

# Across the Meuse - Sedan



## SETTING

**Date:** 13 May 1940, 1520 hours

**Location:** Sedan, just north of Wadelincourt, near the demolished Pont du Bouillonais bridge.

**History:** All three divisions of Guderian's XIX Panzer Corps, along with *Gross Deutschland*, crossed the Meuse at Sedan. The brunt of the initial attacks on 13 May fell on the 147<sup>th</sup> Fortress Infantry Regiment (under Lt. Col. Pinaud), part of the 55<sup>th</sup> Infantry Division, commanded by Gen. Lafontaine. With heavy support from the Luftwaffe, and close range fire support from AFVs, AT guns (including some 88mm's), and artillery, the river crossings began at 1500. The French positions on the west bank of the Meuse consisted of barbed wire, pillboxes, trenches, and other fortified positions.

**German Orders:** Capture four bunkers.

**French Orders:** Hold two bunkers.

**Game Length:** 12 Turns.

## SCENARIO RULES

1. The Meuse may only be crossed by raft.
2. The bunkers on the west bank are all concrete construction. Three of the bunkers have only two forward firing ports (each port has room for a crewed weapon or two riflemen) the other three have two firing ports each on the north, east, and south sides (for weapons groups as above). The French player must designate which bunker type is at each location prior to play. All of the bunkers have a door on the west side. The building on the east bank is a two story wood frame building.
3. The woods are light woods.
4. The road is paved.
5. See Set Up rules in the German Forces notes.
6. After the bunkers are positioned, and all forces are deployed, randomly determine a bunker considered hit and destroyed by the preparatory air attack. All French forces in the bunker are destroyed.

## AFTERMATH

Despite spirited resistance at several points, the German infantry crossed the Meuse and penetrated the French positions in several areas, aided by heavy air and artillery support and combat engineer teams. By 1800, the bridgehead was as much as three kilometers deep. Late on 13 May temporary bridges had been built, allowing armor to begin crossing. The French front-line defenders were hampered by damage to their phone lines from the aerial attacks, which greatly reduced the effectiveness of the numerous French artillery batteries.

## SCENARIO OPTIONS

**Bunker Rules:** Basic bunker rules, including bunker hit charts, are available at the *SkirmishCampaigns* web site: <http://fisherts.home.mindspring.com/skirmishcampaigns>.

These rules and charts are optional- players may use any bunker rules that work with the rule set in use.

**River Crossing:** Basic river crossing rules are available on the *SkirmishCampaigns* web site. These rules are optional, players may use any river crossing rules that work with the rule set in use.

**Bunker Placement:** The French Player may place the bunkers anywhere on the west side of the Meuse at the very beginning of set up (prior to any deployment of forces by either side).

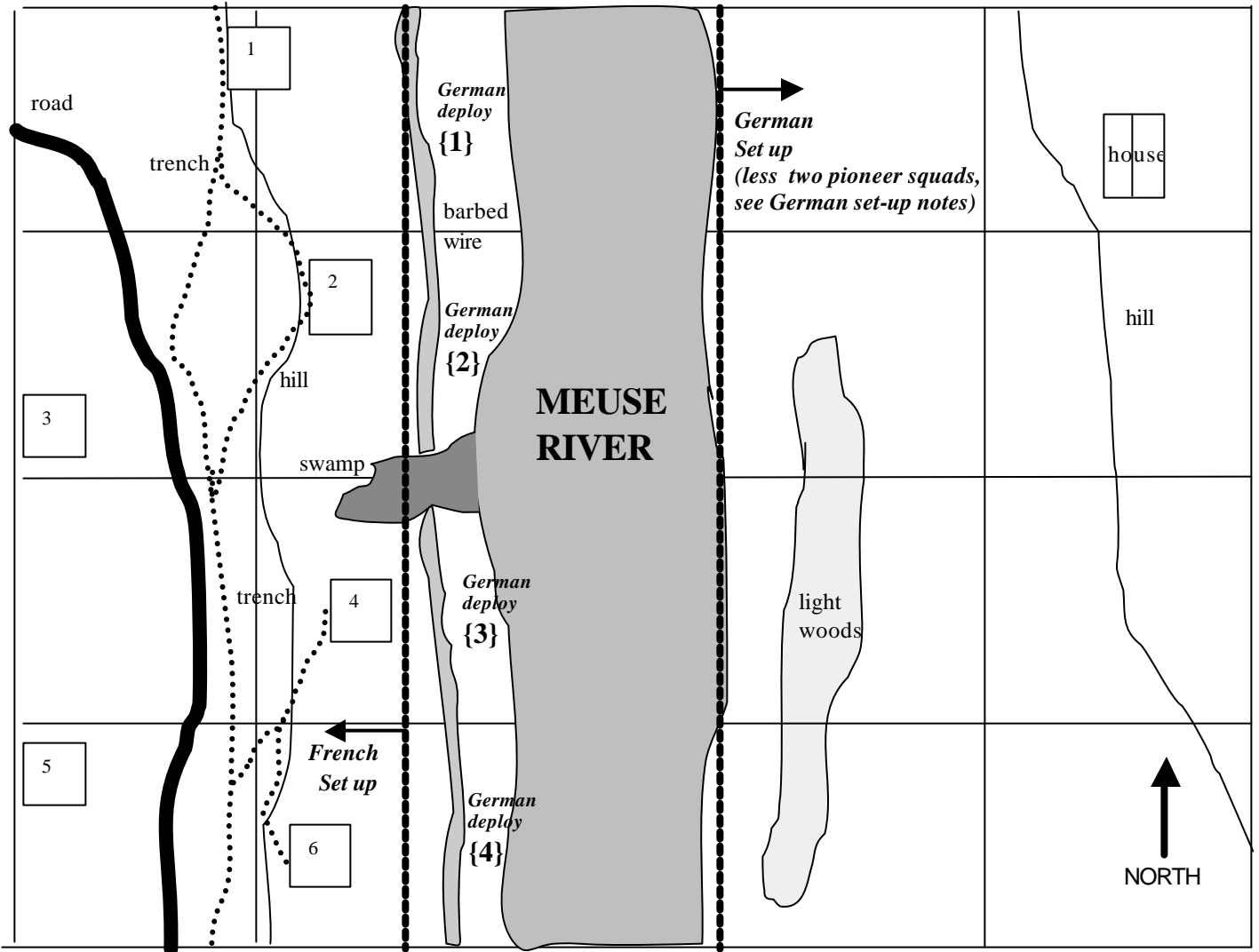
## SPECIAL CAMPAIGN & SCENARIO VICTORY POINTS

Because of the high casualties likely during the river crossing and bunker assaults, the normal victory point scoring is not used when this scenario is played either stand-alone or as a part of a campaign (i.e., points are not awarded for soldiers killed or heavily wounded). Instead, the winning side receives ten points.

## CAMPAIGN AND SCENARIO NOTES

The French player should consider defensive positions very carefully - German firepower can be overwhelming near the river. The French player should also carefully consider the pre-registered artillery targets, if contact is made the barrages can be devastating. Some infantry in the trench line might be effective in stopping flanking assaults on the bunkers. The Germans will probably want to cross the Meuse at one point, especially if they can select an area that avoids overlapping fields of fire. Careful attention to the French fields of fire is also critical as the bunker assaults are planned.

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## German Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p><b>Elements of the 49<sup>th</sup> Engineer Battalion and the 86<sup>th</sup> Infantry Regiment, 10<sup>th</sup> Panzer Division</b></p> <p><b>2 x PzKpfw. IIIe</b> with Crew of 5 (T2) A*</p> <p><b>2 x PzKpfw. IIc</b> with Crew of 3 (T2) A*</p> <p><b>2x Pioneer Squads</b> (T2)</p> <p>1 Squad Leader with P-08 &amp; MP-40 A+**</p> <p>1 Sgt. with P-08 &amp; MP-40 A**</p> <p>1 Gunner with MG-34 LMG A</p> <p>1 Asst. Gunner with Kar 98k A</p> <p>3 Riflemen w/ Kar 98k &amp; demo charges A</p> <p>5 Riflemen w/ Kar 98k &amp; cluster grenades A</p> <p><b>1x Motorized Platoon Headquarters Squad</b> (T2)</p> <p>1 Lt. with P-08 Pistol &amp; MP-40 A+*</p> <p>1 Sgt. with P-08 Pistol &amp; MP-40 A*</p> <p>1 Gunner with PzB39 ATR B</p> <p>1 Asst. ATR Gunner with Kar 98k B</p> <p>3 Riflemen with Kar 98k B</p> <p><b>2x Motorized Infantry Squads</b> (T2)</p> <p>1 Squad Leader with P-08 &amp; MP-40 A*</p> <p>1 Asst. Squad Leader with Kar 98k A*</p> <p>1 Gunner with MG-34 LMG B</p> <p>1 Asst. Gunner with Kar 98k B</p> <p>6 Riflemen with Kar 98k B</p> <p><b>1x MMG Team</b> (T2)</p> <p>1 Team Leader with P-08 &amp; MP-40 A*</p> <p>1 Gunner with tripod-mounted MG-34 B</p> <p>1 Asst. Gunner with Kar 98k B</p>	<p><b>Elements of 86<sup>th</sup> Infantry Regiment and other units, 10<sup>th</sup> Panzer Division</b></p> <p><u>Roll</u> <u>Attachment</u></p> <p>1-2 <b>2x PzKpfw. IIIe</b> with Crew of 5 (T2) A*</p> <p>-and-</p> <p><b>1x MMG team</b> (T2)</p> <p>1 Team Leader with P-08 &amp; MP-40 A*</p> <p>1 Gunner with tripod-mounted MG-34 B</p> <p>1 Asst. Gunner with Kar 98k B</p> <p>3-4 <b>2x PzKpfw. IVd</b> with Crew of 5 (T2) B</p> <p>5-10 <b>2x PzKpfw. IIc</b> with Crew of 3 (T2) A*</p> <p>-and-</p> <p><b>1x 7.5cm Infantry Gun</b> (T2)</p> <p>1 Team Leader with P-08 Pistol &amp; MP-40 A*</p> <p>1 Gunner with Kar 98k B</p> <p>2 Loaders with Kar 98k B</p> <p>1 truck</p> <p>11-17 <b>1x 8.8cm Flak 18</b> (T2)</p> <p>1 Team Leader with P-08 &amp; MP-40 A*</p> <p>1 Gunner with Kar 98k B</p> <p>6 Loaders with Kar 98k B</p> <p>18-20 <b>1x Motorized Infantry Squad</b> (T2)</p> <p>1 Squad Leader with P-08 &amp; MP-40 A*</p> <p>1 Asst. Squad Leader with Kar 98k A*</p> <p>1 Gunner with MG-34 LMG B</p> <p>1 Asst. Gunner with Kar 98k B</p> <p>6 Riflemen with Kar 98k B</p> <p>-and-</p> <p><b>Artillery Support</b> with Forward Observer (T3)</p> <p>1 Forward Observer with P-08 &amp; MP-40 B*</p>

1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.
2. Set Up- **A)** Set up all forces anywhere east of the Meuse- *except the two Pioneer squads* (set them aside). Any Motorized Infantry, MMG Teams or Motorized HQ squads may start in rafts at the eastern edge of the Meuse. **B)** Roll a d4 for each of the two Pioneer squads. Deploy each Pioneer squad on the west bank of the Meuse between the river and the barbed wire in the square (German deploy area) that corresponds to the number rolled. For example, if a "1" was rolled, place a Pioneer squad in the square marked on the map with: "{1}" etc.
3. All Germans start with 2 stick grenades each.
4. AFVs armed with the 20mm autocannon (Pz II) must roll per vehicle to determine the amount of 20mm ammunition on board. The number of actions of fire is d6+6.
5. All infantry squads have rafts.
6. Artillery Support- Four Fire Support Missions (3 tubes x 105mm Howitzer): Availability 70%. Spotter must be the Forward Observer.

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## French Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p><b>Elements of the 147<sup>th</sup> Fortress Infantry Regiment, 55<sup>th</sup> Infantry Division</b></p> <p><b>3x SA34 25mm AT Guns</b> with crew of 3 (T3)                      1 Team Leader with Ruby &amp; 07/15 Berth B*                      1 Gunner with 1907/15 Berthier C                      1 Loader with 1907/15 Berthier C</p> <p><b>1x Infantry Platoon HQ Squad</b> (T3)                      1 Lt. with Ruby &amp; 1907/15 Berthier B*                      1 Sgt. with Ruby &amp; 1907/15 Berthier B                      1 Grenadier with 1907/15 Berthier-GL C                      1 Asst. Grenadier with 1907/15 Berthier C                      1 Rifleman with 1907/15 Berthier C</p> <p><b>1x Infantry Squad</b> (T3)                      1 Squad Leader with Ruby &amp; 07/15 Berth B*                      1 Asst. Squad Leader with 07/15 Berthier C                      1 Grenadier with 1907/15 Berthier-GL C                      1 Asst. Grenadier with 1907/15 Berthier C                      1 Gunner with FM24/29 LMG C                      1 Asst. Gunner with Ruby C                      6 Riflemen with 1907/15 Berthier C</p> <p><b>3x MMG Teams</b> (T3)                      1 Crew Leader with Ruby &amp; 07/15 Berth B*                      1 Gunner with Hotchkiss MMG C                      1 Asst. Gunner with 1907/15 Berthier C</p> <p><b>Artillery Support</b> with Forward Observer (T3)                      1 Forward Observer w/ 1907/15 Berthier A*</p>	<p><b>Elements of the 147<sup>th</sup> Fortress Infantry Regiment, 55<sup>th</sup> Infantry Division</b></p> <p><u>Roll</u>   <u>Attachment</u>                      1-2   <b>1x MMG Team</b> (T3)                      1 Team Leader with Ruby &amp; 07/15 Berth B*                      1 Gunner with Hotchkiss MMG C                      1 Asst. Gunner with 1907/15 Berthier C</p> <p>3-8   <b>1x SA mel 1937 47mm AT Gun</b> with crew of 3 (T3)                      1 Team Leader with Ruby &amp; 07/15 Berth B*                      1 Gunner with 1907/15 Berthier C                      1 Loader with 1907/15 Berthier C</p> <p>9-10   <b>1x SA34 25mm AT Gun</b> with crew of 3 (T3)                      1 Team Leader with Ruby &amp; 07/15 Berth B*                      1 Gunner with 1907/15 Berthier C                      1 Loader with 1907/15 Berthier C</p> <p>11-19   <b>1x Infantry Squad</b> (T3)                      1 Squad Leader with Ruby &amp; 07/15 Berth B*                      1 Asst. Squad Leader with 07/15 Berth C                      1 Grenadier with 1907/15 Berthier-GL C                      1 Asst. Grenadier with 1907/15 Berthier C                      1 Gunner with FM24/29 LMG C                      1 Asst. Gunner with Ruby C                      6 Riflemen with 1907/15 Berthier C</p> <p>20   <b>Sniper Team</b> (T2)                      1 Rifleman with scoped MAS36 A*                      1 spotter with Ruby and binoculars A</p>

1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.
2. Set Up- Set up anywhere on the west bank of the Meuse west of the barbed wire. All starting positions must be recorded prior to play.
3. All French start with one grenade each.
4. The 25mm AT Guns do not have HE rounds, the 47mm AT Gun rolls a d6+2 for HE rounds.
5. Instead of normal grenades, the Rifle Grenadier and Assistant Grenadiers in French squads carry two rifle grenades. These rifle grenades may only be fired by the Grenadier's Berthier-GL.
6. The MMGs and AT Guns must be placed in bunkers. All other forces may be placed as desired. All bunkers have a total capacity of 16 men.
7. Artillery Support- Six Fire Support Missions (3 tubes x 75mm Howitzer): Availability 30%. Spotter must be Forward Observer. The French player may pre-target two locations prior to play.

# SKIRMISHCAMPAIGNS FORMAT

## INTRODUCTION

*SkirmishCampaigns* scenario books focus on specific campaigns in World War II. Each book contains background, pictures, maps, scenarios and a campaign system that will allow the linking of several scenarios all within the context of a campaign from World War II. The scenario format will be generic to allow *SkirmishCampaigns* to be compatible with many popular skirmish rule systems.

## MORALE, TRAINING AND LEADERSHIP VALUES

Morale, training and leadership values for units in this scenario book are listed in a generic format intended to quickly translate to several skirmish rule systems. Mark Bevis first used a similar generic system in his excellent books *WWII Battlezones* and *Kampfgruppe Peiper* (see Acknowledgements). For translations of these values to several popular rule systems, see the “Skirmish Rules Translations” section (p.4). The generic values are:

**Training**, representing the amount of training a unit has and the amount of time a unit has trained and/or fought together, is represented by six possible values:

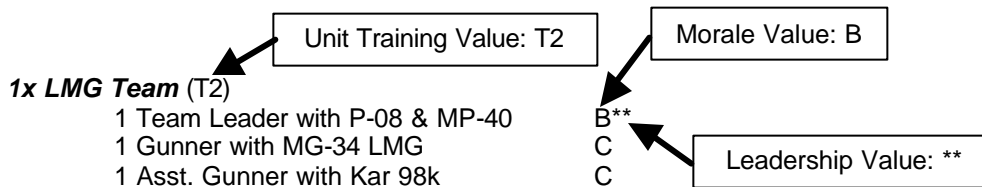
- T1+ = The most elite, extensively trained specialists who have seen combat (Fallschirmjager Engineers or US Rangers).
- T1 = Elite soldiers with extensive experience, very well trained and disciplined.
- T2 = Well trained combat veterans of quality armies, elite units of lower quality armies.
- T3 = Well trained regulars with little or no combat experience, regulars of most armies.
- T4 = Untested green troops with poor training (Russians '41, Norwegians '40).
- T5 = Very poorly trained troops such as civil militia and prison troops.

**Morale**, representing the ability of an individual to stay cool under fire, is represented by six possible values:

- A+ = Fanatics (Kamakazi, etc).
- A = Top quality, highly motivated troops, (SS Pz Gren., Commandos, Rangers, some Japanese).
- B = Veteran troops, troops defending their homeland.
- C = Average motivated troops, motivated partisans, exhausted veterans.
- D = Reluctant or shell-shocked troops.
- E = Extremely unwilling troops, forced conscripts.

**Leadership**, representing the leadership skill of an individual. Squads and teams may have one or more leaders. Leaders are usually listed first and have a higher morale than the rest of the squad or team. Some squad leaders (and/or assistant squad leaders) may have special leadership skills. These special skills are designated by one asterisk (\*) to several asterisks (\*\*\*\*) after that leader's morale- for example, the team leader below has a morale “B” and is very skilled in leadership (as designated by not just one, but two asterisks after his morale rating). These asterisks can be translated into die roll modifiers in many game systems. For example, the leader referenced below may get “-2” (or a +2) on all his die rolls due to his proficiency (again, designated by “\*\*”).

In every scenario, training values are listed for each unit (squad, team etc); morale and leadership values are listed for every individual as follows:



Players should feel free to adjust morale, training and leadership values as they see fit (for example, some players may rate French Motorized Troops with better (or worse) morale than suggested by the authors).