Aircraft	1	1	2	4	6	-
O7	Bombardment	-	See Note b	6	1	2	2	4	b
M1	Sniper	-	SAN Increase +1	1	1	‡6	‡6	‡12	s
M2	Fortifications	-	15 FP	1	4	4	4	8	f
M3	Patrol	-	3.184	1	1	6	4	10	

ID	Group Type	F/D	Unit Types	CP	FF Max	CG 1 Max	CG 2 Max	CG 3 Max	Notes
F1	Fighter-Bombers	1-3	FB '39	1	1	2	1	3	nr
I1	Inf Coy	12/9	Squads + 1 x 60* Mtr. + 1 x LMG	7	2	‡4♣4♠	‡3♣3♠	‡6♣6♠	dlc
I2	Eng Sect	3/2	4-5-8	2	1	4♣ 4♠	‡3♣3♠	‡6♣6♠	del
I3	Moto Sect	2/1	4-5-7; Motorcycle	2	1	4♣ 4♠	‡3♣3♠	‡6♣6♠	d
I4	Moto Pltn	4/3	Squad + Sidecar + LMG	6	1	‡1▲	0	‡1▲	dl
V1	LT Sect I	3/2	FCM 36	4	1	3■	0	3■	dl
V2	Lt Sect II	3/2	H39	5	8	12♥	6♥	15♥	dl
V3	HT Sect	3/2	B1 bis	6	4	5●5♦	3●3♦	5●5♦	dl
V4	AC Sect I	3/2	AMD 35	4	2	‡2▲	0	‡2▲	dl
V5	AC Sect II	4/3	AMC 29	3	1	‡1▲	0	‡3▲	dl
V6	APC Sect	2/1	Renault UE	1	2	2	2	2	d
V7	Staff Car	1	Laffly S20TL	1	1	1	0	1	-
G1	AT Sect	3/2	25LL AT + Renault UE	2	2	‡4♣4♠	3♣3♠	‡5♣5♠	cd
G2	ART AT Sect	2/1	47 AT + Citroën 23	4	1	1♣1♠	1♣	1♣1♠	cd
HW1	MG Sect	-	2 x MMG + 2 x HMG	4	1	‡4♣4♠	‡3♣3♠	‡5♣5♠	c
HW2	Mtr Sect	-	2 x 81* MTR + 2 x 25LL AT	6	1	‡4♣4♠	‡3♣3♠	‡5♣5♠	c
HW3	MG/Gun Sect	-	2 x 25LL AT + 2 x HMG	5	1	‡1▲	0	‡1▲	c
O1	Btln Mortars	-	81mm OBA Module	2	1	‡3	‡3	‡6	aop
O2	Light Arty	-	75mm OBA Module	3	1	‡4	‡4	8	aop
O3	Medium Arty	-	105mm OBA Module	4	1	2	‡2	4	mop
O4	Heavy Arty	-	155mm OBA Module	5	1	2	‡2	4	aop
O5	Bombardment	-	See Note b	6	1	2	‡2	4	b
M1	Sniper	-	SAN Increase +1	1	1	‡4	‡4	‡8	s
M2	Fortifications	-	25 FP	1	2	‡2	‡2	24	f
M3	Patrol	-	3.184	1	1	6	4	10	

Consolidated Notes for STONNE 1940:

‡ Only the RGs preceded by this symbol may be purchased for the Initial Firefight.

a Roll for Ammo type for the module. On a DR ≥ 11 it receives Plentiful Ammo; on a DR ≤ 3 it receives Scarce Ammo. Normal Ammo is received otherwise.

b When a pre-game Bombardment is purchased, a secret Pre-Registered hex is recorded for it. To resolve each Bombardment, after all on-map set up is completed an AR counter is placed in the Pre-Reg hex and a C1.31 extent of error DR is made (with the white dr halved, FRU) to determine the Bombardment Center Hex. An FFE:C counter is then placed in that center hex. *All* hexes within seven hexes of that hex now undergo Bombardment as per C1.82-.823. There are no "spared hexes". After the Bombardment has been fully resolved, its FFE:C is removed and that Bombardment RG has been expended. Each Bombardment is conducted fully before any other is resolved. The maximum number of Bombardments useable per CG Firefight is equal to the number of new CG Firefights since the last CG Firefight end. No Bombardment may be resolved on an Idle date.

c Each MG is accompanied by a 2-4-8 HS; each Gun by a 2-2-8 crew.

d Subject to Depletion (CG SR#26).

e Sappers (B28.8) *only* for the French. Assault Engineers (A11.5; H1.22) and Sappers (B28.8; B24.7) for the Germans.

g Usage of four Russian 37L (or any other nationality) is allowed to represent additional PaK 35/36 guns.

f Fortifications can be purchased only if friendly units set up on-map.

l Roll for leader/armor leader availabilty as per 3.11. For every three (FRD) squads/AFV in any RGs with an ID prefix of "I" or "V", make one roll on Table 3.11 (EX: German RG I1 will receive three rolls on Table 3.11 if depleted, 4 rolls

if full-strength).

m This module automatically receives Scarce Ammo.

n Any French 39 FB received have *no bombs*.

o French OBA comes with a *mandatory* Offboard Observer; for the Germans, an Offboard Observer is optional. The French observer is always at level six of any recorded hex on/between O22 and BB22. The German Offboard Observer is always in a recorded level five hex belonging to Entry Area A, B, or C.

p Increase the CP cost by one to receive a Pre-Registered hex (one maximum per module purchased), which is Retained as long as its module is Retained. A Retained Pre-Registered hex may be changed between CG Firefights.

r A random number of aircraft is received as per E7.21.

s A SAN may never exceed '7' but a SAN increase RG may not be purchased if no friendly troops set up on map.

t Roll for the type of Pz II and/or Pz IV received.

v See CGSR #15.

H39(L) aa	H39(L) cc	H39(L) ee	H39(L) gg	B1-bis aa	B1-bis cc	B1-bis ee	B1-bis gg
MP: 12	MP: 12	MP: 12	MP: 12	MP: *11	MP: *11	MP: *11	MP: *11
MA: 37	MA: 37	MA: 37	MA: 37	MA: 47	MA: 47	MA: 47	MA: 47
				SA: B75*	SA: B75*	SA: B75*	SA: B75*
MG: -2*/* AF: 4|4	MG: -2*/* AF: 4|4	MG: -2*/* AF:4|4	MG: -2*/* AF:4|4	MG: 1/2*/* AF: 8|6	MG: 1/2*/* AF: 8|6	MG: 1/2*/* AF: 8|6	MG: 1/2*/* AF: 8|6

B1-bis ii	B1-bis kk	B1-bis mm	B1-bis oo	H39(L) ii	FCM 36	AMR ZT 3	Pionier-Pz-1 DC* aa
MP: *11	MP: *11	MP: *11	MP: *11	MP: 12	MP: *9	MP: 18	MP: 15
MA: 47	MA: 47	MA: 47	MA: 47	MA: 37	MA: 37*	MA: 25LL	MA: CMG
SA: B75*	SA: B75*	SA: B75*	SA: B75*			ROF: 1	ROF: 1
MG: 1/2*/* AF: 8|6	MG: 1/2*/* AF: 8|6	MG: 1/2*/* AF: 8|6	MG: 1/2*/* AF: 8|6	MG: -2*/* AF:4|4	MG: -/2 AF: 4 3	AF: 1|0	MG: -/6* B# 11 AF: 1 1

H39(L) bb	H39(L) dd	H39(L) ff	H39(L) hh	B1-bis bb	B1-bis dd	B1-bis ff	B1-bis hh
MP: 12	MP: 12	MP: 12	MP: 12	MP: *11	MP: *11	MP: *11	MP: *11
MA: 37	MA: 37	MA: 37	MA: 37	MA: 47	MA: 47	MA: 47	MA: 47
				SA: B75*	SA: B75*	SA: B75*	SA: B75*
MG: -2*/* AF: 4|4	MG: -2*/* AF: 4|4	MG: -2*/* AF:4|4	MG: -2*/* AF:4|4	MG: 1/2*/* AF: 8|6	MG: 1/2*/* AF: 8|6	MG: 1/2*/* AF: 8|6	MG: 1/2*/* AF: 8|6

B1-bis jj	B1-bis ll	B1-bis nn	B1-bis pp	H39(L) jj	FCM 36 bb	AMR ZT 3 bb	Pionier-Pz-1 DC* aa
MP: *11	MP: *11	MP: *11	MP: *11	MP: 12	MP: *9	MP: 18	MP: 15
MA: 47	MA: 47	MA: 47	MA: 47	MA: 37	MA: 37*	MA: 25LL	MA: CMG
SA: B75*	SA: B75*	SA: B75*	SA: B75*			ROF: 1	ROF: 1
MG: 1/2*/* AF: 8|6	MG: 1/2*/* AF: 8|6	MG: 1/2*/* AF: 8|6	MG: 1/2*/* AF: 8|6	MG: -2*/* AF:4|4	MG: -/2 AF: 4 3	AF: 1|0	MG: -/6* B# 11 AF: 1 1

The Stonne Heights, circa May 1940