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.

Another Squads & Leaders compatible module from Critical Hit!

Pionier-Pz-1 DC*

MP: 15
MA: CMG
ROF: 1
MG: -6"
B# 11   AF: 1 1

B1-bis

MP: 11
MA: 47
SA: B75*
MG: 1/2"7"   AF: ⑧ 6

CRITICAL HIT

France 1940

**BONUS!
32 Brand
New Die
Cut AFV
Counters
Inside**

Stonne 1940

STONNE, FRANCE, 15 - 16 May 1940: On 14 May, as a stopgap measure, the 3rd DIM and the 3rd DCR were dispached 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 "GrossDeutschland" 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 to 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 staging 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 GrossDeutschland was replaced on the frontline by the 16th Infantry Division. The price had been gruesome for the Germans: twenty AFVs, a third of their AT guns 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 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 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 AMb	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
Mines	"?"

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

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

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/R1. In the woods north of town, the French 67th R1 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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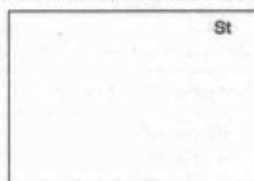
INITIAL GERMAN OB: [ELR: 4] {SAN: 2}

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 11♠   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
Mines	"?"

READY BOX

REFUELING BOX
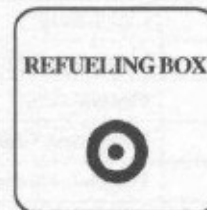
Stonne 1940

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).
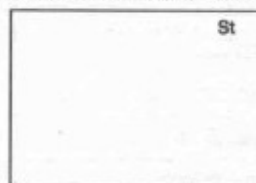
CP BASE# CHART:

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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READY BOX

REFUELING BOX

Stonne 1940

✠ German CG Card 2   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	

◎ French CG Card 2

Stonne 1940

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/Fully Tracked 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.

BEFORE NIGHTFALL

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

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

[ELR: 2]
{SAN: 3}

E 4-5-8	1 4-5-7	9-2	8-0	6+1	dm MMG	LMG	? 7 morale
5	7				2		7

Elements of the Infantry Regiment *Grossdeutschland* set up in level four hexes or lower on/between hexrows A-I:

1 4-6-7	2 4-4-7	8-1	8-0	dm MMG	LMG	MTR	? 7 morale
3	10	2	2	2			4

[ELR: 2]
{SAN: 2}

Enter on turn one from Entry Area C:

2 4-4-7	7-0	LMG
3		

HANDICAPS:

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

⊙ Any three French MMC begin play Fanatic.

🎲 Any mutually agreed upon alteration of either side's OB.

BOARD LAYOUT:

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OBJECTIVES: The French wins if at game end if he Controls ≥8 buildings/ Rubble Locations or if he earns ≥ 14 CVP in either case without losing ≥ 12 CVP.
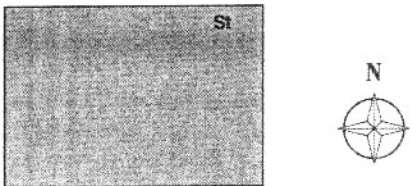
SPECIAL RULES:

1. All Stonne CG SR are in play. Time of the Day is PMb
2. Rubble counters (i.e., Light Rubble, see SR #18) are placed in hexes G9, K10 and P9. Blaze counters are placed in I8, J10, L11, M8, M11, N10 and O9. Burnt-Out-Wreck counters are placed in road hexes L8 to R11, and in L13, M14, N13, P12, and Q10. Note Stonne SR #6 (i.e., Fires).
3. All buildings are French Controlled at start.
4. Any MMC not stacked with a leader must pass an NTC before declaring Double Time.

STONNE, FRANCE, 15 May 1940: After the withdrawal of the GrossDeutschland troops to their second line of defense, the French defenders in the village were submitted to an artillery barrage that was lifted only to allow for a Stuka attack. A few houses started to burn. The artillery then continued its continuous pounding. To avoid unnecessary losses, the French infantry pulled back a bit, while French tanks patrolled the outskirts of the village to prevent German infantry infiltrations. Just before nightfall on May 15, the B1-bis pulled back toward the Grandes Armoises to rearm and refuel. The Germans noted the withdrawal of the heavy tanks and German infantry immediately pushed on alone from the wooded slopes, into the burning village. The poilus simply began a fighting withdrawal, causing serious casualties in Grossdeutschland, but retiring steadily toward their support. They fell back on their foxhole line, finally stabilizing their front at less than 300 meters from the enemy. Both sides were utterly tired. Fatigue was so critical that the CO of GrossDeutsland expressed his doubts about their fitness to fight another day, and urgently requested that his weary troops be reinforced.

A WILL TO FIGHT

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

⊙ **FRENCH Sets Up First**

✠ **GERMAN Moves First**

Remnants of III/51 Infantry Regiment set up utilizing HIP on/within three hexes of H12:

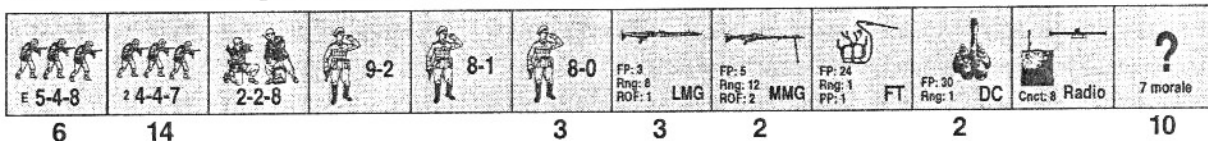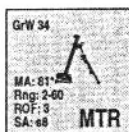|								
4-5-7 **10**	[1]-0-6 **4**		9-2	8-1	8-0	LMG **2**	HMG	MTR	? 7 morale **10**

[ELR: 3]

{SAN: 2}

105mm OBA

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

E 5-4-8 **6**	2 4-4-7 **14**	2-2-8	9-2	8-1	8-0	LMG **3**	MMG **3**	FT **2**	DC **2**	Radio	? 7 morale **10**

[ELR: 3]

{SAN: 2}

GrW 34 — MA:81* Rng: 2-60 ROF:3 SA:68 **MTR**

75mm OBA

HANDICAPS:

✠ Replace one German 8-0 leader with an 8-1.

⊙ All French MMC/SMC are Fanatic.

Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:
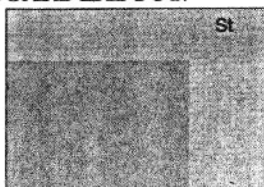
(Only hexes numbered ≥ 7 in hexrows A-V are playable)

OBJECTIVES: The French must Control ≥ 3 Rubble Locations _and_ have ≥ 15 VP in Good Order units/prisoners on-map or exited along the west edge at game end. Prisoners are not worth double unless exited along the west edge.

SPECIAL 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) with normal ammunition and an Offboard Observer set up in level six along the south edge prior to play.

3. The Germans receive one module of 75mm OBA (HE only) with normal ammuntion.

4. The Germans receive Air Support (E7.2) in the form of two '39 FB with bombs. This air support arrives automatically on turn one and is available only for that turn.

5. German 5-4-8 squads are Assault Engineers (H1.22) with underlined Morale and an ELR of five.

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

7. All buildings are Light Rubble (CG SR #18).

STONNE, FRANCE, 17 May 1940: During the late afternoon of 17 May, the men of the 64th Regiment and the _Pionier_ 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 south 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.

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ONE MORE TRY

SIDE Sets Up First	1	2	3	4	5	6	7
SIDE Moves First							

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

E 4-5-8	1 4-5-7	2 4-4-7	9-2	8-1	8-0	7-0	HMG FP:6 B#:11 Rng:12 ROF:3	MMG FP:4 Rng:11 ROF:2	LMG FP:2 Rng:6 ROF:1 B#:11	MTR MA:60° Rng:3-42 ROF:3
3	8	13					2		3	2

[ELR: 3]
{SAN: 3}

H39(L) MP: 12 MA: 37 MG: -2°7 AF: 1 4	B1-bis MP: 11 MA: 47 SA: B75° MG: 1/2°7 AF: 6 6
6	5

Remnants of the 16th Infantry Division set up anywhere on-map ≥ 3 hexes from any French Entry Area:

1 4-6-7	2 4-4-7	2-2-8	9-1	8-0	7-0	LMG FP:3 Rng:6 ROF:1	MMG FP:5 Rng:12 ROF:2	MTR MA:50° Rng:2-13 ROF:3
4	12	5	2			3	3	3

[ELR: 3]
{SAN:4}

GrW 34 MA: 81° Rng: 2-60 ROF: 3 SA: s6 MTR	PaK 35/36 MA: 37L ROF: 3 M# 12 AT	Foxhole 1S
2	3	4

105mm OBA

	OBA 6 1 2 5 4 3

HANDICAPS:

◉ Increase game length to eight turns.

✠ Reduce game length to six turns.

🎲 Any mutually agreed upon alteration to either side's OB.

BOARD LAYOUT:

St

N

OBJECTIVES: The French win if they control ≥ 15 Rubble Locations at game end.
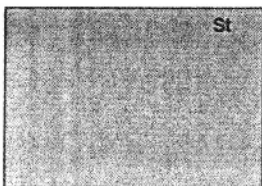
SPECIAL RULES:
1. All Stonne CG SR are in play. Time of Day is PMa.
2. All buildings are Light Rubble (Stonne SR#18).
3. The Germans receive Random Air Support (1-3 '39 FB w/bombs). Once received, any German FB received are limited to two turns on board.
4. The Germans receive one module of 105mm OBA with Plentiful Ammunition directed by an Observation Plane (E7.6).
5. Boresighting is NA.

STONNE, FRANCE, 18 May 1940: The French launched a counter-attack at 14:00 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 foot-sloggers. 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 strafed any exposed targets on the plateau and dropped incendiaries on the French armor. The surviving B1-bis tankers kept up the fight, launching high explosive shells into buildings on the outskirts of Stonne. They then circled back to rendezvous with their infantry support to continue the assault on the village. The advance was again gotten underway and the *10ème Companie* of the III/51e finally entered Stonne. Their stay would be brief. An evacuation was soon ordered in the face of yet another an enemy artillery barrage.

TRIAL OF STRENGTH

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

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

1st Company of the 49th BCC, 3rd DCR enter on turn one from Entry Area E:

[ELR: 3]
{SAN: 4}

Elements the of I/67th Regiment, 3rd DIM set up within 2 hexes of F15 and/or L18 using HIP:

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

Elements of the 2nd Battalion and 14th AT Company, Infantry Regiment *Grossdeutschland* set up in/adjacent to any "Rue Principale" road hex (from L8 to O10 inclusive):

[ELR: 3]
{SAN: 2}

Set up on/adjacent to an "Rue Du Bout D'en Haut" road hex (i.e., F11-G10-G11-G12-H10):

Enter on/after turn three on Entry Area B and/or C:

Enter on/after turn one from Entry Area A:

Enter on/after turn 4 from Entry Area C:

BOARD LAYOUT:

N

HANDICAPS:

⊙ Replace one French 8-0 leader with an 8-1.

✚ Replace one German 8-0 leader with an 8-1.

🎲 Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. All Stonne CG SR are in play. The time of the day is AMb.

2. Place Burnt Out Wrecks counters in hexes L3, M14, N13, and P12.

3. The Germans receive one module of 150mm OBA (HE only) with Scarce Ammunition. Note: The Germans captured the French anti-tank guns on the spot only an hour before this firefight, leading to a shortage of crews.

OBJECTIVES: The side that controls the majority of the Buildings/Light Rubble Locations at game end wins. [Out of 27 possible Locations]

STONNE, FRANCE, 15 May 1940: At 0630 hours, the H39s of the *1ère compagnie du 45e BCC*, commanded by a Captain Petit, headed out from their position at the northeast of the *Grandes-Armoises*. Their orders were to "clean" the plateau of enemy troops. At 0730 hours, they withdrew after losing two tanks. The heavy tanks of the 49e Battalion soon followed, taking up positions to the south at around 0930. No infantry followed and the Germans had time to infiltrate with their men and anti-tank guns. The next move was made by the French in the form of the B1 bis tanks, which re-entered Stonne. Three were soon destroyed. Meanwhile, believing the 8th Panzer Regiment to still be with the *Grossdeutschland*, the 10th Panzer Division did not react. A new French counterattack was instead launched with the elements of the 45e and 49e Battalions, reinforced by a section of FCM tanks from the *2e Compagnie du 4e* BCL and infantry. At 1030 hours, this new attack kicked off. Heavy enemy return fire was faced, forcing the French tanks and infantry to work their way into the village through the gardens. The pressure forced the Germans to gradually withdraw, covered by fire from their StuG self-propelled gun company.

THE BUTCHER

⊙ FRENCH Sets Up First

⊙ FRENCH Moves First

| 1 | 2 | 3 | 4 | 5 |

⊙

A section of the 1st Company, 49th BCC set up in Open Ground hexes within four hexes of hex A9:

[ELR:3]
{SAN: 2}

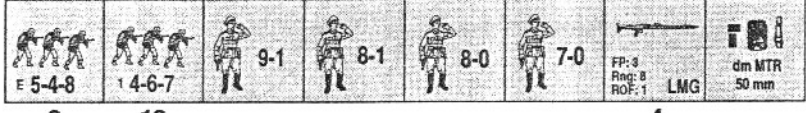B1-bis
MP: 11
MA: 47
SA: B75*
MG: 1/2*F

9-1

3

Elements of the III/51st Regiment enter all, some or none along the south edge on turn four *or* five:

1 4-5-7

8-1

FP: 2
Rng: 8
ROF: 1
Bf: 11   LMG
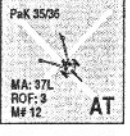
2

⊣⊢

Elements of I/64th Regiment and of *Pionier* **Battalion 64** set up in Open Ground hexes on/within three hexes of I6 with a maximum of two MMCs per hex (and any SMC/SW/Gun) stacked with them (see SR #3):

E 5-4-8   1 4-6-7   9-1   8-1   8-0   7-0

FP: 3
Rng: 8
ROF: 1   LMG

dm MTR
50 mm

2   **12**   **4**

[ELR: 3]
{SAN: 4}

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

(See SR 3)

BOARD LAYOUT:

St

N
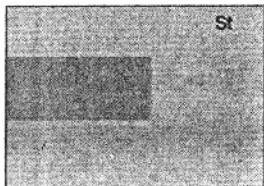
(Only hexes numbered ≥ 6 and/or ≤ 11 in hexrows A-L are playable)

HANDICAPS:

⊙ Replace the French 9-1 armor leader with a 9-2.

⊣⊢ Add a 5-4-8 Assault Engineer (H1.22) squad *and* a DC to the German OB.

🎲 Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:

1. All Stonne CG SR are in play. The Time of Day is PMa.
2. Each player alternates in placing ten Stone Light Rubble (SR #18) counters (i.e., five counters are placed by each player) in Building Locations. The French player places first.
3. A malfunctioned Pak35/36 AT Gun sets up in hex L8. The Germans may apply Leadership to its Repair dr and it is immune to an Original dr 6 result prior to being repaired at least once during play.
4. The German 5-4-8 squads are Assault Engineers (H1.22).

OBJECTIVES: The French win if they amass at least 15 VP.

STONNE, FRANCE, 17 May 1940: At 1500 hours, the German I/64 Infantry Regiment re-entered the unoccupied village of Stonne 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 lone 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 B1 bis tanks soon re-appeared. The leading tank, bearing the number 356, had the name "Riquewihr" painted on the glacis plate. It and the entire section were commanded by a Lieutenant Domecq. The section commander moved his armor to the edge of the wooded *Bois de la Grande-Cote*, overrunning a group of enemy riflemen that stood in their way. Working in and out of the village, the tanks played havoc with the German soldiers. When Domecq returned from the front lines to refuel, he was dubbed "The Butcher of Stonne" after his comrades caught sight of the gore embedded in the tracks of his tank. Meanwhile, the battle raged on inside the village. A German lieutenant recovered a malfunctioned anti-tank gun, fixed it, and claimed a Renault tank destroyed with three shots.
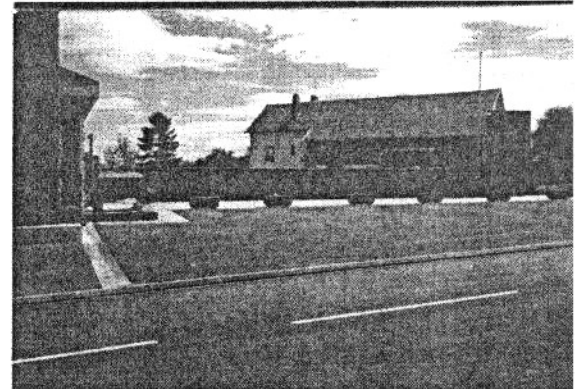
A NEW DAY DAWNING

	1	2	3	4	5	6	7

⊙ **FRENCH Sets Up First**

✠ **GERMAN Moves First (see SR #5)**

⊙

Elements of the 67th Regiment, 3rd DIM set up in hexes numbered ≥ 13 in/between hexrows A to T inclusive with at least one MMC and all SMC/SW that set up with them IN on map foxholes (hexes A16-H19 and D16):

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

[ELR: 3]
{SAN: 4}

Laffly S20TL MP:27 PP:14 T#12	Renault UE MP:10 PP:4 T#12

Elements of the GRDI/6 and CRME of the 67th Regiment, 3rd DIM set up on level six and/or level seven hexes within two hexes of a building. AFVs may not set up in building:

E 4-5-8	2-2-8	9-1	8-0	LMG FP:2 Rng:6 ROF:1 B#:11	INF MA:37* ROF:2 Rng:60	MTR MA:60* Rng:3-42 ROF:3	7 morale ?	AT SA-L mle 34 MA:25LL ROF:3 M#:12 Rng:45	AMC 29 MP:15 MA:37* MG:-2	AMD 35 MP:26 MA:25LL ROF:1 MG:-/4	AMR ZT 3 MP:13 MA:25LL ROF:1 AF:1 ⑥
8	4							12	3	2	3

✠

Elements of the 2nd Battalion, Infantry Regiment *Grossdeutschland* enter on/after turn one from Entry Areas A,B and/or C:

E 4-6-8	9-2	9-1	8-1	8-0	dm HMG FP:3 Rng:8 ROF:1	dm MMG FP:3 Rng:8 ROF:1	LMG FP:3 Rng:8 ROF:1	dm MTR 50 mm	1-12 ATR 1PP
18	2	2	2	2	2	2	3	2	3

[ELR: 3]
{SAN: 2}

Elements of *Aufklarung* Regiment 90, 10th Panzer Division set up in Motion along the road from F2-T9 inclusive:

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

Elements of 4th Company, II Battalion, Panzer Regiment 8, 10th Panzer Division enter on/after turn one from Entry Areas A/B/C; see SR #4 and SR #6:

Pz IB MP:15 MA:CMG ROF:1 MG:-/6* B#11	Pz IIA MP:15 MA:20L(4) ROF:1 MG:-/5 B#11	Pz IIF MP:14 MA:20L(4) ROF:2 MG:-/5 B#11	Pz IIIF MP:14 MA:37L ROF:2 MG:3/8 B#11	Pz IVD MP:14 MA:75* ROF:1 MG:3/5	9-2
4	2	6	6	2	2

BOARD LAYOUT:

N

OBJECTIVES: The German must control ≥ 15 buildings/Locations and have ≥ six mobile AFVs with functioning MA *and* ≥ six Good Order squads/equivalents in level six and/or seven hexes at game end.

HANDICAPS:

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

✠ Replace one German 8-0 leader with an 8-1.

Any mutually agreed upon alteration to either side's OB.

SPECIAL RULES:
1. All Stonne CG SR are in effect. The Time of Day is AMa. (CGSR #5).
2. Mist (E3.32) is in effect at start.
3. The French receive one module of 75mm (HE) OBA with Plentiful Ammunition and an Offboard Observer recorded prior to all set up along the south edge of the Map at level six.
4. The German player may enter up to six AFVs during each game turn.
5. The French may set up ≤ 25% of his squads/equivalents (and any SMC/SW that set up in the same Location) utilizing HIP. There is no French Player Turn one.
6. Any six German AFV may set up on-map with the *Aufklarung* Regiment 90 group (i.e., in addition to those entering on turn one as per SR #4).

STONNE, FRANCE, 15 May 1940: On 14 May, the first elements of the 3rd Motorized Infantry Division reached the main defensive line in Stonne. After the evacuation of all civilians to the rear, the newly-arrived men immediately started digging entrenchments and setting up anti-tank positions, for Stonne was entirely deprived of fortifications despite intended plans. On the German side, the capture of Stonne was assigned to the elite *Grossdeutschland* Infantry Regiment. The IRDG, although fatigued by two days of fighting, resumed its advance towards the objective at dawn on the 15th. The unit was preceded by forward elements of the 10th Panzer Division. Alerted by the sounds of initial skirmishes between the Germans and the scattered remnants of the 205th Regiment, the defenders of Stonne had prepared for a fight. However, since the first vehicles to appear were a company of friendly FCM tanks, vigilance slackened a bit. 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 tanks to appear in the village main street were quickly destroyed by well-concealed AT guns. The 67th reinforced the forward defense but when the heavier panzers showed up, panic-stricken *poilus* fled from the village in an attempt to reach their line of foxholes. A short massacre followed when two Panzer IVs shot at point blank at the running soldiers, doing damage with both gun and machine-guns. When they reached the vicinity of the watertower, these same marauding panzers were destroyed by a French anti-tank gun. The defenders received an order to fall back and progressively retreated while the *Grossdeutschland* progressed toward the completion of a wide envelopment.

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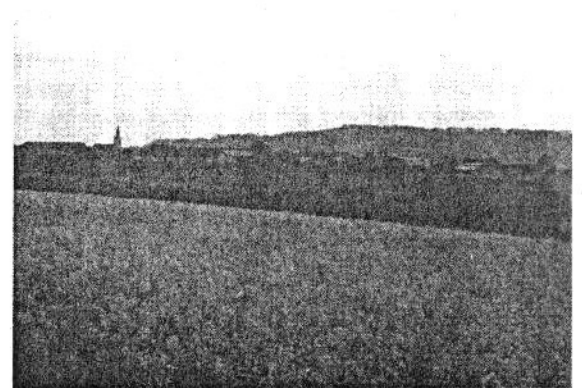
DOWN ON THE STREETS

Stonne #7
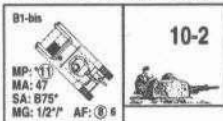
GERMAN Sets Up First
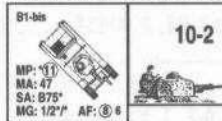
FRENCH Moves First

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

Elements of III/51 RIM, 3° DIM of 1st and 3rd Cies, 45° BCC and 49° BCC, 3° DCR set up as follows:
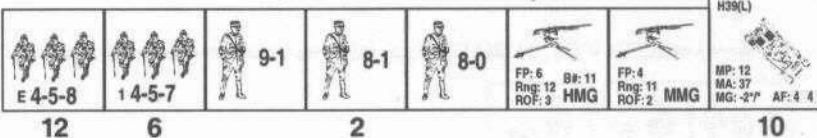
Set up along narrow street K8/K9 (see SR 5):

B1-bis
MP: 11 MA: 47 SA: B75° MG: 1/2°/° AF: 6
10-2

Set up in H7 (see SR 5):

B1-bis
MP: 11 MA: 47 SA: B75° MG: 1/2°/° AF: 6
10-2

Enter on turn one from Entry Areas D and/or E:

B1-bis
MP: 47 MA: 47 SA: B75° MG: 1/2°/° AF: 6
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 FP:6 Rng:12 ROF:3 | MMG B#:11 FP:4 Rng:11 ROF:2 | H39(L) MP:12 MA:37 MG:-2°/° AF:4 4 |
| 12 | 6 | 2 | 2 | 2 | 2 | 2 | 10 |

[ELR: 3] {SAN: 4}

Elements of IRGD and S.R. 69, 10th Panzer Division set up in hexes numbered ≤ 10 that are also within ≤ 2 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 FP:7 Rng:16 ROF:3 | MMG FP:5 Rng:12 ROF:2 | LMG FP:3 Rng:8 ROF:1 | MTR MA:50° Rng:2-13 ROF:3 |
| 3 | 7 | 6 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 3 | 2 |

| ATR FP:1 Rng:12 | Radio Cnct:8 | 7 morale ? | PaK 35/36 MA:37L ROF:3 M#12 AT | SA-L mle 34 MA:25LL ROF:3 M#12 Rng:45 AT | | Set up in U12: | PaK 35/36 MA:37L ROF:3 M#12 AT | 2-2-8 | Set up in Q8: | PaK 35/36 MA:37L ROF:3 M#12 AT | 2-2-8 |
| 3 | | 10 | 4 | 2 | | | | | | | |
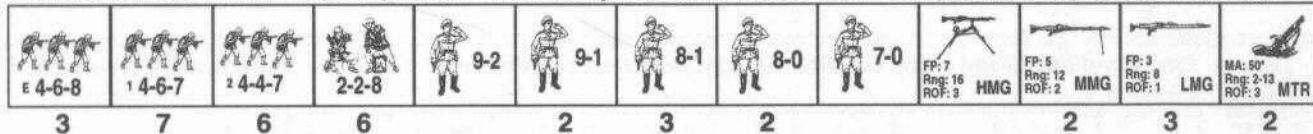
[ELR: 3] {SAN: 2}
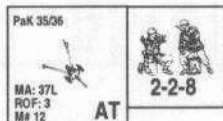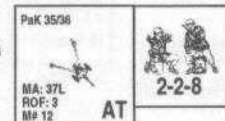
Elements of 10th Panzer Division set up along the road from L8 - R11 and/or in Bypass of Rowhouse M8/P9 along hexsides shared by road hexes, even if this causes overstacking (EXC: AFVs cannot be in Bypass in a Rubble hex; see also SR 6):

| Pz IIF MP:14 MA:20L(4) ROF:2 MG:/5 B#11 | Pz IIIF MP:14 MA:37L ROF:2 MG:3/8 B#11 | Pz IVD MP:14 MA:75° ROF:1 MG:3/5 |
| 6 | 3 | 4 |
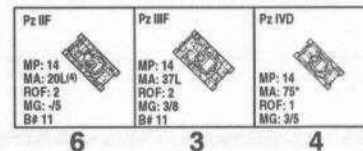
HANDICAPS:

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

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

Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:

St
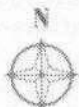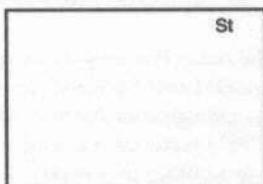
(Only hexrows A-V are playable)

OBJECTIVES: The side that Controls the majority of the building and/or rubble Locations at game end wins. The Church, if rubbled, still counts as two Locations.

SPECIAL RULES:

1. All Stonne CG SR are in play. The time of the day is AMb.

2. Before set up, the players alternate in the placement of four (Stone) Light Rubble Counters (two each) in Buildings Locations (EXC: Not in I10)(CGSR #18) German player first. Place Burnt Out Wrecks in L13, M14, N13, P12, Q10, and R10.

3. The French receive a module of 105mm [HE only] OBA with Plentiful Ammo and an Offboard Observer to be recorded in any hex of Entry Area G at Level 6.

4. The German receives a module of 81mm Battalion Mortar OBA with Plentiful Ammo. Captured Use Penalties are NA for the 25LL AT-guns in the German OB.

5. The French B1-bis tanks may be set up in Motion.

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 of 3-6, it is Abandoned and its crew is placed in the ground level building Location if the AFV is set up in Byapss or under the AFV in the hex if it is not. At start, German AFV TCAs must be the same as their VCAs.

STONNE, FRANCE, 16 May 1940: For the second day the 45th BCC, commanded by Cdt. Malaguti, led an assault against German occupied Stonne from Les Grande Armoises, with the support of the III/51 DIM and the heavy B1-bis chars of the 1st and 3rd Cies, 49th BCC. Capt. Bilotte (1st Cies) and Capt. Delepierre (3rd Cies) drove out ahead of their units to the west of the Le Courty Drousy hill mass and soon found themselves in Stonne with Bilotte on top of a column of panzers. As the remainder of the 49th BCC crashed through orchards and hedges to join them Capt. Bilotte's B1-bis engaged and destroyed two panzers at less than 30 meters. In the confusion of burning panzers, smoke filled one-man turrets, and German fire from all directions bouncing off their thick armor both Cies' proceeded down the Rue Principale engaging and destroying most of the remaining panzers. They then advanced toward Le Pain de Secure overrunning two AT-guns before returning to Stonne. The H39's of the 45th BCC finished of the surviving panzers and the French infantry forced the demoralized German infantry out of Stonne. Satisfied the French units pulled back toward Les Grande Armoises.

Designer: Pedro Ramis

SHATTERED LINES

FRENCH Sets Up First

FRENCH Moves First

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |

Elements of **I/67 RI, 3° DIM** set up within 2 hexes of Y13 using HIP:

E 4-5-8	9-2	8-1	FP: 4 Rng: 11 ROF: 2 MMG	FP: 6 Rng: 12 ROF: 3 B#: 11 HMG
9				

[ELR: 3]

{SAN: 4}

Elements of **III/51 RIM, 3° DIM** enter on/after turn one from Entry Area D:

E 4-5-8	9-1	8-0
9		2

Elements of **I/64 IR and of 2nd Coy, Stu-Pi-Bn 16, 16th ID** set up on/between Hexrows M-U in hexes with a coordinate ≥ 8 and ≤ 12:

2 4-4-7	E 5-4-8	E 2-3-8	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
10	4				2		2	3	3

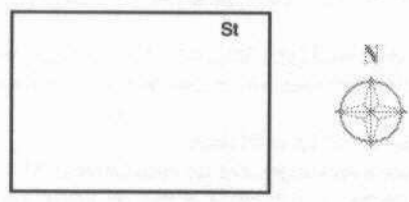**[ELR: 3]**

{SAN: 2}

HANDICAPS:

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

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

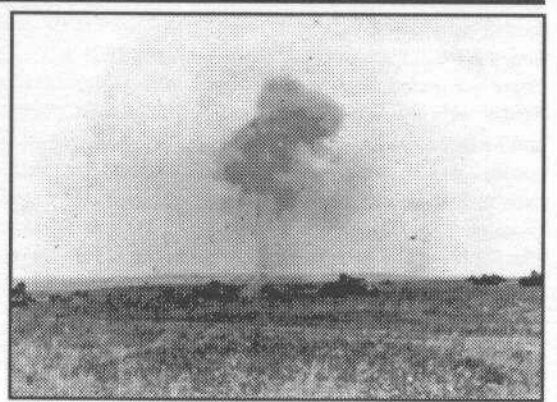Any mutually agreed-upon change to the scenario.

BOARD LAYOUT:

St

N

OBJECTIVES: See SR 6.

SPECIAL RULES:

1. All Stonne CG SR are in play. The time of the day is AMb.

2. Before set up, the players place alternatively ten (stone) Light Rubble Counters (five each) in building Locations (CGSR #18). The German player places first.

3. All 5-4-8 and 2-3-8 in the German OB are considered Assault Engineers.

4. Place Burnt-Out-Wrecks in L8, L13, M9, N9, N13, O10, P10, P12 and Q10.

5. The French receive a module of 105mm [Harassing Fire only] OBA with plentiful ammo and an Offboard Observer at (final) Level 5 placed along the south edge of the map. Before set up, a hex is preregistered for that OBA; after both set up but before the Wind DR, and FFE:1 is placed in that location and immediately resolved (no chit drawn and no accuracy dr is made).

6. The German must gain at least 10 VPs more then the French at game end in order to win. CVPs are awarded normally for both sides but the German receives 1 VP for each Building hex with a hex coordinate ≥ 9 that he Controls (a rubbled building still counts as a building for Control purposes) and also 1 VP for each hex within two hexes of X11 that he Controls.
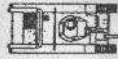
STONNE, FRANCE, 17 May 1940: During the night of 16-17 May the 16th ID replaced the exhausted Grossdeutshland IR. Early morning reconnaissance patrols by the 16th ID revealed that Stonne was free of French units. At 0900 the I/64, supported by assault engineers moved into Stonne. Their advance through Stonne, past corpses and burned-out tank hulks of the previous day's fighting, was soon slowed by heavy fire from I/67 positions on the high ground to the east. The Germans were surprised by this as they had been assured by their leaders 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 the 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.

Stonne 1940

INTRODUCTION: The STONNE 1940 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.x 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 2.18).

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 2.18 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 manning 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. PIONIER PZ 1: The Pionier Pz 1 is provided in the Stonne 1940 countermix. 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.

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 and two AMR ZT3 counters are provided in the Stonne 1940 countermix.

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. 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.

21. 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.

22. 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.

23. 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.

24. 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.

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

26. 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 #27. 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*	drm:
I2: HMG; MMG; LMG; Mtr50*	+1 Unit is Depleted
I3: LMG	
I4: LMG; Mtr50*	
I6: HMG; MMG; LMG	
I8: DC	
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

27. 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.

28. 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	

29. COUNTERMIX LIMITATION: If ever the quality of a RG as defined in CG SR #28 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.

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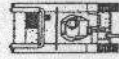
Tank Platoon:

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

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

30.1. 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).

31. 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 3.5.

31.1 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.

32. PARENT UNITS : The CP Base # Chart and the CG Card contain ≥ one icon coded number/withdrawing symbol (see also CG Sr #33). 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.

33. 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.

34. 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.

35. 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 35.1.

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.

35.1 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].

36. 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.

37. 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 #22 and #23 for Retained French AFV.

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

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

40. 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.

41. CG FIREFIGHT VICTORY DETERMINATION: CG-SCENARIO VICTORY CONDITIONS: The following Victory Conditions apply to the pertinent type of CG Firefight (as determined by 3.14). 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].

42. SUDDEN DEATH VICTORY: A side that receives the special VP Bonus (see CG SR #41) for *four* consecutive CG Firefights automatically wins the campaign game.

43. FRENCH AFV RESTRICTIONS: The French may employ up to twenty-one B1-bis on-map during the following CG Firefights only: 15AMa, 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.

44. REPLACEMENT BATTLEFIELD PROMOTION TABLE: Use the following table in lieu of 2.24 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 Firefight
0	4/6	
1	3/5	-1 Per 25 CVP earned by the friendly side in this CG Firefight (EXC: see CG SR #41)
2-3	2/3	
4-5	1/2	
≥ 6	0/1	

Note: The Charts and tables on the CG Card and in these rules supersede those on the Stonne 1940 folder pockets.